

5E

TOME OF WARFARE



A profusion of warfaring options
for the world's greatest roleplaying game



THE TOME OF WARFARE

WRITTEN BY CONNER MCCALL

"VICTORIOUS WARRIORS WIN FIRST AND THEN GO TO WAR, WHILE DEFEATED WARRIORS GO TO WAR FIRST AND THEN SEEK TO WIN." -SUN TZU, MILITARY STRATEGIST

LEGAL

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PREFACE

Welcome to the Tome of Warfare! Within these pages, you will find a wealth of knowledge concerning player options, arsenals of weapons and armor, an abundance of new combat options, siege weapons, fortifications, and more, all tied together underneath the topic of warfare. Players and Dungeon

Masters alike will have plenty of new tools at their disposal. The content here is applicable to any campaign, whether it includes warfare or not. Of course, these options are only those: options, to choose to use based on the needs of your campaign. If you are a Player, remember to ask your Dungeon Master about using any options outside of the *Player's Handbook* to ensure that they are okay with the options, and that the options exist in their world in the first place. Not all worlds will have all subclasses, weapons, or other options.

Chapter 1 includes the new player options: 23 subclasses, 2 prestige classes, 4 new classes, and a collection of new feats. Each of them centers around warfare or a unique combat feature in some way, which is why most of the subclasses are Martial Archetypes for fighters. Even if they aren't allowed for player characters, each new option could inspire unique NPCs. The rules for prestige classes were originally presented in the 2015 *Unearthed Arcana* entitled "Rune Magic and Prestige Classes." The prestige classes presented here use those rules. Many options here were converted (or take inspiration) from previous editions of the game, but many are also original creations.

Chapter 2, Dungeon Master Options, introduces new equipment options and variant rules concerning the new options. It also includes a list of magic items, as well as many new combat options such as new action options, rules for equipment durability, expanded injuries lists, and "coup de grace." The final section in this chapter outlines guidelines and strategies for designing duels, contests, and tournaments.

Chapter 3 presents rules for warfare, including new siege weapons, rules for fortifications of all kinds, naval warfare, and expanded rules for the 2015 *Unearthed Arcana* entitled, "When Armies Clash." It also outlines many war strategies, which can be used in combat encounters of any size to make them more challenging. After all, it is more difficult to fight a group of organized hobgoblins who march in a phalanx rather than an unorganized group of the same monsters.

Chapter 4 has several new spells, the purposes of most of which are for magical warfare.

Finally, Chapter 5 helps to build armies by providing guidelines and many stat blocks built for that purpose.

Now go on adventures, lead and destroy armies, and be awesome. And may the dice ever roll in your favor.

—Conner McCall



CHAPTER 1

CHARACTER OPTIONS

The Player Characters are the main protagonists of any campaign. Their actions, heroic or folly, righteous or villainous, are what drives the story forward. When it comes to warfare, the characters could have any number of roles, whether the battles are only small skirmishes between bordering provinces or an all-out war that could end the known world, or anything in-between. This chapter provides a variety of particularly warmongering player options, starting with twenty-three subclasses spread among some of the classes detailed in the 5th Edition *Player's Handbook*.

Each class offers a character-defining choice in its early stages between 1st and 3rd level. This choice allows for a more unique character as it bestows a number of features that aren't granted to the class otherwise. That choice is called a subclass. The table below identifies each of the subclasses in this book. Some, like the fighter's Deepstone Sentinel or Eternal Blade, have a race prerequisite. This

prerequisite is set forth to enhance immersion and give that subclass a distinct flavor, but can be lifted by the DM to fit the campaign.

Following the subclasses is a section that describes two new prestige classes and four new classes. The prestige classes, battlesmith and eye of Gruumsh, both offer unique features that don't fit into other classes. A class is an enormous part of a character's identity, and each of the four new classes has a distinct flavor with unique features and powers. The crusader and the physician each have three sub-class options, the valkyrie has four subclass options, and the warlord has seven subclass options.

The chapter concludes with a list of feats that help to flesh out a character's fighting prowess. As the subclasses, each feat focuses on a different weapon mastery, fighting style, or some other skill that would be useful for martial fighters and others in a combat-heavy campaign. These feats help to make characters unique and simultaneously give them an edge.

NEW SUBCLASSES

Class	Subclass	Level Available	Description
Barbarian	Path of the Warchief	3rd	Leads through brutal deeds and battle frenzy
Barbarian	Path of the War Hulk	3rd	Massive and powerful, rules the battlefield with sheer strength and size
Barbarian	Path of the Warsworn	3rd	Clad in heavy armor, enhances the rage with martial prowess
Bard	College of War	3rd	Rouses allies to bloodshed
Fighter	Cavalry	3rd	A warrior heavily practiced in fighting from horseback
Fighter	Deepstone Sentinel	3rd	A dwarven guardian that can control the earth
Fighter	Dervish	3rd	Performs a deadly dance that enhances speed and maneuverability
Fighter	Dreadnought	3rd	Emphasizes raw power and physical durability over skill
Fighter	Duelist	3rd	Utilizes agility and precision rather than heavy equipment and strength
Fighter	Eternal Blade	3rd	Learns martial mastery through a blade guide
Fighter	Gladiator	3rd	Entertain crowds and astounds foes with feats of strength and skill
Fighter	Gladiator Variant	3rd	Practices a specialty fighting style
Fighter	Phalanx	3rd	Utilizes defensive tactics to help defend allies
Fighter	Praetorian Guard	3rd	Specializes in defending and protecting others
Fighter	Stoneguard	3rd	Endures heavy punishment by learning defensive techniques
Fighter	Swordsage	3rd	Seeks truth in combat and fights with an element of magic
Fighter	Warblade	3rd	Masters martial combat in all forms
Monk	Way of the Sohei	3rd	A divine warrior that can enter a ki frenzy during battle
Ranger	Blade Dancer	3rd	Strikes hard and fast while avoiding counterattacks
Ranger	Sentry	3rd	Detects creatures and lies, relies on stealth
Ranger	Strider	3rd	A lone wolf more than capable of defending against powerful monsters
Sorcerer	Primal Fury	1st	Taps into primal power using a connection through rage and anger
Wizard	Duskblade	2nd	Trains with armor and weapons to become a dangerously versatile warrior

PRESTIGE CLASSES

Class	Description	Hit Die	Primary Ability	Saving Throw Proficiencies	Armor and Weapon Proficiencies
Battlesmith	A mystical weaponsmith who learns fighting techniques from the forge itself	d10	Wisdom	None	None
Eye of Gruumsh	A devout follower of Gruumsh who puts out an eye in return for divine power and favor	d10	Wisdom	None	None

NEW CLASSES

Class	Description	Hit Die	Primary Ability	Saving Throw Proficiencies	Armor and Weapon Proficiencies
Crusader	A martial warrior whose power stems from unshakeable devotion to a cause	d10	Strength	Constitution & Charisma	All armor, shields, simple and martial weapons
Physician	A scholarly healer skilled with an array of medicines and poisons	d8	Intelligence	Constitution & Intelligence	Light armor, simple weapons
Valkyrie	A hero of supernatural origin whose will can influence the outcome of battle	d10	Strength & Wisdom	Strength & Wisdom	Light armor, medium armor, shields, simple and martial weapons
Warlord	A fearless leader capable of rousing teammates to heroic deeds	d10	Charisma	Wisdom & Charisma	All armor, shields, simple and martial weapons



BARBARIAN: PRIMAL PATHS

At 3rd level, a barbarian gains the Primal Path feature. The following options are available to a barbarian: the Path of the Warchief, the Path of the War Hulk, and the Path of the Warsworn.

PATH OF THE WARCHIEF

Some barbarians hail from savage cultures or tribes where war is regular and battles are commonplace. In these places, their leaders are not exempt from deeds of brutality, leading their forces in a furious battle frenzy and sweeping enemies before the onslaught. These leaders are known as Warchiefs.

Warchiefs are often a self-proclaimed leader of a tribe or raiding band, and usually attain this status by deposing the previous leader. One leads through example and through unrelenting presence.

PATH OF THE WARCHIEF FEATURES

Barbarian Level Feature

3rd	Battle Frenzy
6th	Warchief's Authority
10th	Leader's Strength, Battle Frenzy (+2)
14th	Warchief's Presence

BATTLE FRENZY

Starting at 3rd level, while you are raging, you can use a bonus action to enter a battle frenzy, which lasts for one minute, until your rage ends, or until you end it as a bonus action. While you are in a battle frenzy, each friendly creature within 30 feet of you that can see or hear you gains a +1 bonus to damage rolls made with melee weapons.

You can use this feature only once per rage.

This bonus increases to +2 when you reach 10th level in this class.

WARCHIEF'S AUTHORITY

Starting at 6th level, you can use your authority to help influence the outcome of battle. When a creature you can see is targeted by a melee attack, you can use your reaction to harry the attacker. If the creature can see or hear you, the attack is made with disadvantage.

Alternatively, when a friendly creature you can see makes an attack, you can use your reaction to offer encouragement. If the creature can see or hear you, the attack is made with advantage.

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

LEADER'S STRENGTH

Starting at 10th level, your leadership can embolden allies to perform feats otherwise impossible to them. A creature affected by your Battle Frenzy feature that makes an attack roll, saving throw, or ability check can choose to gain a bonus to the roll equal to your Strength modifier. The creature makes this choice after seeing the roll, but before the DM describes the roll's effects.

Each creature can gain this benefit only once per Battle Frenzy.

WARCHIEF'S PRESENCE

Starting at 14th level, your inspiring display rallies your allies to victory. As a bonus action, you unleash a battle cry which allows your allies to surge against the enemy. You and up to ten other creatures of your choice within 60 feet of you that can hear you gain a number of temporary hit points equal to half your barbarian level + your Charisma modifier.

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

PATH OF THE WAR HULK

The Path of the War Hulk is chosen by barbarians of great size and strength, who wish to most effectively utilize those assets on the battlefield. A War Hulk is just that: a hulk meant for smashing and intimidating opponents en masse. Their blows are mighty and their strength legendary, and their specialty is sowing carnage.

PATH OF THE WAR HULK FEATURES

Barbarian Level Feature

3rd	Powerful Build, Mighty Swing
6th	Mighty Throw
10th	Great Strength
14th	Massive Swing

POWERFUL BUILD

When you choose this archetype at 3rd level, you are a massive creature with immense strength. You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

MIGHTY SWING

Starting at 3rd level, you can attack with wide swings that affect multiple targets. While you are raging and you target a creature with a melee weapon attack, you can choose another creature within 5 feet of the target and within your reach. That creature becomes a target of the attack. Use the same attack roll for each target, but make each damage roll separately.

You can use this feature only once per turn.

MIGHTY THROW

Starting at 6th level, you can treat objects and creatures that weigh 50 pounds or less as thrown weapons, with a normal range of 20 feet and a long range of 60 feet. You are proficient when you throw something in this way, and you use your Strength modifier for the attack and damage rolls.

If the projectile you throw is an object, it deals 2d8 bludgeoning damage on a hit.

If the projectile you throw is a creature, it lands prone and takes 2d6 bludgeoning damage, plus any damage it would take from falling (if you threw it off a cliff, for example).

If the projectile you throw is a creature, and you throw it at another creature, make an attack roll against the target. If it hits, both targets take 2d8 bludgeoning damage and are knocked prone. The targeted creature isn't knocked prone if it is Large or larger. If the attack misses, the thrown creature lands prone in an unoccupied space next to the target and takes 2d6 bludgeoning damage.

You can only throw a creature if you are grappling it.

GREAT STRENGTH

At 10th level, you grow in strength and stamina. Your Strength and Constitution scores increase by 2. Your maximum for those scores is now 22.

When you gain the Primal Champion feature at 20th level, your maximum for those scores is 26 rather than 24.

MASSIVE SWING

Starting at 14th level, you can use an action to lash out all around you with a single attack using a melee weapon you are wielding. Each creature within 5 feet of you must make a Dexterity saving throw. The DC for this save is 8 + your proficiency bonus + your Strength modifier. On a failed save, a creature is hit by the attack and takes damage from it as normal.

PATH OF THE WARSWORN

All barbarians have an internal fury, but the rage of a barbarian that follows this path is a focused rage. It is a rage that not only allows the shrugging off of blows and the pummeling of enemies, but also opens the way for martial skill enhanced and controlled by the rage, rather than overrun by it.

Most members of this path are trained soldiers and martial experts, in whom an unquenchable rage is awakened during battle. Rather than give themselves over to the rage like other barbarians, however, these warriors learn to control the rage and focus it into fury that makes them unstoppable on the battlefield.

PATH OF THE WARSWORN FEATURES

Barbarian Level	Feature
3rd	Armored Rage
6th	Fighting Style, Martial Focus
10th	Focused Rage
14th	Improved Martial Superiority

ARMORED RAGE

When you choose this path at 3rd level, you gain proficiency in heavy armor if you didn't already have it. In addition, you gain all the benefits of a rage even while you are wearing heavy armor.

When you gain the Fast Movement feature at 5th level, you gain the benefits of that feature even while you are wearing heavy armor.

FIGHTING STYLE

At 6th level, you adopt a style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if something in the game lets you choose again.

Dueling. When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

Great Weapon Fighting. When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.

MARTIAL FOCUS

Also at 6th level, your focus during battle helps you to strike true. When you make a melee weapon attack using Strength while you are raging, you can choose to gain a bonus to the attack roll equal to your Rage Damage bonus. If you do, you don't gain your Rage Damage bonus on the damage roll for that attack.

You must make this choice before the attack roll is made.

FOCUSED RAGE

Starting at 10th level, you are completely in control of your rage and mind. While you are raging, you have proficiency in Wisdom saving throws.

IMPROVED MARTIAL FOCUS

Beginning at 14th level, you can attack three times, instead of twice, whenever you take the Attack action on your turn.





BARD: BARD COLLEGE

At 3rd level, a bard gains the Bard College feature. The following option is available to a bard: the College of War.

COLLEGE OF WAR

The College of War is a rare and mysterious college, and the bards who study its teachings are feared. This is because these bards rarely use the teachings of this college for entertainment. Nearly always, its rhythms and forbidden melodies are used to inspire soldiers, spark bloodlust, and ultimately go to war.

Orcs and hobgoblins have been known to study this college before beginning a war campaign, distributing their drummers across their ranks so that all soldiers can reap the benefits of the songs of war, becoming roused to bloodshed.

Bards of other races that seek out this college become powerful assets to guilds and organizations, and many serve as enforcers, bodyguards, or troupe leaders, while others become adventurers.

COLLEGE OF WAR FEATURES

Bard Level	Feature
3rd	Bonus Proficiencies, Incite Bloodlust, War March
6th	Lead the Troops
14th	Lead the Troops

BONUS PROFICIENCIES

When you join the College of War at 3rd level, you gain proficiency with medium armor and with one martial weapon of your choice.

INCITE BLOODLUST

At 3rd level, you learn rhythms that effectively rouse your allies to bloodshed. As an action, you can perform a war song, the effects of which last for 1 minute. During that time, you and each friendly creature within 30 feet of you gains a +1 bonus to damage rolls. If an attack or spell involves multiple damage rolls, this bonus only applies to one of them. A creature must be able to hear you to gain this benefit. The effect ends early if you are incapacitated or silenced or if you voluntarily end it (no action required).

The damage bonus increases as you gain levels in this class, to +2 at 9th level and to +3 at 17th level.

Once you use this feature, you must finish a short or long rest before you can use it again.

WAR MARCH

At 3rd level, you and up to ten companions can travel for 2 additional hours beyond 8 during a traveling day without risk of incurring adverse effects of a Forced March.

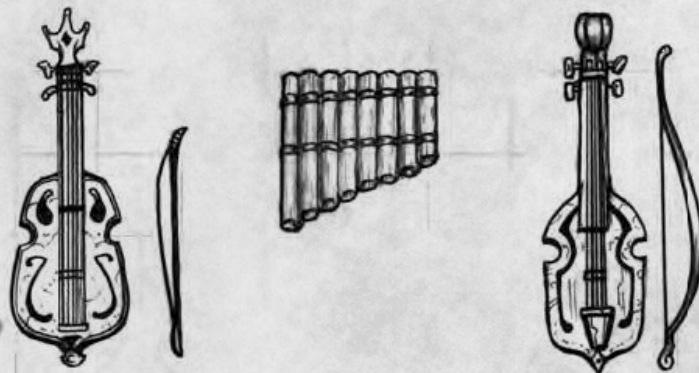
LEAD THE TROOPS

Starting at 6th level, your leadership makes your comrades even more effective. Whenever a creature deals extra damage as a result of your Incite Bloodlust feature, you can use your reaction to expend one use of your Bardic Inspiration, adding the number you roll on your Bardic Inspiration die to the attack's damage.

BATTLE FUROR

Starting at 14th level, whenever you use your Lead the Troops feature, you can roll a d8 and use it instead of expending a Bardic Inspiration die.

Once you use this feature, you can't use it again until the start of your next turn.



"EVERYTHING WAS GOING WELL.
...UNTIL WE HEARD THE DRUMS."
-AN ACCOUNT FROM A SURVIVOR
OF THE DESTRUCTION OF THULKULDOR

FIGHTER: MARTIAL ARCHETYPES

At 3rd level, a fighter gains the Martial Archetype feature. The following options are available to a fighter: the Cavalry, the Deepstone Sentinel, the Dervish, the Dreadnought, the Duelist, the Eternal Blade, the Gladiator, the Phalanx, the Praetorian Guard, the Stoneguard, the Swordsage, and the Warblade.

CAVALRY

The Cavalry is a fighter who reaches maximum potential while on horseback. The archetypal Cavalry is usually trained in rank-and-file armies with a specific skill set or military purpose in mind: to run down the enemy and slaughter them without mercy.

CAVALRY FEATURES

Fighter Level	Feature
3rd	Bonus Proficiency, Born to the Saddle, Spur Onward
7th	Cavalry Training
10th	Quick Response
15th	Improved Cavalry Training
18th	Tower of Defense

BONUS PROFICIENCY

When you choose this archetype at 3rd level, you gain proficiency in one of the following skills of your choice: Animal Handling, History, Insight, Performance, or Persuasion. Alternatively, you learn one language of your choice.

BORN TO THE SADDLE

Starting at 3rd level, your mastery as a rider becomes apparent. You have advantage on saving throws made to avoid falling off your mount. If you fall off your mount and descend no more than 10 feet, you can land on your feet if you're not incapacitated.

Finally, mounting or dismounting a creature costs you only 5 feet of movement, rather than half your speed.

SPUR ONWARD

Beginning at 3rd level, whenever you use your Second Wind feature while you are mounted, your mount regains a number of hit points equal to 2d10 + your fighter level.

Alternatively, you can instead choose one creature within 30 feet of you that can see or hear you. That creature regains hit points equal to 1d10 + your fighter level.

CAVALRY TRAINING

At 7th level, you manifest a particular skill that reflects your cavalry training. Choose one of the following options.

Cataphract. Your training lies in charging with spears and lances. If you move 20 feet or more straight toward a creature, and then hit it with a melee weapon attack, you can roll one of the weapon's damage dice one additional time and add it to the damage of the hit. You can gain this benefit only once on each of your turns.

Dragoon. If you are wielding a melee weapon in one hand and no other weapons, you gain a +1 bonus to attack rolls with that weapon.

Prodromos. You are experienced with throwing weapons, especially from horseback. For you, the normal and long ranges of thrown weapons are increased by 10 feet. In addition, when you draw a thrown weapon on your turn, you can draw up to three additional thrown weapons as a bonus action.

Sagittarius. You are trained to use a bow and arrow from horseback. You can use a bonus action to aim carefully. Until the end of your current turn, all ranged weapon attack rolls that you make with bows or crossbows ignore half and three-quarters cover, and you gain a +2 bonus on damage rolls with bows and crossbows.

QUICK RESPONSE

Beginning at 10th level, your quick thinking gives you advantage at the onset of battle. You have advantage on initiative rolls.

ARCHERY CAVALRY TRAINING

If you are using the optional Ranged Attacks while Mounted rules (detailed in Chapter 2), then add the following benefit to the Prodromos and Sagittarius options within the Cavalry Training class feature:

- You don't have disadvantage on ranged weapon attacks as a result of being mounted, even if your mount moves on your turn.

IMPROVED CAVALRY TRAINING

When you reach 15th level, your skills gained through cavalry training reach further heights. You gain one of the following benefits. You must choose the same type that you chose for your Cavalry Training feature.

Cataphract. Because of your charging expertise, your charges can be especially ferocious. If you move 20 feet or more straight toward a creature, and then hit it with a melee weapon attack, you can force the target to make a Strength saving throw. The DC for this saving throw equals 8 + your proficiency bonus + your Strength modifier. On a failed save, the target is knocked prone. You can use this ability only once on each of your turns.

Dragoon. You excel in combat using melee weapons. Whenever you score a critical hit with a melee weapon that you are wielding in one hand, and are wielding no other weapons, the attack deals extra damage equal to your fighter level.

Prodromos. You can use your momentum to your advantage when using thrown weapons, making your attacks with such weapons deadlier. Once on each of your turns, when you hit with a thrown weapon attack, you can make the attack deal an extra 1d8 damage of the weapon's damage type.

Sagittarius. You can target those beneath you with pinpoint accuracy. While you are mounted, you have advantage on ranged attack rolls against unmounted creatures that are smaller than your mount.

TOWER OF DEFENSE

At 18th level, you are used to being targeted by arrows while atop your steed, which makes you better at evading them. If a creature you can see makes a ranged weapon attack against you from 30 feet away or farther, the attack roll is made with disadvantage. If you are incapacitated or unconscious, you don't gain this benefit.

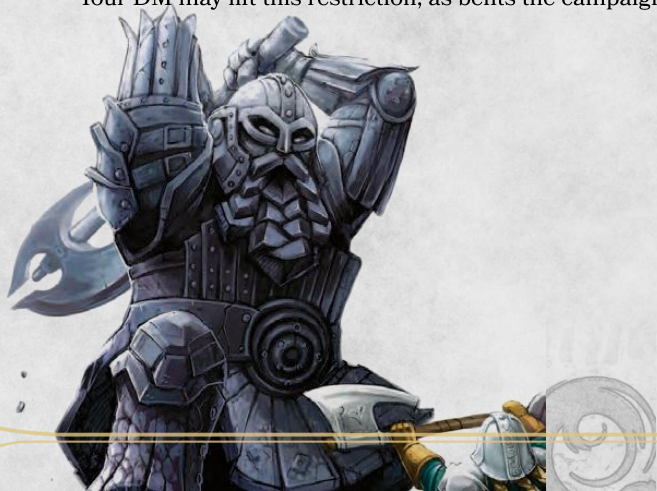
DEEPSTONE SENTINEL

A Deepstone Sentinel is a dwarven warrior who combines martial prowess with power over the earth itself. Each immerses itself in ancient teachings to learn its ways, and most become powerful protectors of their people. More rarely, a Deepstone Sentinel will search out their enemies to destroy them.

RESTRICTION: DWARVES ONLY

Only dwarves and duergar can become a Deepstone Sentinel. The teachings and rites needed to become a Deepstone Sentinel are held by the dwarves, who never let an outsider follow such powerful, ancient, and sacred traditions.

Your DM may lift this restriction, as befits the campaign.



DEEPSTONE SENTINEL FEATURES

Fighter Level Feature

Fighter Level	Feature
3rd	Deepstone Investiture
7th	Mountain Fortress Stance, Pillar of Earth
10th	Stone Curse
15th	Awaken the Stone, Deepstone's Passage
18th	Stone Simulacrum

DEEPSTONE INVESTITURE

When you choose this archetype at 3rd level, you begin to control the very ground on which you walk. You learn the *mold earth* cantrip and can cast it at will.

In addition, you learn the *earth tremor* spell, and can cast it at its lowest level without expending a spell slot. Your spellcasting ability for this spell is Strength, and your spell save DC is calculated as follows:

Deepstone Investiture save DC = 8 + your proficiency bonus + your Strength modifier

You are immune to the difficult terrain created by the spell when you cast it in this way. Once you cast the spell in this way, you can't do so again until you finish a short or long rest.

MOUNTAIN FORTRESS STANCE

When you reach 7th level, you learn the fighting stance utilized by the Deepstone Sentinels. You can use a bonus action to enter mountain fortress stance. While you are in the stance, you gain the following benefits:

- You have advantage on Strength ability checks and saving throws
- You can't be knocked prone or moved against your will
- You gain tremorsense with a radius of 10 feet

The stance lasts until you take the Dash action, you are incapacitated or knocked unconscious, or until you end it as a bonus action.

PILLAR OF EARTH

Beginning at 7th level, you can use an action to choose a point on the ground within 60 feet of you, which must be unworked earth or stone. A cylindrical pillar with a 5-foot diameter erupts from the ground at that point. The pillar can be anywhere from 1 foot to 10 feet tall. If the pillar erupts underneath a creature, that creature must succeed on a Dexterity saving throw or fall prone. The DC for this save is equal to the save DC of your Deepstone Investiture feature.

If a pillar is prevented from reaching its full height because of a ceiling or other obstacle, a creature on the pillar takes 2d6 bludgeoning damage and is pushed off, landing prone in an adjacent space.

A pillar has AC 5 and 10 hit points. When reduced to 0 hit points, a pillar crumbles into rubble, which creates an area of difficult terrain in its space that lasts until the rubble is cleared. It takes 1 minute to clear away the rubble.

A pillar remains until you use an action to cause it to sink back into the ground, or until it is destroyed.

STONE CURSE

At 10th level, you learn additional techniques implemented during the mountain fortress stance. While you are in that stance and hit a creature with a melee weapon attack, you can force the creature to make a Strength saving throw. The DC for this save is equal to the save DC of your Deepstone Investiture feature. On a failed save, you can choose to either knock the target prone or reduce its speed to 0 until the end of its next turn. You can force this saving throw only once per turn.

If a creature fails this saving throw on its turn (as the result of an opportunity attack) and you choose to reduce its movement speed, its movement speed is instead reduced to 0 until the end of the current turn.

AWAKEN THE STONE

Starting at 15th level, you can cast the *erupting earth* spell at its lowest level without expending a spell slot or providing material components. Once you cast the spell in this way, you can't do so again until you finish a short or long rest.

DEEPSTONE'S PASSAGE

Starting at 15th level, you can create passages in the tunnels of the deep. You can cast the *passwall* spell without expending a spell slot or providing material components. However, you can only affect stone or earth with the spell.

Once you cast the spell in this way, you can't do so again until you finish a long rest.

STONE SIMULACRUM

When you reach 18th level, you can move the very stone to fight your opponents in your name. As an action, choose an unoccupied space on the ground within 30 feet of you, which must be unworked earth or stone. A Large stone statue of you erupts from the ground in that space. The statue has the statistics of a **stone golem** with the following changes:

- It has 50 hit points
- Its Wisdom score is 3
- Instead of immunity, it has resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks not made with adamantite weapons
- It doesn't have a Multiattack
- It can't use the Slow action option.

The statue rolls initiative when you conjure it, and it acts on that initiative count. On your turn, you can use a bonus action to mentally command the statue if it is within 500 feet of you. You decide what action the statue will take and where it will move during its next turn, or you can issue a general command, such as to guard a particular chamber or corridor. If you issue no commands, the statue only defends itself against hostile creatures. Once given an order, the statue continues to follow it until its task is complete.

The statue lasts for as long as you maintain concentration (as if concentrating on a spell) for up to 1 minute, or until it is reduced to 0 hit points.

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



DERVISH

Dervishes are fighters for whom combat isn't just a fight; it is a performance. Most are gypsies who learn the techniques from the others of their tribes or nomadic bands, but there are some Dervishes who are simple entertainers. These rarer few make their living by showing off elaborate dances on stages or street corners, or as a part of a theatrical troupe or traveling circus, but are always taught by a gypsy or one that learned from them. What most people don't realize is that this dance is as deadly as it is beautiful.

To a Dervish, combat is an elaborate dance, and one that is to be practiced until it can be executed flawlessly and with deadly precision. Though steps may seem random, each is made with grace and to an internal rhythm always flowing through the warrior.

DERVISH FEATURES

Fighter Level	Feature
3rd	Bonus Proficiency, Dervish Dance
7th	Fast Movement
10th	Unhindered Dance
15th	Spring into Action
18th	A Thousand Cuts



BONUS PROFICIENCY

When you choose this archetype at 3rd level, you begin to learn the techniques of the Dervish. You gain proficiency in the Performance skill if you don't already have it.

DERVISH DANCE

Starting at 3rd level, you can become a whirling dancer on the battlefield. You can use a bonus action to begin a dervish dance. You can't begin a dance if you are wearing medium or heavy armor, using a shield, or wielding a weapon with two hands.

While you are in a dervish dance, you gain the following benefits:

- If you aren't wearing any armor and aren't holding a shield, your Armor Class equals 10 + double your Dexterity modifier.
- If you make multiple attacks on your turn, you must move at least 5 feet between attacks.
- Opportunity attacks against you are made with disadvantage.
- You can use a bonus action on your turn to make a melee weapon attack.

If you have the Rage class feature or a similar feature, you can't gain the benefits of that feature and a dervish dance at the same time. If you enter one while you are still in the other, the first feature ends.

Your dervish dance lasts for 1 minute. It ends early if you are knocked unconscious, your movement speed is reduced to 0, or if your turn ends and you haven't moved since your last turn. You can also end your dance on your turn as a bonus action.

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

FAST MOVEMENT

Starting at 7th level, your speed increases by 10 feet while you aren't wearing medium or heavy armor.

UNHINDERED DANCE

Starting at 10th level, while you are in a dervish dance, you ignore difficult terrain.

SPRING INTO ACTION

Beginning at 15th level, you can add your proficiency bonus to initiative rolls. In addition, while you are in a dervish dance, you don't provoke opportunity attacks by moving out of a creature's reach.

A THOUSAND CUTS

At 18th level, you can become a whirlwind of death and blades, moving with uncanny speed and power. When you take the Attack action, you can double the number of attacks you make using that action. This doesn't affect the number of attacks you make with your bonus action or with an extra action, such as that granted by the *haste* spell.

You can't use this feature and your Action Surge feature on the same turn.

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

DREADNOUGHT

Where other fighters train with parries, ripostes, maneuvers, and any number of other techniques that require skill, Dreadnoughts simply develop their physical power and hone their bodies and wills to peak perfection. They don't see the need for other pursuits if they are able to simply withstand blows and hit hard enough that whatever they are fighting stops hitting back.

DREADNOUGHT FEATURES

Fighter Level	Feature
3rd	Unstoppable
7th	Thick Skinned
10th	Additional Fighting Style
15th	Legendary Stamina
18th	Survivor

UNSTOPPABLE

When you choose this archetype at 3rd level, your sheer strength and power makes you unstoppable. When you make an attack roll using Strength, you can gain a +10 bonus to the roll. You make this choice after you see the roll, but before the DM says whether the attack hits or misses.

Alternatively, when you make a Strength check, you can gain a +10 bonus to the check. You make this choice after you see the roll, but before the DM says whether the check succeeds or fails.

You can use this feature a number of times equal to your Strength modifier (minimum of once), but only once per turn, and you regain all expended uses of it when you finish a long rest.

THICK SKINNED

By the time you reach 7th level, your experience and thick skin (and likely excessive scarring) has made you more durable. When you gain this feature, your hit point maximum increases by 14. Every time you gain a level in this class thereafter, your hit point maximum increases by 2.

ADDITIONAL FIGHTING STYLE

At 10th level, you can choose a second option from the Fighting Style class feature.

LEGENDARY STAMINA

Starting at 15th level, you can focus your physical durability to shrug off damage and other effects. Whenever you make a Strength, Dexterity, or Constitution saving throw, you can gain a +10 bonus to the roll. You make this choice after you see the roll, but before the DM says whether you succeed or fail.

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

SURVIVOR

At 18th level, you attain the pinnacle of resilience in battle. At the start of each of your turns, you regain hit points equal to 5 + your Constitution modifier if you have no more than half of your hit points left. You don't gain this benefit if you have 0 hit points.

DUELIST

A Duelist is a nimble, intelligent fighter who proves that agility and precision are viable alternatives to brute force. Rather than slow themselves down with heavy armor and shields, most Duelists figure that the best way to protect themselves is not to get hit in the first place.

Some Duelists are simply nimble fighters, while many others are those with noble backgrounds who live in a culture where dueling is a large part of one's honor and reputation. Many work in tandem with rogue Swashbucklers. In any case, the circumstances in which a Duelist truly shines are in honorable duels or other situations where it is only them and their opponent.

DUELIST FEATURES

Fighter Level	Feature
3rd	Canny Defense
7th	Precise Strike (1d6)
10th	Attack from Defensive
15th	Precise Strike (2d6)
18th	Master Duelist

CANNY DEFENSE

When you choose this archetype at 3rd level, you learn techniques that allow you to better protect yourself. While you aren't wearing armor or using a shield, your Armor Class equals 10 + your Dexterity modifier + your Wisdom modifier.

While you are wearing light or medium armor, but not using a shield, you gain a bonus to your Armor Class equal to your Wisdom modifier, to a maximum of +2.

PRECISE STRIKE

At 7th level, you learn to strike with precision that makes your attacks more deadly. You can use a bonus action on your turn to line up a precise strike. The next time you hit with a melee weapon attack before the start of your next turn, the attack deals an extra 1d6 damage.

This extra damage increases to 2d6 when you reach 15th level in this class.

ATTACK FROM DEFENSIVE

At 10th level, you learn even more effective defensive techniques. If you take the Dodge action on your turn, you can make a melee weapon attack as a bonus action on the same turn, and you gain a bonus to AC that lasts until the start of your next turn. This bonus is equal to half your proficiency bonus (rounded down).

MASTER DUELIST

Beginning at 18th level, your mastery of dueling lets you turn failure into success in combat. If you miss with an attack roll, you can roll it again with advantage. Once you do so, you can't use this feature again until you finish a short or long rest.



ETERNAL BLADE

An Eternal Blade is an elf who learns a variety of fighting styles through the tutelage of a mighty, ancient elf warrior who manifests in the form of a blade guide. The Eternal Blades were, anciently, champions of Corellon who sought to protect the elves from all forces of evil, and the blade guides have been guiding them since their organization. Following a schism in the ranks, the Eternal Blades were disbanded, and are but a shadow of their former glory.

It is said that one doesn't choose to become an Eternal Blade. A blade guide seeking a student chooses a young elf to become its student, often appearing in its dreams years before the elf is capable of becoming a warrior.

RESTRICTION: ELVES ONLY

Only elves can become an Eternal Blade. The ancient order of Eternal Blades only consisted of elves, and each blade guide only chooses to confer knowledge upon one of their same race.

Your DM may lift this restriction, as befits the campaign.

ETERNAL BLADE FEATURES

Fighter Level	Feature
3rd	Blade Guide
7th	Guided Strike
10th	Maneuver Insight
15th	Defensive Insight
18th	Guide Meld

BLADE GUIDE

When you choose this archetype at 3rd level, you gain a blade guide: the spirit of an ancient elf member of the Eternal Blades, who has thousands of years of combat knowledge. It provides you with advice, combat assistance, and training, but only as outlined in these features.

The elf's spirit resides elsewhere on a plane of the DM's choice, and manifests to you in dreams as a spirit. Outside of dreams, it can manifest to you as a small mote of glowing white light. It uses your senses to see and hear, and communicates with you telepathically. It can speak to you regardless of your circumstances or situation, whether it manifests or not.

Your blade guide is immune to damage and can't be dispelled or otherwise destroyed by any means.

Your connection to your blade guide grants you the following benefits:

Eternal Knowledge. You can draw on your blade guide's vast wealth of knowledge accrued over millenia. You can use an action to ask your blade guide about a specific subject. The next time you make an Intelligence (Arcana or History) check concerning that subject within the next minute, you gain a bonus to the check equal to your proficiency bonus.

Eternal Training. Your blade guide offers you training based on its many years of combat experience. When you are in your trance during a long rest, your blade guide visits you in your dreams to train you. Specifically, you practice fighting against one type of creature.



ETERNAL BLADES

Choose one type of creature: aberrations, beasts, celestials, constructs, dragons, elementals, fey, fiends, giants, monstrosities, oozes, plants, or undead. Alternatively, you can choose one race of humanoid (such as orc or dwarf). You gain a +2 bonus to damage rolls with weapon attacks against creatures of the chosen type.

Whenever you finish a long rest, you can change your choice to a different creature type.

GUIDED STRIKE

Starting at 7th level, your blade guide can seek out a creature's weaknesses and guide you accordingly. As a bonus action on your turn, you can confer with your blade guide, asking about a creature within 30 feet of you that you can see. You have advantage on attack rolls against that creature until the end of the current turn.

Once you use this feature, you must finish a short or long rest before you can use it again.

MANEUVER INSIGHT

Beginning at 10th level, you begin to practice combat tactics and maneuvers with your blade guide during your dreams. Practice as you might, you can only retain the knowledge of them for a short time.

You gain one superiority die, which is a d8 (this die is added to any superiority dice you have from another source). You can use this superiority die (thus expending its use) to perform one maneuver of your choice from among those available to the Battle Master archetype in the fighter class, detailed in the *Player's Handbook*. Each time you use this feature, you can choose which maneuver to use.

You regain your expended superiority die when you finish a short or long rest.

DEFENSIVE INSIGHT

Beginning at 15th level, your blade guide can give you tactical guidance during combat to improve your defenses. As a bonus action on your turn, you can choose a creature within 30 feet of you that you can see. That creature has disadvantage on attack rolls against you until the start of your next turn.

Once you use this feature, you must finish a short or long rest before you can use it again.

GUIDE MELD

Beginning at 18th level, you can meld your mind with your blade guide, allowing it to guide your actions while you draw on its combat experience. This grants you the following benefits:

- You gain a +2 bonus to attack and damage rolls.
- You gain 20 temporary hit points, which last until the meld ends.
- Once during the meld, you can use your Maneuver Insight feature without expending the use of your superiority die.

The meld lasts for 1 minute. It ends early if you are knocked unconscious or if you end it as a bonus action.

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

"HE DID THINGS I KNEW HE DIDN'T HAVE THE CAPABILITY OF DOING. HE DIDN'T KNOW A THING ABOUT HOW THE HOBGOBLINS FOUGHT, BUT HERE HE WAS SWISHING HEADS FROM NECKS LIKE IT WAS A FESTIVAL GAME."
-AN ACCOUNT OF AN ETERNAL BLADE



GLADIATOR

The archetypal Gladiator is a warrior who gained most of their experience in a colosseum or fighting ring, engaging fighters and monsters of all kinds for the entertainment of the masses. Their skills are often specialized, but extremely effective in melee combat. For a Gladiator, combat is about much more than living to fight another day; it's about throwing down your opponent in a blaze of glory and knowing how to make a show of it.

GLADIATOR FEATURES

Fighter Level	Feature
3rd	Bonus Proficiencies, Manica Mastery, Roar of the Crowd
7th	Fight Dirty, Improviser
10th	Exhaust Them
15th	Brutal Strike
18th	Adrenaline Surge

BONUS PROFICIENCIES

When you choose this archetype at 3rd level, you learn the basics of fighting to please the crowd. You gain proficiency in the Intimidation and Performance skills if you didn't already have it.

MANICA MASTERY

At 3rd level, your gladiatorial practice has made you more efficient with a manica than other warriors. While you are wearing a manica, you gain a +1 bonus to Armor Class.

When you gain this feature, you can purchase one Manica at half price. (See the "Equipment" section in Chapter 2 for information on a manica.)

ROAR OF THE CROWD

Starting at 3rd level, you can appeal to spectators with flourishes, trash-talking, and fancy moves. Even if there isn't an audience, your gloating and show of skill can demoralize your enemies while emboldening you. As a bonus action, you can attempt a DC 15 Charisma (Performance) check. If you succeed, you gain a +1 bonus to attack and damage rolls for 1 minute. This effect ends early if you are incapacitated.

Once you use this feature, you can't use it again until you finish a short or long rest, or until you roll a 20 on the d20 for an attack roll, saving throw, or ability check during combat.

FIGHT DIRTY

By 7th level, you are practiced in underhanded tactics such as pretending to be wounded or kicking dirt in an opponent's face. As a bonus action, choose a creature within your reach. That creature must make a Wisdom (Insight) check contested by your Charisma (Deception) or Charisma (Performance) check (your choice). If you win the contest, you have advantage on melee weapon attacks you make against that creature before the end of the current turn.

Once you use this feature against a creature, you can't target that creature with this feature again for 1 minute.

IMPROVISER

Beginning at 7th level, your experience with all kinds of weapons and in all kinds of situations has gifted you with the ability to defend yourself with anything you have on-hand. You are proficient with improvised weapons.

EXHAUST THEM

When you reach 10th level, you have mastered a technique that allows you to outlast your foes during long fights. On your turn, if you make all of your attacks against the same creature, you gain a +2 bonus to damage rolls with melee weapon attacks against that creature on your next turn.

If you gain this damage bonus against the same creature on two or more of your turns in a row, that creature must make a DC 15 Constitution saving throw at the start of its next turn. On a failed save, it gains one level of exhaustion. The levels of exhaustion gained from this feature are removed after the creature finishes a short or long rest.

In addition, you have advantage on saving throws made against gaining levels of exhaustion during combat.

BRUTAL STRIKE

When you reach 15th level, you have learned to make a brutal spectacle out of your most effective strikes, heartening your allies and terrifying your enemies. Whenever you score a critical hit with a melee weapon attack against a creature, you gain a number of temporary hit points equal to half your fighter level, and you can make a Charisma (Intimidation) or Charisma (Performance) check (your choice). Each creature of your choice within 30 feet of you that can see or hear you must make a Wisdom saving throw, the DC of which is the total of your check. On a failed save, a creature is frightened of you until the end of its next turn.

ADRENALINE SURGE

At 18th level, the excitement of battle can drive you to incredible feats, especially when your life is hanging in the balance. At the start of your turn, if you have less than half of your maximum hit points remaining but at least 1 hit point, you can choose to expend up to 5 Hit Dice. For each Hit Die you spend, you regain hit points equal to the maximum value of the die. You also gain a number of temporary hit points equal to the number of Hit Dice you spent times your Constitution modifier, which last until you finish a short or long rest.

Once you use this feature, you must finish a short or long rest before you can use it again.

GLADIATOR VARIANT

Some Gladiators have a specialty, which represents their specialized training or kind of fighting that they use to entertain the crowds. If you are one of these warriors, use this variant option to represent your specialized skill.

Instead of gaining the Roar of the Crowd feature at 3rd level, you gain the Specialty feature below. When you reach 10th level, you gain the Improved Specialty feature below, instead of the Exhaust Them feature. You otherwise gain all the same features as the archetypal Gladiator.

SPECIALTY

At 3rd level, you choose a specialty that you focus on as a Gladiator. Your specialty reflects the weaponry that you are most practiced with, and is a direct indication of your unique skills. Choose one of the options below. This choice cannot be changed.

Boxer. You are a fist-fighter trained to fight without other weaponry. Your unarmed strikes deal 1d4 bludgeoning damage, rather than the damage normal for an unarmed strike. In addition, cestus or spiked gauntlets deal 1d6 damage when you hit with them, rather than 1d4. (See the "Equipment" section in Chapter 2 for information on cestus and spiked gauntlets.)

Dimachaerus. You are a dual-wielding expert, able to use your weapons for defense as well as offense. While you are wielding a separate melee weapon in each hand, you can use your bonus action to gain a +1 bonus to Armor Class until the start of your next turn.

Hoplomachus. You can use your shield as a weapon in combat. If you take the Attack action on your turn while you are holding a shield, you can make one of your attacks with your shield. You are considered proficient with your shield, and you use your Strength modifier for the attack and damage rolls. On a hit, your shield deals 1d4 bludgeoning damage.

Murmillio. Your skill with a shield is nearly unparalleled. When another creature within 5 feet of you makes a melee attack against you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.

Retiarius. You have practiced with a net in combat. You can use two-weapon fighting with any one-handed weapon in one hand and a net in your other hand. Using the net to attack does not affect the number of attacks you can make.

Venationes. You are adept at fighting against beasts and monstrosities in the ring. You gain a +2 bonus to damage rolls against these creatures.

IMPROVED SPECIALTY

At 10th level, your specialty skill grows. You gain a benefit, depending on the specialty you chose at 3rd level.

Boxer. If you are unarmed, and you take the Attack action and make all of your attacks as unarmed strikes (or with fist weapons), you can use your bonus action to make an additional unarmed strike (or attack with a fist weapon). (See the "Equipment" section in Chapter 2 for information on fist weapons.)

Dimachaerus. While you are wielding a separate melee weapon in each hand, and you use your bonus action to make a melee weapon attack, you gain a +1 bonus to Armor Class until the start of your next turn.

Hoplomachus. If you take the Attack action on your turn, you can use a bonus action to attack with your shield.

Murmillio. When you impose disadvantage on an attack roll using your Specialty feature, if the triggering attack misses, you can make a melee weapon attack against the triggering creature as a part of the same reaction.

Retiarius. If you are two-weapon fighting with a net in one hand, you have advantage on attack rolls that you make with the net. In addition, a creature restrained by the net also falls prone.

Venationes. You are adept at avoiding the attacks of beasts and monstrosities. While you are wearing light or medium armor, you gain a +1 bonus to your Armor Class against the weapon attacks of beasts and monstrosities.



PHALANX

Though most Phalanx are trained in rank-and-file armies, not all of them are; the archetype also includes fighters who have a much more defensive strategy than others. The archetypal Phalanx is a master with the shield and capable of protecting their allies far beyond the capacity of other martial masters.

PHALANX SOLDIER FEATURES

Fighter Level	Feature
3rd	Phalanx Fighting
7th	Brace
10th	Phalanx Formation
15th	Irresistible Advance
18th	Shielded Fortress

PHALANX FIGHTING

When you choose this archetype at 3rd level, you are highly trained using small swords in confined areas, as a result of fighting consistently in shield walls. When you make a melee weapon attack against a creature wielding a shield, you can ignore the AC bonus of the shield if you make the attack with a shortsword or gladius. You can gain this benefit only once per turn.

In addition, your training within the ranks of a phalanx has increased your proficiency with spears. While you are wielding a shield, you ignore the two-handed property of longspears and pikes.

BRACE

At 7th level, you can prepare yourself against charging enemies. If a creature moves at least 20 feet straight toward you and then attacks you, you can use your reaction to brace yourself against that creature's attacks. You gain a bonus to your AC equal to your Strength modifier, and you have advantage on Strength ability checks and saving throws. These effects last until the end of the current turn.

PHALANX FORMATION

At 10th level, your tactical awareness allows you to shield your allies. If at least one of your allies is within 5 feet of you and you are wielding a shield, then you and each friendly creature within 5 feet of you gains a +1 bonus to Armor Class and Dexterity saving throws.

IRRESISTIBLE ADVANCE

Beginning at 15th level, you can push forward with such strength that none can resist your advance. If you are wielding a shield, then as an action, you can raise your shield and charge in a straight line up to your movement speed without provoking opportunity attacks. Each creature in your path must make a Strength saving throw. The DC for this saving throw equals 8 + your proficiency bonus + your Strength modifier. On a failed save, a creature is knocked prone and pushed 5 feet to the side, out of your path. If there are no unoccupied spaces for the creature to be pushed to, it instead takes 1d6 bludgeoning damage and is knocked prone, and you can continue your charge through its space. On a successful save, a creature dodges your charge, but isn't pushed out of its space. A creature that is one size larger than you has advantage on the saving throw, and a creature that is two sizes larger than you or larger is immune to this effect. If you attempt this feature against a creature so large, your movement stops before you enter its space.

Once you use this feature, you must finish a short or long rest before you can use it again.

SHIELDED FORTRESS

At 18th level, you are an impenetrable fortress of protection. When another creature within 5 feet of you is hit by a weapon attack, you can use your reaction to cause the attack to miss, unless it was a critical hit. You must be wielding a shield to use this feature.

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



"TRY AS THEY MIGHT, IT WAS IMPOSSIBLE TO BREAK OUR LINE. THE SHIELD WALL ABSORBED ARROWS AND SWORDS ALIKE, AND NOT A MAN OF OURS FELL. FOR OUR ENEMIES, IT WAS A DIFFERENT STORY."
-FROM THE MEMOIRS OF A PHALANX SOLDIER

PRAETORIAN GUARD

Fighters who can call themselves a Praetorian Guard (though some call them devoted defenders) are elite bodyguards who specialize in defense and in protecting whoever (or whatever) they happen to be guarding. They are most often hired by elite nobility or other important figures, and are usually well compensated for their work. Others might be made the captain of a security force or a city watch.

PRAETORIAN GUARD FEATURES

Fighter Level	Feature
3rd	Devoted Defender, Harm's Way
7th	Retribution Strike
10th	Defensive Strike
15th	Total Defense
18th	Vigilant Guardian

DEVOTED DEFENDER

When you choose this archetype at 3rd level, you train relentlessly with defensive techniques. While you are wearing heavy armor, you gain a +1 bonus to AC.

HARM'S WAY

At 3rd level, you are willing to risk your own safety for that of your allies. When another creature within 5 feet of you is targeted by a melee weapon attack, you can use your reaction to switch places with the target. You become the target of the triggering attack. You must make this decision before the attack roll is made.

RETRIBUTION STRIKE

Starting at 7th level, you can punish your enemies for injuring your allies. If another creature friendly to you is damaged by a hostile creature, you can make a special melee weapon attack against the hostile creature as a bonus action on your next turn. You have advantage on the attack roll, and if it hits, the attack's weapon deals extra damage to the target equal to half your fighter level (rounded down).

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

DEFENSIVE STRIKE

At 10th level, you learn to interrupt an attack with a strike of your own. If a creature within your reach makes a weapon attack and you're wielding a melee weapon, you can use your reaction to make a melee weapon attack against the triggering creature. If your attack hits, the triggering attack has disadvantage.

TOTAL DEFENSE

Starting at 15th level, if you take the Dodge action on your turn, each creature of your choice within 5 feet of you gains a +2 bonus to AC until the start of your next turn. A creature loses this bonus when it is no longer within 5 feet of you.

A creature with this bonus to AC also has resistance to the damage of the first attack that hits it before the start of your next turn.

VIGILANT GUARDIAN

Starting at 18th level, you can respond to danger with extraordinary vigilance. In combat, you get a special reaction that you can take once on every creature's turn, except your turn. You can use this special reaction only to impose disadvantage on an attack roll as long as you are within 5 feet of the target and wielding a shield.



STONEGUARD

The dwarves guard the secrets of the Stoneguard jealously, only allowing warriors of their own to learn them. These warriors are incredibly resilient and able to withstand tremendous punishment, learning techniques that help them to mitigate injury to themselves and their allies.

RESTRICTION: DWARVES ONLY

Only dwarves and duergar can learn the way of the stoneguard. The stoneguard fills a special role within the society and military ranks of dwarves.

Your DM may lift this restriction, as befits the campaign.

STONEGUARD FEATURES

Fighter Level	Feature
3rd	Dwarven Weapon Training, Stone's Resilience
7th	Heavy Defender
10th	Hold the Line
15th	Stone's Resistance
18th	Stone's Endurance

DWARVEN WEAPON TRAINING

When you choose this archetype at 3rd level, you receive training with elite dwarven weaponry. You gain proficiency with the dwarven waraxe and the dwarven urgrosh. (See the "Equipment" section in Chapter 2 for more information on these and more exotic weapons.)

STONE'S RESILIENCE

Beginning at 3rd level, your stamina in battle allows you to push through where others falter. When you gain this feature, your hit point maximum increases by 6. Each time you gain a

level in this class thereafter, your hit point maximum increases by 2.

HEAVY DEFENDER

When you reach 7th level, you have learned to use the weight of your weapon to defend those around you. If you are wielding a weapon with the heavy property, and a creature within 5 feet of you is targeted with a melee weapon attack, you can use your reaction to impose disadvantage on the attack roll.

HOLD THE LINE

At 10th level, you become a master of locking down your enemies. Creatures provoke an opportunity attack from you when they move 5 feet or more while within your reach, and if you hit a creature with an opportunity attack, the target's speed is reduced to 0 until the end of the current turn.

STONE'S RESISTANCE

When you reach 15th level, your resilience allows you to remain unshaken despite the blows you take. Any nonmagical bludgeoning, piercing, or slashing damage that you take is reduced by 3. This cannot reduce the damage below 1.

STONE'S ENDURANCE

At 18th level, you can endure as stone, withstanding fatal injury as though your skin itself was composed of rock. Whenever you take damage that would reduce you to 0 hit points, you can make a Constitution saving throw. The DC for this throw is 10. Each time you succeed, you are instead reduced to 1 hit point, and the save DC increases by 5. This does not stop you from being killed outright by massive amounts of damage.

When you finish a short or long rest, the save DC resets to 10.



SWORDSAGE

The prowess of a Swordsage is different from that of other fighters; a Swordsage doesn't focus on raw power, learn specialized battle techniques, study magic, or simply hone skill. For a Swordsage, the connection to the weapon is a sacred one that goes beyond the physical. It is the wisdom of the smith, both the teacher and the student. A Swordsage seeks only to know the secret knowledge of the multiverse through combat, and every blow helps to come closer to that revelation. In this regard, a Swordsage only seeks truth, and through it uncovers power other warriors could never hope to achieve.

SWORDSAGE FEATURES

Fighter Level	Feature
3rd	Disciplined Focus, Sense Magic
7th	Quick Thinking
10th	Improved Focus (d10)
15th	Relentless
18th	Improved Focus (d12)

DISCIPLINED FOCUS

When you choose this archetype at 3rd level, you begin to uncover truths within the multiverse that grant you power in combat. These disciplines are fueled by special dice called focus dice.

Discipline Maneuvers. You learn three discipline maneuvers of your choice which are detailed under "Discipline Maneuvers" below. Many maneuvers enhance an attack in some way. You can use only one maneuver per turn.

You learn two additional discipline maneuvers of your choice at 7th, 10th, and 15th level. Each time you learn new maneuvers, you can also replace one maneuver you know with a different one.

Focus Dice. You have four focus dice, which are d8s. A focus die is expended when you use it. You regain all of your expended focus dice when you finish a short or long rest.

You gain another focus die at 7th level and one more at 15th level.

Casting Spells. Some discipline maneuvers grant you the ability to cast spells. When you use a discipline maneuver to cast a spell, you cast the spell at its lowest level.

Saving Throws. Some of your discipline maneuvers require your target to make a saving throw to resist the maneuver's effects. The saving throw DC is calculated as follows:

$$\text{Discipline Maneuver save DC} = 8 + \text{your proficiency bonus} + \text{your Wisdom modifier}$$

SENSE MAGIC

Starting at 3rd level, you can innately sense the presence of magic. You know the *detect magic* spell, but when you cast it using this class feature, you can only cast it as a ritual.

QUICK THINKING

At 7th level, your wits and your mind keep you one step ahead in battle. You gain a bonus to initiative rolls equal to your Wisdom modifier.

In addition, you gain proficiency in Wisdom saving throws. If you already have this proficiency, you instead gain proficiency in Intelligence or Charisma saving throws (your choice).

IMPROVED FOCUS

At 10th level, your focus dice turn into d10s. At 18th level, they turn into d12s.

RELENTLESS

Starting at 15th level, when you roll initiative and have no focus dice remaining, you regain one focus die.

DISCIPLINE MANEUVERS

The discipline maneuvers are presented in alphabetical order.

Absorb Elements. You can use your reaction and expend a focus die to cast the *absorb elements* spell.

Blade Tempest. When you take the Attack action on your turn and make a weapon attack, you can expend one focus die to make an additional weapon attack using the same weapon as a bonus action. If the attack hits, you add the focus die to the damage roll.

Blinding Flourish. When you hit a creature with a weapon attack, you can expend one focus die to attempt to blind the target as your weapon emits a flash of brilliant light. You add the focus die to the attack's damage roll, and the target must make a Constitution saving throw. On a failed save, it is blinded until the start of your next turn.

Burning Blade. At the start of your turn, you can use a bonus action and expend a focus die to make a weapon you are holding burst into flame, which stays lit until the end of the current turn. Whenever you hit with a melee weapon attack using the flaming weapon, it deals extra fire damage equal to the result of the focus die. If you make multiple attacks, roll the focus die separately for each damage roll.

Evasion. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you can expend a focus die to instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Flame Riposte. When a creature misses you with a melee attack, you can use your reaction and expend one focus die to make a melee weapon attack against the creature. If the attack hits, instead of dealing the weapon's normal damage, it deals fire damage equal to the focus die roll + your Wisdom modifier.

Flame Thrust. When you take the Attack action on your turn and are wielding a melee weapon, you can expend a focus die to make one of your attacks as a flame thrust. For that attack, choose a creature within 30 feet of you. That creature must make a Dexterity saving throw as a white-hot ball of flame streaks from your weapon toward it. On a failed save, the target takes fire damage equal to 1d8 + the focus die roll.

Ghost Blade. When you take the Attack action on your turn and are wielding a melee weapon, you can expend a focus die to create an illusion of your attack, masking your true strike. You add the focus die to the next melee attack roll you make.

Hidden Stance. You can use a bonus action and expend a focus die to take the Hide action. When you take the Hide action in this way, you can attempt to hide even while you are only lightly obscured, and you add the focus die roll to your Dexterity (Stealth) check.

Magic Athleticism. As an action, you can expend a focus die to cast the *jump* spell.

Alternatively, whenever you make a Strength (Athletics) or Dexterity (Acrobatics) check, you can expend a focus die, adding the focus die roll to your check total.

Moment of Alacrity. When you roll initiative, you can expend a focus die and add the focus die roll to your initiative roll.

Redirection Parry. When a creature misses you with a melee weapon attack, you can use your reaction and expend a focus die to redirect the blow at another creature. Choose a creature adjacent to you and within the attacker's reach. The attack targets that creature, and the new target takes damage equal to the focus die roll + your Wisdom modifier.

Rising Phoenix. You can use a bonus action and expend a focus die to give yourself a flying speed equal to your movement speed on foot. This speed only lasts until the end of your current turn. If you end your turn in the air and nothing else is holding you aloft, you fall.

Step of the Wind. You can use a bonus action and expend a focus die to take the Dash action. When you take the Dash action in this way, for the rest of the current turn you ignore difficult terrain, and swimming and climbing don't cost you extra movement.

Swordsage's Defense. When another creature hits you with an attack, you can use your reaction and expend a focus die to make a Wisdom (Insight) check, adding the focus die roll to your check. If your check total is higher than the creature's attack roll, the attack misses.

Teleporting Target. You can use a bonus action and expend a focus die to cast *misty step*.

Alternatively, when you are hit by an attack, you can use your reaction and expend a focus die to cast *misty step*. The triggering attack still hits, and you teleport after you take the damage, even if it reduces you to 0 hit points.

Wind Stride. You can use an action and expend a focus die to cast the *longstrider* spell on yourself.

WARBLADE

A Warblade thrives in conflict. Battle is not only a skill to be practiced, but an art to be studied and perfected. Tireless study of weaponry and martial combat leads to mastery of battle in all forms. A Warblade often will travel far and wide in search of worthy opponents.

WARBLADE FEATURES

Fighter Level	Feature
3rd	Weapon Aptitude
7th	Battle Clarity
10th	Parry-Riposte
15th	Battle Ardor
18th	Battle Mastery

WEAPON APTITUDE

Starting at 3rd level, your martial study and training has made you an unparalleled master of a specific weapon. Choose one simple or martial weapon that you are proficient with. You gain a +1 bonus to attack and damage rolls you make with weapons of that type. This bonus increases as you gain levels in this class; to +2 at 10th level, and to +3 at 18th level.

You can choose an additional martial weapon to gain this benefit at 7th, 10th, and 15th level.

BATTLE CLARITY

At 7th level, you gain a mystical awareness of the battlefield around you. You gain a bonus to Strength and Dexterity saving throws equal to your Wisdom modifier. You also gain this bonus on Strength and Dexterity ability checks that you make during combat.

PARRY-RIPOSTE

Beginning at 10th level, you can anticipate your enemies' ploys and tactics. When you are hit by a melee weapon attack, you can use your reaction to gain a bonus to your Armor Class against that attack. This bonus is equal to your proficiency bonus. If the attack then misses, you can make a melee weapon attack against the triggering creature as a part of the same reaction, if the creature is within your reach. You must be wielding a melee weapon to use this feature.

BATTLE ARDOR

Beginning at 15th level, your sheer love of battle lends uncanny strength to your blows. Once on each of your turns, you can gain a bonus to one weapon attack roll equal to your Wisdom modifier.

BATTLE MASTERY

At 18th level, your mastery of combat grants you several advantages:

- Opportunity attacks made against you have disadvantage.
- You make opportunity attacks with advantage.
- You have advantage on attack rolls you make with your Parry-Riposte feature.
- If you hit with an opportunity attack or with an attack using your Parry-Riposte feature, you gain a bonus to the damage roll equal to your Wisdom modifier.



MONK: MONASTIC TRADITION

At 3rd level, a monk gains the Monastic Tradition feature. The following option is available to a monk: the Way of the Sohei.

WAY OF THE SOHEI

Monks of the Way of the Sohei have a more religious bent to their training than other monks, and are able to call upon their religious devotion to manifest divine magic. Their divine ties are known to heighten their strength and speed in battle, protect them from harm, and bring retribution crashing down on their enemies.

Even more defining than their religious devotion, however, is the militant training that each Way of the Sohei monk undergoes to further help defend their monastery and their religion from incursions of any kind. They are taught a specific combat technique called ki frenzy that quickens and empowers their blows in combat.

WAY OF THE SOHEI FEATURES

Monk Level Feature

3rd	Path of the Sohei, Ki Frenzy (2 uses)
6th	Divine Power, Ki Frenzy (3 uses)
11th	Might of the Sohei, Ki Frenzy (4 uses)
17th	Fervor of the Sohei, Ki Frenzy (5 uses)

PATH OF THE SOHEI

When you choose this tradition at 3rd level, your special training leads you to master the use of certain weapons and armor. You gain the following benefits:

Sohei Armor. You gain proficiency with light and medium armor. In addition, you gain the benefit of your Unarmored Movement class feature while you are wearing light armor.

Sohei Weapons. Choose two martial melee weapons to be your sohei weapons, each of which must lack the heavy and special properties. The naginata (use the statistics of a glaive) is also a valid choice, as the traditional weapon of the sohei. You gain proficiency with these weapons if you don't already have it. Weapons of the chosen types are monk weapons for you.

When you reach 6th, 11th, and 17th level in this class, you can choose another type of martial weapon—either melee or ranged—to be a sohei weapon for you, following the criteria above. The meteor hammer and rope dart are both valid choices. (These weapons as well as other exotic weapons are explained in the "Equipment" section of Chapter 2.)

KI FRENZY

Starting at 3rd level, you can fight with ki empowering your strength and speed. On your turn, you can spend a ki point and use a bonus action to enter a ki frenzy.

While you are in a ki frenzy, you gain the following benefits while you aren't wearing heavy armor:

- You have advantage on Dexterity checks and Dexterity saving throws
- Your movement speed on foot increases by 10 feet.
- When you make a melee weapon attack using Dexterity, you gain a +2 bonus to the damage roll.

- If you are wielding a monk weapon that you are proficient with, you can use your Flurry of Blows Ki option to make one attack with that weapon as a bonus action, instead of two unarmed strikes.

If you are able to cast spells, you can't cast them or concentrate on them while in a ki frenzy, unless you gained them as a result of this class.

If you have the Rage class feature or a similar feature, you can't gain the benefits of both that feature and a ki frenzy at the same time. If you enter one while you are still in the other, the first feature ends.

Your ki frenzy lasts for 1 minute. It ends early if you are knocked unconscious or if your turn ends and you haven't attacked a hostile creature since your last turn or taken damage since then. You can also end your ki frenzy on your turn as a bonus action.

You can use this feature twice, and you regain all expended uses when you finish a long rest.

You can use this feature three times between long rests starting at 6th level, four times between long rests starting at 11th level, and five times between long rests starting at 17th level.

DIVINE POWER

At 6th level, your religious devotion has bestowed a measure of divine power on you. You can use your action and spend 2 ki points to cast the *divine favor* spell.

In addition, you can use a bonus action and spend 2 ki points to cast the *shield of faith* spell. When you cast the spell in this way, you can only target yourself.

MIGHT OF THE SOHEI

At 11th level, your training has increased your abilities in both a martial and a religious capacity. You gain the following benefits:

Flurry of Blades. While you are in a ki frenzy and you take the Attack action on your turn, you can make a melee weapon attack with a monk weapon that you are wielding as a bonus action.

While you are in a ki frenzy and you use your Flurry of Blows Ki option, you can make two melee weapon attacks with a monk weapon you are wielding, instead of two unarmed strikes.

Restoration. You can spend 3 ki points to cast the *lesser restoration* spell.

FERVOR OF THE SOHEI

At 17th level, your divine fervor helps you to shrug off damage and stay in the fight. You gain the following benefits:

Death Ward. You can use an action and spend 5 ki points to cast the *death ward* spell on yourself.

Physical Fortitude. When you take damage from a weapon attack that deals nonmagical bludgeoning, piercing, or slashing damage, you can use your reaction and spend 2 ki points to halve the damage of that attack.



RANGER: RANGER ARCHETYPE

At 3rd level, a ranger gains the Ranger Archetype feature. The following options are available to a ranger: the Blade Dancer, the Sentry, and the Strider.

BLADE DANCER

Those who become Blade Dancers study combat techniques that are more akin to a dance than a fight. They wield their weapons like extensions of themselves; to them, combat is much more than stances and maneuvers, defense and offense. To the Blade Dancers, combat itself is an art to be appreciated.

Many underestimate these warriors, but they are especially nimble and quick, striking with precision and speed before twirling just out of range.

RESTRICTION: ELVES ONLY

Only elves can learn the techniques of the blade dancer. Blade dancers fulfill certain roles in the society and culture of elves, both in times of war and peace, as deadly warriors or as entertainment.

Your DM may lift this restriction, as befits the campaign.

BLADE DANCER FEATURES

Ranger Level	Feature
3rd	Bonus Proficiencies, Blade Flurry
7th	Evasion
11th	Extra Attack
15th	Uncanny Agility

BONUS PROFICIENCIES

When you choose this archetype at 3rd level, you gain proficiency in the Acrobatics and Performance skills, if you don't already have it.

BLADE FLURRY

Starting at 3rd level, you can move with quickness that speeds your strikes and confounds your foes. When you take the Attack action on your turn, you can choose to double the number of attacks that you make using that action. This doesn't affect the number of attacks you make with your bonus action or with an extra action, such as that granted by the *haste* spell.

Once you use this feature, you must finish a short or long rest before you can use it again.

EVASION

Beginning at 7th level, you can nimbly dodge out of the way of certain area effects, such as a red dragon's fiery breath or an *ice storm* spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

EXTRA ATTACK

Beginning at 11th level, you can attack three times, instead of once, whenever you take the Attack action on your turn.

UNCANNY AGILITY

When you reach 15th level, your nimbleness can help you narrowly avoid injury. When you are hit by a weapon attack, you can use your reaction to attempt a Dexterity (Acrobatics) check. If your check is higher than the attack roll, the triggering attack misses.

SENTRY

As a Sentry, you are a self-proclaimed guard or warden, and your skills lie in detection and stealth. Nothing gets past you—but you can get past everything. Sentries often work with druid circles to protect forests, and armies or raiding parties use Sentries as scouts and lookouts.

SENTRY FEATURES

Ranger Level	Feature
3rd	Lookout, Silent Killer
7th	Skirmisher
11th	Careful Aim
15th	Extraordinary Stealth

LOOKOUT

When you choose this archetype at 3rd level, you gain proficiency in the Perception and Insight skills if you don't already have it. Your proficiency bonus is doubled for any ability check you make that uses either of those proficiencies.

SILENT KILLER

Starting at 3rd level, when you are hidden from a creature, making a ranged weapon attack doesn't reveal your position, regardless of whether you hit or missed.

SKIRMISHER

Starting at 7th level, you are difficult to pin down in a fight. You can move up to half your speed as a reaction when an enemy ends its turn within 5 feet of you. This movement doesn't provoke opportunity attacks.

CAREFUL AIM

Beginning at 11th level, you can shoot arrows with extreme precision. You can use a bonus action to aim carefully. For the rest of the turn, your ranged weapon attacks ignore half cover and three-quarters cover, and deal an extra 1d4 damage of the weapon's damage type on a hit.

EXTRAORDINARY STEALTH

When you reach 15th level, you gain proficiency in the Stealth skill if you don't already have it, and your proficiency bonus is doubled for any ability check you make that uses that skill.

In addition, once on each of your turns, if you are hidden from a creature and then hit it with a ranged weapon attack, the attack deals an extra 1d8 damage.

STRIDER

Striders are few and far between, and they like it that way. They are known for adventuring alone deep into uncharted territory, and always returning alive. That habit makes them particularly adept at surviving solo encounters with powerful monsters, whether that means running away or holding one's ground, no matter the odds.

STRIDER FEATURES

Ranger Level	Feature
3rd	Bonus Proficiencies, Swift Movement
7th	Quicken March
11th	Lone Wolf
15th	Against All Odds

BONUS PROFICIENCIES

When you choose this archetype at 3rd level, you gain proficiency in the Nature and Survival skills, if you don't already have it.

SWIFT MOVEMENT

Beginning at 3rd level, you can move with swiftness across the battlefield that few can match. Your movement speed on foot increases by 10 feet. If you are mounted, your mount's speed increases by 10 feet.

In addition, if you move at least 10 feet straight toward a creature and hit it with a melee weapon attack, the attack deals an extra 1d8 damage. You can gain this benefit only once per turn.

QUICKENED MARCH

Beginning at 7th level, whether you are mounted or on foot, your travel pace is doubled, as is the travel pace of up to ten companions while they're within 60 feet of you and you're not incapacitated.



TOP TO BOTTOM: SENTRY, AND BLADE DANCER

LONE WOLF

Beginning at 11th level, not only are you used to being alone, but you also fight better alone. You gain a +2 bonus to attack and damage rolls against creatures that are at least 10 feet away from each of your allies, as long as no creature other than you has dealt damage to it since your last turn.

AGAINST ALL ODDS

When you reach 15th level, you can stand against unbelievable odds and still manage to come out on top (or at least alive). While you have less than half of your hit points remaining, you gain a +2 bonus to Armor Class.

SORCERER: SORCEROUS ORIGIN

At 1st level, a sorcerer gains the Sorcerous Origin feature. The following option is available to a sorcerer: Primal Fury.

PRIMAL FURY

The rare few that manifest sorcerous power through Primal Fury are a confusing wonder to scholars, wizards, other sorcerers, and even themselves. Their power, it is said, comes from a connection to the primal passion of magic, but any attempts to study or even ask a Primal Fury sorcerer have been met with failure. These "rage mages," as they have been called, don't care about the how or why; they only care about the results.

Indeed, a rage mage's spells seem to stem from a simple desire for a particular outcome. The sorcerer taps into the essence of magic and channels it through raw unbridled emotion and fury, which always has the outcome that the sorcerer wants, though the exact process might not match expectations. But again, rage mages don't care about the how, just about the outcome.

PRIMAL FURY FEATURES

Sorcerer Level	Feature
1st	Spell Rage
6th	Spell Fury
14th	Relentless Rage
18th	Fury Unleashed

SPELL RAGE

Starting when you choose this origin at 1st level, you can fight and cast spells with primal savagery. On your turn, you can enter a spell rage as a bonus action.

While you are in a spell rage, you gain the following benefits if you aren't wearing armor:

- Your AC equals 10 + your Dexterity modifier + your Constitution modifier
- You gain a bonus to your Spell save DC and your Spell attack modifier equal to half your proficiency bonus

While you are in a spell rage, you can cast and concentrate on your sorcerer spells.

If you have the Rage class feature or a similar feature, you can't gain the benefits of that feature and a spell rage at the same time. If you enter one while you are still in the other, the first feature ends.

Your spell rage lasts for 1 minute. It ends early if you are knocked unconscious or if your turn ends and you haven't cast a spell or cantrip since your last turn or taken damage since then. You can also end your spell rage on your turn as a bonus action.

You can use this feature twice, and you regain all expended uses when you finish a long rest.

You can use this feature three times between long rests starting at 6th level, four times between long rests starting at 14th level, and five times between long rests starting at 18th level.

SPELL FURY

Starting at 6th level, you can channel your fury into a spell to make it more powerful. When you cast a spell, you can choose one of the following options. You can't use this feature and your Metamagic feature on the same spell.

Merciless. If the spell requires an attack roll, you can add your Constitution modifier to one of the attack rolls. If you choose this option, you must choose to use it before you make the attack roll.

Power. If the spell deals damage, you can roll one of the spell's damage dice one additional time and add it to the damage of the spell.

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

RELENTLESS RAGE

Starting at 14th level, your primal rage can keep you fighting despite grievous wounds. If you drop to 0 hit points while you're in a spell rage and don't die outright, you can make a DC 10 Constitution saving throw. If you succeed, you drop to 1 hit point instead.

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

FURY UNLEASHED

Starting at 18th level, you can call on the primal fury that feeds your power to unleash a powerful spell. You don't choose this spell; you only choose the kind of spell you want, and your fury does the rest. As an action, choose one of the following options: *Single Target*, *Mass Damage*, or *Self Benefit*. Roll on the corresponding table below to determine which spell you cast. You cast that spell at its lowest level (unless the description says otherwise) without expending a spell slot, even if it is a spell you don't know. If the spell requires concentration, you maintain concentration on it as normal.

If you choose the *Self Benefit* option, you can only cast the spell on yourself.

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

SINGLE TARGET

d10 Spell

- | | |
|-----|--------------------------------------|
| 1-2 | <i>Magic Missile</i> (3rd Level) |
| 3-4 | <i>Chromatic Orb</i> (3rd Level) |
| 5-6 | <i>Melf's Acid Arrow</i> (3rd Level) |
| 7-8 | <i>Scorching Ray</i> (4th Level) |
| 9 | <i>Blight</i> |
| 10 | <i>Hold Monster</i> |

MASS DAMAGE

d10	Spell
1	<i>Erupting Earth</i>
2-3	<i>Tidal Wave</i>
4-5	<i>Fireball</i>
6-7	<i>Lightning Bolt</i>
8	<i>Wall of Fire</i>
9	<i>Vitriolic Sphere</i>
10	<i>Cone of Cold</i>

SELF BENEFIT

d10	Spell
1	<i>False Life</i> (3rd Level)
2-3	<i>Mirror Image</i>
4	<i>Haste</i>
5	<i>Blink</i>
6-7	<i>Greater Invisibility</i>
8	<i>Fire Shield</i>
9	<i>Freedom of Movement</i>
10	<i>Stoneskin</i>

WIZARD: ARCANE TRADITION

At 2nd level, a wizard gains the Arcane Tradition feature. The following option is available to a wizard: Duskblade.

DUSKBLADE

Only a rare few arcane colleges specialize in training spellcasters to weave spells while on the front lines of combat, wielding a weapon and wearing armor. The tradition of the Duskblade does so, at the cost of drawing the contempt of most of the remaining arcane colleges. Wizards "more devoted" to another school or martial warriors who spend their lives training with weapons both might argue that splitting one's attention between magical and martial prowess inevitably leads to ruin, but these individuals fail to realize that the Duskblade tradition isn't a split of attention at all. Rather, it is a merging of the two that results in dangerously versatile warriors.

The Duskblade tradition teaches techniques that allow its followers to swing a sword with the strength of mind, rather than the strength of body, and teaches how to cast spells while simultaneously throwing attacks. In this way, the sword of a Duskblade is more than a weapon; it is a tool that enhances the wizard's connection to magic, it is a conduit through which the warrior's true potential can be found. To a Duskblade, their blade and their magic are the same.

DUSKBLADE FEATURES

Wizard Level	Feature
2nd	Arcane Warrior, Arcane Channeling
6th	Extra Attack, Weapon Focus
10th	Martial Mage
14th	Greater Arcane Channeling

ARCANE WARRIOR

When you adopt this tradition at 2nd level, you gain the training required to protect yourself in melee combat. You gain proficiency with light and medium armor, and you gain proficiency with all simple melee weapons and one martial melee weapon of your choice. You can't choose a weapon that has the two-handed property.

In addition, you can mystically channel your power through a particular weapon. Whenever you finish a long rest, you can touch one melee weapon that you are proficient with and that lacks the two-handed property. When you attack with that weapon, you can use your Intelligence modifier, instead of Strength or Dexterity, for the attack and damage rolls. This benefit lasts until you finish a long rest. Starting at 10th level, you can choose a melee weapon that you are proficient with and that has the two-handed property.

You can choose an additional martial melee weapon to gain proficiency with at 6th, 10th, and 14th levels. The weapon you choose at 6th level can't have the two-handed property.

ARCANE CHANNELING

Starting at 2nd level, you can channel the energy of your spells through your weapon. When you take the Attack action on your turn and make a melee weapon attack using the weapon you chose for your Arcane Warrior feature, you can use a bonus action to channel a spell you know through the weapon and into the target of the attack. The spell must have a casting time of 1 Action and an Instantaneous duration, and must require either a melee spell attack (such as *shocking grasp* or *inflict wounds*) or a single ranged spell attack (such as *fire bolt* or *ray of frost*). If the spell is of 1st level or higher, you must still expend a spell slot.

If you channel a spell and the attack hits, the spell automatically hits the target as it passes through your weapon. If the spell requires a saving throw, the target can make saving throws to resist its effects as normal. If the attack misses, the casting of the spell is wasted.

EXTRA ATTACK

Starting at 6th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

WEAPON FOCUS

Starting at 6th level, you can use the weapon you chose for your Arcane Warrior feature as an arcane focus.

MARTIAL MAGE

Beginning at 10th level, whenever you hit a creature with a spell by using your Arcane Channeling feature, you gain a number of temporary hit points equal to your wizard level.

GREATER ARCANE CHANNELING

Beginning at 14th level, your spells linger when you channel them through your weapon. If you use your Arcane Channeling feature to channel a spell that deals damage, your weapon retains traces of the spell's power. After that attack, regardless of whether it hits or misses, each time you hit a creature with that weapon until the start of your next turn, the attack deals an additional 2d8 damage of the same type dealt by the spell.



PRESTIGE CLASS: BATTLESMITH

A battlesmith, to many, is simply a dwarf master weaponsmith and armorsmith. To those who only know one in passing, this evaluation is true enough, but the power and potential of a battlesmith goes far beyond metalworking and smithing.

Using rites and smithing techniques discovered and perfected by the dwarves, a battlesmith can create magical weapons and armor without the usual participation of a magic-user, and forms magical bonds between themselves and their creations. Aside from their incredible skill in the forge, battlesmiths are also equally capable in combat, thanks to martial training they received beforehand and the ancient techniques taught by the lore of battlesmithing.

THE BATTLESMITH

Level Features

- | | |
|-----|--|
| 1st | Secrets of the Forge, Armorsmith (+1) |
| 2nd | Forged in Fire, Secrets of the Forge (+1) |
| 3rd | Tempered in Blood |
| 4th | Armorsmith (+2), Secrets of the Forge (+2) |
| 5th | Master Smith, One with the Hammer, Secrets of the Forge (+3) |

PREREQUISITES

In order to advance as a battlesmith, you must meet the following prerequisites (in addition to the multiclassing prerequisites for your existing class):

- **Race: Dwarf.** The dwarves are the holders of the secrets of battlesmithing, and only share those secrets with their own. If a particularly talented smith of another race desires the knowledge, it is possible that a dwarf teacher could be convinced, at the DM's discretion.
- **Proficiency with Smith's Tools.** Battlesmithing requires an understanding of metalworking and smithing weapons and armor.
- **Proficiency in the Arcana skill.** The crafting of magic weapons and armor and the creation of magic bonds requires an understanding of arcane lore.
- **Proficiency with Medium Armor and at least one Martial Weapon.** Part of battlesmithing includes learning fighting techniques that assume a basic knowledge of martial combat.
- **Complete a Special Task.** You must find an NPC battlesmith and present them with a weapon you crafted, in return for tutoring you in the ways of battlesmithing. The NPC might require you to prove your skill by smithing weapons and armor and/or by sparring. You cannot gain more levels in this prestige class than your tutor has. You might need to seek out a more skilled battlesmith in order to reach 5th level in this prestige class.

PRESTIGE CLASSES

Rules for Prestige Classes were set forth in the 2015 *Unearthed Arcana* entitled "Prestige Classes and Rune Magic." For details concerning their use, refer to that document. For convenience, here are the highlights:

Using Prestige Classes. You must be at least 3rd level to begin advancing in a Prestige Class, or higher if the class specifies. Typically a Prestige Class represents power gained through hidden lore or exotic fighting styles, and requires a character to complete a certain task before taking levels in the Prestige Class.

Joining a Prestige Class. Always check with the Dungeon Master to make sure Prestige Classes are allowed before taking levels in one. Talk to your DM about completing the requirements for joining the class. Joining a Prestige Class uses the multi-classing rules (see chapter 6, "Customization Options," in the 5th Edition *Player's Handbook*), but each Prestige Class specifies the details for combining spellcasting if it provides that feature.

CLASS FEATURES

As a battlesmith, you gain the following class features.

HIT POINTS

Hit Dice: 1d10 per battlesmith level

Hit Points per Level: 1d10 (or 6) + your Constitution modifier per battlesmith level

PROFICIENCIES

Tools: Leatherworker's tools, tinker's tools

Saving Throws: None

Skills: None

EQUIPMENT

The battlesmith prestige class does not grant any special equipment.

SECRETS OF THE FORGE

When you craft a metal weapon, you can imbue it with magic. The weapon becomes a common magic item with no other properties. It costs 100 gp to craft such an item, and requires 8 hours of work each day for 4 days.

The rules for crafting are found on page 187 of the 5th Edition *Player's Handbook*, and the rules for crafting magic items are found on page 128 of the 5th Edition *Dungeon Master's Guide*. Other characters or NPCs must have at least 1 level in this prestige class before they can help you craft items you create with your battlesmith features.

Familiarize yourself with these rules, as the battlesmith Class Features are easier to implement if you are familiar with them.

When you reach 2nd level in this class, you can craft *+1 weapons*, which requires 500 gp and 20 days of work. When you reach 4th level, you can craft *+2 weapons*, which requires 5,000 gp and 200 days of work. When you reach 5th level, you can craft *+3 weapons*, which requires 50,000 gp and 2,000 days of work. (See page 213 of the 5th Edition *Dungeon Master's Guide* for the details of these magic items.) The DM might adjust the cost and time required to better suit the campaign.

At the DM's discretion, you might be able to create other magical weapons and armor. Assuming you meet the other requirements set forth in the "Crafting a Magic Item" section of the *Dungeon Master's Guide* (including the level requirement), you can craft Uncommon magic items when you reach 2nd level in this class, Rare magic items when you reach 3rd level, Very Rare magic items when you reach 4th level, and Legendary magic items when you reach 5th level. Specific magic items might require rare materials or a blueprint.

ARMORSMITH

The armor you craft for yourself fits better than anyone else could make for you. While you are wearing a suit of armor that you crafted, you gain a +1 bonus to AC.

The bonus increases to +2 when you reach 4th level in this class.

FORGED IN FIRE

At 2nd level, you gain resistance to fire damage.

In addition, you have advantage on saving throws made to resist gaining a level of exhaustion.

TEMPERED IN BLOOD

Starting at 3rd level, when you are hit by an attack, you can use your reaction to attempt a Constitution saving throw. The save DC is equal to the damage of the attack. If you succeed, you are immune to all damage from that attack.

MASTER SMITH

Starting at 5th level, you can craft weapons and armor faster without sacrificing the object's quality. You can craft weapons and armor, even magical ones, in half the time that it would normally take to craft such an item.

ONE WITH THE HAMMER

Starting at 5th level, while you are wielding a melee weapon that you crafted, you gain a bonus to damage rolls with that weapon equal to your Wisdom modifier.





PRESTIGE CLASS: EYE OF GRUUMSH

Long ago, the orc deity Gruumsh engaged the other gods in battle after they and their people took the land of the Material Plane for their own. Though he also fought the dwarves for the mountains, his most terrible fight was against Corellon Larethian, the deity of the elves. With a well-placed arrow, the elven god blinded Gruumsh in one of his eyes.

When a devout servant of Gruumsh puts out one of its own eyes in similitude of their one-eyed god, Gruumsh blesses the servant with power. This ritual is fairly common among orc tribes, but nowhere else.

A creature so blessed gains special favor and a measure of spellcasting ability, to more powerfully serve the god of slaughter and achieve his ends.

THE EYE OF GRUUMSH

—Spell Slots per Spell Level—

Level	Features	Cantrips Known	1st	2nd	3rd
1st	Sight of Gruumsh, Spellcasting	3	2	—	—
2nd	Divine Blessing	3	3	—	—
3rd	Gruumsh's Fury	3	4	2	—
4th	Blindsight	4	4	3	—
5th	Gruumsh's Foresight	4	4	3	2

PREREQUISITES

In order to advance as an Eye of Gruumsh, you must meet the following prerequisites (in addition to the multiclassing prerequisites for your existing class):

- **Race: Orc or Half-Orc.** Orcs are Gruumsh's people, and he only endows power upon those that have orc blood.
- **Any non-good Alignment.** An Eye of Gruumsh is called upon to do Gruumsh's dirty work. Creatures of good alignment have qualms with doing such work, and therefore aren't fit for the calling.

Wisdom 13. The power granted to an Eye of Gruumsh requires good intuition and a connection to Gruumsh's will.

Complete a Special Task. You must slay an elf in Gruumsh's name and offer the corpse as a sacrifice to the god. At the end of the ritual, you must pluck out one of your own eyes, which symbolizes the loss that Gruumsh suffered of Corellon Larethian. To continue to gain levels in this class, you must further the work of Gruumsh, which is the annihilation of other races, especially elves.

CLASS FEATURES

As an Eye of Gruumsh, you gain the following class features.

HIT POINTS

Hit Dice: 1d8 per Eye of Gruumsh level

Hit Points per Level: 1d8 (or 5) + your Constitution modifier per Eye of Gruumsh level

PROFICIENCIES

Tools: None

Saving Throws: None

Skills: Religion and your choice of either Intimidation or Perception

EQUIPMENT

The Eye of Gruumsh prestige class does not grant any special equipment.

SIGHT OF GRUUMSH

At 1st level, Gruumsh has accepted your sacrifice and begun to bless you with power. You suffer no adverse effects of having only one eye, but you are still blinded if you lose your other eye.

If at any time you regain the eye you plucked out as a part of the initiation ritual, you can't use any features you gained from this class until you again pluck out the eye.

SPELLCASTING

As a conduit for Gruumsh's divine power, you can cast spells. See chapter 10 in the 5th Edition *Player's Handbook* for the general rules of spellcasting. The Eye of Gruumsh spell list is at the end of the class description.

CANTRIPS

At 1st level, you know three cantrips of your choice from the Eye of Gruumsh spell list. You learn an additional Eye of Gruumsh cantrip of your choice at 4th level, as shown in the Cantrips Known column of the Eye of Gruumsh table.

PREPARING AND CASTING SPELLS

The Eye of Gruumsh table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

You prepare the list of Eye of Gruumsh spells that are available for you to cast, choosing from the Eye of Gruumsh spell list. When you do so, choose a number of Eye of Gruumsh spells equal to your Wisdom modifier + your Eye of Gruumsh level (minimum of one spell). The spells must be of a level for which you have spell slots.

For example, if you are a 3rd-level Eye of Gruumsh, you have four 1st-level and two 2nd-level spell slots. With a Wisdom of 16, your list of prepared spells can include six spells of 1st or 2nd level, in any combination. If you prepare the 1st-level spell *bless*, you can cast it using a 1st-level or 2nd-level slot. Casting the spell doesn't remove it from your list of prepared spells.

You can change your list of prepared spells when you finish a long rest. Preparing a new list of Eye of Gruumsh spells requires time spent in prayer and meditation: at least 1 minute per spell level for each spell on your list.

SPELLCASTING ABILITY

Wisdom is your spellcasting ability for your Eye of Gruumsh spells. The power of your spells comes from your devotion to Gruumsh. You use your Wisdom whenever an Eye of Gruumsh spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for an Eye of Gruumsh spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus +
your Wisdom modifier

Spell attack modifier = your proficiency bonus +
your Wisdom modifier

RITUAL CASTING

You can cast an Eye of Gruumsh spell as a ritual if that spell has the ritual tag and you have the spell prepared.

SPELLCASTING FOCUS

You can use a holy symbol (found in chapter 5 of the 5th Edition *Player's Handbook*) as a spellcasting focus for your Eye of Gruumsh spells.

MULTICLASSING

For the purposes of multiclassing, to determine your total spell slots, add your levels in Eye of Gruumsh to your levels in classes that grant you the Spellcasting feature. For example, if you are an Eye of Gruumsh 4/cleric 6, you would have the spell slots of a 10th-level character, in addition to having the cantrips and prepared spells of a 6th-level cleric.

DIVINE BLESSING

At 2nd level, you have proven your devotion to Gruumsh, who begins to watch over and protect you. You gain a +1 bonus to all saving throws.

GRUUMSH'S FURY

Starting at 3rd level, you can channel the power and fury of your patron god through your weapon strikes. Once on each of your turns when you hit with a weapon attack, you can cause the attack to deal an extra 1d8 damage to the target. This damage is of the same type that the weapon deals.

BLINDSIGHT

At 4th level, Gruumsh blesses you further for your sacrifice. You gain blindsight with a radius of 5 feet.

GRUUMSH'S FORESIGHT

At 5th level, Gruumsh protects you by granting you premonitions and by furthering your own battle intuition. You gain a +1 bonus to weapon attack rolls and to your Armor Class, whether you are wearing armor or not.

EYE OF GRUUMSH SPELL LIST

If a spell can be cast as a ritual, the ritual tag appears in the parentheses.

CANTRIPS (0 LEVEL)

Blade Ward
Guidance
Prestidigitation
Resistance
Sacred Flame
Sword Burst (the spell creates spears rather than swords)
Thaumaturgy
Toll the Dead
True Strike

1ST LEVEL

Bane
Bless
Cause Fear
Command
Cure Wounds
Detect Evil and Good
Divine Favor
False Life
Guiding Bolt
Hex
Inflict Wounds
Protection from Evil and Good
Shield

2ND LEVEL

Augury (ritual)
Blindness/Deafness
Cloud of Daggers
Continual Flame
Crown of Madness
Darkness
Enhance Ability
Hold Person
Lesser Restoration
Magic Weapon
Prayer of Healing
Spiritual Weapon

3RD LEVEL

Bestow Curse
Clairvoyance
Crusader's Mantle
Fear
Glyph of Warding
Life Transference
Remove Curse
Speak with Dead
Spirit Guardians
(the spirits summoned appear orcish in nature)
Vampiric Touch



CRUSADER

With a grunt, the armor-clad knight raises his longsword into an aggressive stance, setting his feet apart, but waiting for his opponent to ready himself. He may be on a quest for blood, but he still has a code of honor he needs to follow.

A furious yell echoes across the parapet as a dwarf suddenly shines with bright light, her enemies falling before the blinding flame, even as it revitalizes the allies behind her.

Within the pass, a single figure, identity hidden by a steel greathelm, stands against the throng of orcs. He refuses to fall; he can't, lest the cause fall with him. They have to die. So die, they will.

These are crusaders: powerful warriors strengthened by absolute devotion, armored by unshakable faith, and driven by conviction to a particular cause. Wherever they come from and whatever their stories, each is a devout zealot of an ideal or a code of honor that drives them to action; indeed, a mighty crusade across cities, regions, or entire kingdoms to silence the enemies of that cause. It is from this devotion that a crusader draws power and becomes an unstoppable champion of justice, for good or evil.

PASSION FOR A CAUSE

A crusader swears allegiance and devotion to a particular code of conduct, ideal, or set of ideals. Really, this could be anything, from the dominance of a particular race to the equilibrium of good and evil; from the ideals of respect and honor to the eradication of beholders. What matters is the crusader's passion and zealousness for the cause, to defend and enforce it no matter the cost. In order for such zealousness to arise, there is always a defining moment in each crusader's life, in which they encountered a problem and decided that the only solution is to dedicate heart and soul to the crusade.

Occasionally, religion is involved in a crusader's devotion, but most of the time, it is a product of the individual's core beliefs and willingness to act on it. Religion gives like-minded crusaders a way to find each other, and many create guilds, temples, or even pseudo-religions of their own where they can recruit others to their cause and lead heroic quests to destroy their enemies. Such organizations are truly forces to be reckoned with. Organized crusades have destroyed cities, carved enormous swathes through regions and kingdoms, and left countrysides in ruins.

NO CRUSADER WITHOUT A CRUSADE

In order to more efficiently enforce the cause, each crusader trains in combat for years or even decades until they are ready to defend and enforce their beliefs through combat. After such devotion is promised and martial prowess acquired, the crusade begins.

Of course, crusaders aren't senselessly violent. Only when one takes the crusader's beliefs to the privy does the sword come unsheathed, and only the most unwise of creatures dare to stoke a crusader's ire. Martial prowess combined with unparalleled ardor and might make crusaders truly terrifying foes.

THE CRUSADER

Level	Proficiency Bonus	Features
1st	+2	Fighting Style, Steel Resolve, Furious Counterstrike
2nd	+2	Smite
3rd	+2	Crusader Archetype
4th	+2	Ability Score Improvement
5th	+3	Extra Attack
6th	+3	Ardent Hammer
7th	+3	Crusader Archetype Feature
8th	+3	Ability Score Improvement
9th	+4	Mettle
10th	+4	Crusader Archetype Feature
11th	+4	Improved Smite
12th	+4	Ability Score Improvement
13th	+5	Crusader Archetype Feature
14th	+5	Indomitable Soul
15th	+5	Invincible (1)
16th	+5	Ability Score Improvement
17th	+6	Crusader Archetype Feature
18th	+6	Extra Attack (2)
19th	+6	Ability Score Improvement
20th	+6	Invincible (2)

The very act of crusading brings crusaders to the adventuring life; they are made for it, nearly by definition. They travel as the cause wills, eliminating their enemies and taking the spoils of war, revelling in the glorious cause of which they are a part.

CREATING A CRUSADER

As you build your crusader, consider what cause you are devoted to, and why you have such zeal for that cause. Was your home ransacked, your family killed by hobgoblins, and now you have devoted yourself to their utter destruction in the name of vengeance? While reading a holy text, were you suddenly struck with a holy rage and insatiable desire to cleanse a defiled temple? Perhaps you served in an army or city guard, and rampant political corruption caused the deaths of your squadmates or the fall of a beloved noble. Might you then devote yourself to the ideal of honor? Whatever holds your devotion, it needs to be something that you are truly passionate about. It is what drives you out into the world and into action.

The second aspect that you need to consider about your crusader is your alignment. Unlike paladins, crusaders need not fight against the forces of evil (but that is a legitimate cause, if broad). Though the very nature of the cause could help determine your alignment, the more important question to ask yourself is: "What lengths will I go to in order to enforce my beliefs?" If you are devoted to the ideal of honor, you might find that the only way is to lead by example, like a shining beacon of honesty and noble standards. Or you might find that the only answer is to make moral concessions (without tainting your own definition of honor) if it ultimately means victory.

The third aspect you should consider is where you recieved your martial training. Most of your power comes through your conviction and force of will, but your training sets the foundation on which your crusade can build.

QUICK BUILD

You can make a crusader quickly by following these suggestions. First, make Strength your highest ability score. Your next-highest score should be Constitution or Charisma. Second, choose the folk hero background.



CLASS FEATURES

As a crusader, you gain the following class features.

HIT POINTS

Hit Dice: 1d10 per crusader level

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

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

PROFICIENCIES

Armor: All armor, shields

Weapons: Simple weapons, martial weapons

Tools: None

Saving Throws: Constitution, Charisma

Skills: Choose two from Athletics, History, Insight, Intimidation, Medicine, Perception, Religion, and Survival

EQUIPMENT

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

- (a) chain mail or (b) scale mail
- (a) a martial weapon and a shield or (b) two martial weapons
- (a) a longbow and 20 arrows or (b) any simple weapon
- (a) an explorer's pack or (b) a priest's pack (if you plan on taking the Templar archetype)

FIGHTING STYLE

You adopt a particular style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

ARCHERY

You gain a +2 bonus to attack rolls you make with ranged weapons.

DEFENSE

While you are wearing armor, you gain a +1 bonus to AC.

DUELING

When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

GREAT WEAPON FIGHTING

When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.

PROTECTION

When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.

TWO-WEAPON FIGHTING

When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

STEEL RESOLVE

At 1st level, your dedication to your cause is such that you can temporarily ignore the pain and other hindering effects of injuries.

You gain a delayed damage pool that allows you to temporarily put off injury. When you roll initiative, this pool begins at 0. When you take damage while you are conscious, instead of taking that damage to your hitpoints, you can add the damage done to your delayed damage pool. At the end of each of your turns, you take damage equal to the total stored in your delayed damage pool, and the pool again resets to 0.

Whenever you receive healing, you can choose whether the healing increases your current hit points as normal, reduces the total damage in your delayed damage pool, or both (splitting up the healing between the two as you wish). The delayed damage pool can't go below 0.

Special effects tied to an attack (such as life drain, stun, or being knocked prone) still affect you as normal, and those effects are not delayed by this feature.

At 1st level, your delayed damage pool can hold up to 5 points of damage. Any damage beyond that is deducted from your hit points as normal. The maximum damage your pool can hold increases as you gain levels in this class, increasing to 10 at 4th level, 15 at 8th level, 20 at 12th level, 25 at 16th level, and 30 at 20th level.

FURIOUS COUNTERSTRIKE

At 1st level, you can channel your pain into rage that lets you lash out with renewed vigor and power. During each of your turns, you gain a bonus to weapon attack and damage rolls equal to the current value of your delayed damage pool, divided by 6 (rounded down). Consult the table below to determine your bonus based on the value of your delayed damage pool.

FURIOUS COUNTERSTRIKE BONUS

Delayed Damage Pool Points	Counterstrike Bonus
0	+0
1-11	+1
12-17	+2
18-23	+3
24-29	+4
30	+5

SMITE

At 2nd level, you can consolidate your determination and rage into a single attack. When you make a melee weapon attack, you can add your Charisma modifier to the attack roll. If the attack hits, it deals extra damage equal to 1d6 + your crusader level. The extra damage is of the same type as the weapon's damage type.

You can use this feature three times (though you can't use it more than once on a single turn), and you regain all expended uses of it when you finish a long rest.

CRUSADER ARCHETYPE

At 3rd level, you choose a crusader archetype. Each crusader goes about enforcing their cause in a different manner, and each cause may lend itself to a different tactic of enforcement. Choose an archetype that you most embody in your cause: Knight, Templar, or Zealot. Each archetype is detailed at the end of the class description. Your choice grants you with additional features when you choose it at 3rd level. It grants you additional benefits at 7th, 10th, 13th, and 17th levels.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

EXTRA ATTACK

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

The number of attacks increases to three when you reach 18th level in this class.

ARDENT HAMMER

At 6th level, your ardent devotion to your cause blesses you with the ability to strike hard, even through hide and armor that would normally withstand that of mundane weapons. Your weapon attacks count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

METTLE

When you reach 9th level, your will is strong enough that you can shake off deadly attacks on both your mind and body. When you are subjected to an effect that allows you to make a Constitution or Wisdom 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.

IMPROVED SMITE

Beginning at 11th level, your conviction in your cause endows you with power to strike down each enemy you face. Whenever you hit a creature with a melee weapon attack, you can add your Charisma modifier to the damage roll.

INDOMITABLE SOUL

Beginning at 14th level, you gain a bonus to Wisdom saving throws. This bonus is equal to your Charisma modifier.

INVINCIBLE

When you reach 15th level, your devout zealousness can help you shrug off even the most grievous injuries. At the end of your turn, you can choose to reset your delayed damage pool to 0 without taking damage.

Once you use this feature, you cannot use it again until you finish a long rest. When you reach 20th level, you can use this feature twice, and you regain all expended uses of it when you finish a long rest.

CRUSADER ARCHETYPES

Different crusaders each have a different approach to their crusades. The archetype you choose reflects your specialties as a crusader, and how exactly your convictions empower you.

KNIGHT

Knights are unparalleled martial champions who train relentlessly in melee combat. However, unlike most other crusaders, knights are bound to a strict code of conduct that revolves around honor or law, and their fighting styles are researched and studied just as heavily as they are practiced.

KNIGHT TRAINING

When you choose this archetype at 3rd level, you begin to study knightly combat stances and maneuvers that can give you the upper hand in combat.

Stances. You learn three stances of your choice, which are detailed under "Stances" below. You learn one additional stance of your choice at 7th, 10th, and 17th level. Each time you learn a new stance, you can also replace one stance you know with a different one.

Stance Points. Entering and maintaining a stance requires strength and stamina. You have a number of stance points equal to your Strength modifier (minimum 1). Each time you enter a stance, you must expend one stance point. If you don't have any more stance points, you can't enter a stance. You regain all your expended stance points when you finish a short or long rest.

On your turn, you can use a bonus action and expend a stance point to enter a stance, and you stay in that stance for one minute or until you use a bonus action to enter a new one. Being grappled, restrained, incapacitated, or knocked prone, or taking the Dash action, ends a stance early. You only gain the benefits of a stance while you remain in that stance.

Strikes. You learn Crusader's Strike and two other strikes of your choice, which are detailed under "Strikes" below. You learn one additional strike of your choice at 7th, 10th, and 13th level. Each time you learn a new strike, you can also replace one strike you know with a different one.

A strike represents your ability to attack with power and skill that other warriors lack. Some strikes may be a product of practice and study, while others might stem from sheer determination and righteous conviction. Strikes improve your attacks or effectiveness in some way. You can use only one strike per turn.

Strike Points. Using a strike requires strength backed by your conviction for your cause. You have a number of strike points equal to your Charisma modifier (minimum 1). Each time you use a strike, you must expend one strike point. If you don't have any more strike points, you can't use a strike. You regain all expended strike points when you finish a short or long rest.

Saving Throws. Some of your strikes or stances may require the target to make a saving throw. The saving throw DC is calculated as follows:

$$\text{Strike/Stance save DC} = 8 + \text{your proficiency bonus} + \text{your Strength modifier}$$

READ YOUR ENEMY

Starting at 7th level, you are exceptionally talented at recognizing a variety of fighting styles, and at pinpointing an enemy's strengths and weaknesses in combat. When you are the target of a melee weapon attack, you can use your reaction to study the attacker's fighting style. You learn one of the following pieces of information about that creature:

- Movement speed on foot
- One saving throw proficiency that it possesses
- One feat or trait that it possesses (if any)
- One damage vulnerability that it possesses (if any)
- Class and subclass (if any), but not its level. If it has levels in multiple classes, you learn of only one of them.
- If the attacker has the Fighting Style class feature or a similar one, you learn which option it chose for that feature.

Alternatively, you can learn one of these pieces of information if you spend at least 1 minute observing the creature in a combat situation. It's easier to read an opponent when you are engaged in combat with them, rather than at a distance.

STANCE TACTITIAN

Beginning at 10th level, you are practiced enough in your stances that you can switch between them seamlessly, allowing for more complicated attack and defense forms. Each time you enter a stance, you can choose another stance that you know without expending another stance point. You gain the benefit of both stances simultaneously until the stance ends.

If a stance requires 17th level, you can't use it with this class feature. Such complicated stances are particularly taxing on both mind and body, and must be executed alone.

RUTHLESS ONSLAUGHT

When you reach 13th level, your blows increase in strength, ferocity, and frequency. You can use as many strikes on your turn as you would like, expending strike points as normal, but you can only use one strike per attack.

RELENTLESS

Starting at 17th level, when you roll initiative and have no stance points left, you regain 1 stance point. When you roll initiative and have no strike points left, you regain 1 strike point.

STANCES

The list of stances is presented in alphabetical order. If a stance requires a level, you must be that level in this class to learn the stance.

Dancing Sword Stance. When you first enter this stance and as a bonus action on each of your subsequent turns, you can choose one creature within 30 feet of you that you can see. You don't provoke opportunity attacks from that creature for the current turn.

Dodge Stance. Attack rolls have disadvantage against you, but you have disadvantage on attack rolls.

Giantslayer Stance. You gain a +1 bonus to attack and damage rolls against creatures that are Large or larger.

Giant's Stance. Once on each of your turns, when you hit with a melee weapon attack, you can choose to deal an extra 1d8 damage.

Guardian's Stance. If a creature within 5 feet of you is targeted by a weapon attack, you can use your reaction to attempt to protect the creature. If you are within the attacker's reach or range, it must make a Wisdom saving throw. On a failed save, it must target you or lose the attack.

Mountain Stance. You have advantage on Strength checks and saving throws.

Relentless Offense. Creatures provoke opportunity attacks from you even if they take the Disengage action.

Sentinel's Stance. Creatures provoke opportunity attacks from you when they enter your reach.

Slaying Stance. When you roll damage dice for a melee weapon attack, you can treat any 1 as a 2. In addition, if at least one of the dice shows the maximum possible result (such as rolling a 6 on a d6), you can roll another damage die for that attack.

Stance of Alacrity. You gain an extra reaction on each round, which can only be used to make an opportunity attack, and you have advantage on attack rolls for opportunity attacks.

Stance of Clarity. Entering this stance ends one effect on yourself that is causing you to be charmed or frightened. You are immune to the charmed and frightened conditions.

Stance of Endurance (17th Level Required). You have resistance to nonmagical bludgeoning, piercing, and slashing damage.

Stance of Perfect Defense (17th Level Required). No attack roll can have advantage against you.

Stance of Swiftess. You gain a +5 bonus to your initiative count for each subsequent round you maintain this stance. When the stance ends, you return to your original place in initiative order. You can't take more than one turn in one round.

Stance of the Immortal (17th Level Required). Whenever you take damage that would reduce you to 0 hit points, you can make a Constitution saving throw. The DC for this throw is 10. Each time you succeed, you are instead reduced to 1 hit point, and the save DC increases by 5. This does not stop you from being killed outright by massive amounts of damage. When you finish a short or long rest, the save DC resets to 10.

Stonefoot Stance. You gain a +1 bonus to AC.

Windstep Stance. Your speed on foot increases by 10 feet, and you ignore difficult terrain.

STRIKES

The list of strikes is presented in alphabetical order.

Accurate Strike. When you miss with a weapon attack, you can choose to reroll the attack roll. You must use the new roll.

Bonesplitting Strike. When you hit a creature with a melee weapon attack, you can try to pulp its bones and flesh beneath your weapon. The target must make a Constitution saving throw. On a failed save, the target's hit point maximum is reduced by an amount equal to the total damage it took from the attack. A creature whose hit point maximum is reduced to 0 dies. This reduction lasts until the target finishes a long rest. A creature without a skeleton or discernible anatomy automatically succeeds the saving throw.

Charging Strike. When you take the Dash action, you can expend a strike point to make a melee weapon attack as a bonus action.

Crippling Strike. When you hit with a melee weapon attack, you can attempt to cripple the target of your attack. The target must make a Constitution saving throw. On a failed save, each of the target's speeds are reduced by 10 feet, and it has disadvantage on Dexterity and Strength saving throws. These effects last until the start of your next turn or until it receives magical healing. A hovering creature (such as a beholder) or a creature without a discernible anatomy is immune to this speed reduction.

Crusader's Strike. When you hit a creature with a weapon attack, you can choose to make that attack a Crusader's Strike. The attack deals extra damage equal to $1d8 +$ triple the current bonus of your Furious Counterstrike feature. The damage type for this extra damage changes to radiant (if you are good or neutral) or necrotic (if you are evil).

Daunting Strike. When you hit a creature with a weapon attack, you can attempt to frighten the target. The target must make a Wisdom saving throw. On a failed save, the creature is frightened of you until the end of your next turn.

Doomstrike. When you hit a creature with a melee weapon attack, instead of rolling for damage, you can choose to take the maximum possible amount on each of the weapon's damage dice. You must choose to use this strike before rolling the damage dice. This strike only applies to the weapon's damage dice, and not to any other features that would add damage to the attack (such as Divine Smite or Sneak Attack).

Foehammer. When you hit a creature with a weapon attack, you can choose to make that attack a Foehammer attack. The target gains no benefit from resistance or immunity to bludgeoning, piercing, or slashing damage (even from magical weapons) against this attack.

Mighty Throw. When you take the Attack action on your turn, you can substitute one of your attacks for a Mighty Throw. Make a contested grapple check against a creature within 5 feet of you. The target can be no more than one size larger than you. If you win the contest, you throw the creature to an unoccupied space of your choice up to 10 feet away from you, and it lands prone.

If you win the contest by 5 or more, you can throw the creature up to 15 feet away from you, and if you win the contest by 10 or more, you can throw the creature up to 20 feet away from you.

Mountain Hammer. When you hit a creature with a melee weapon attack, you can choose to empower the blow with the weight of mountains. The target must make a Strength saving throw. On a failed save, you can choose to either knock the target prone or push the creature up to 10 feet away from you.



Rallying Strike. When you hit a creature with a melee weapon attack, you can choose to rally your allies with a show of heroism. Each friendly creature of your choice within 30 feet of you, other than yourself, gains a number of temporary hit points equal to your Charisma modifier.

Revitalizing Strike. When you hit a creature with a weapon attack, you can become reinvigorated by your success. You gain a number of temporary hit points equal to $1d8 +$ half of your crusader level (rounded down).

Stunning Strike. When you make a melee weapon attack against another creature, you can choose to try to stun the target. You must make this choice before making the attack roll. If the attack hits, the target must make a Constitution saving throw. On a failed save, the target is stunned until the end of its next turn.

Swift Strike. When you take the Attack action, you can attempt to attack so impossibly fast that, for you, time seems to stand still. You can make one additional attack as a part of that Attack action.

Thrown Strike. When you take the Attack action on your turn, you can expend a strike point and choose to make one of your attacks as a Thrown Strike. Choose one weapon that you are wielding. For that attack, it gains the thrown property with a normal range of 20 feet and a long range of 40 feet.

Vanguard Strike. When you hit a creature with a melee weapon attack, you can batter its defenses to the side to leave openings for an ally. Choose another friendly creature within 30 feet of you. That creature gains a bonus to attack and damage rolls it makes against the target of your attack until the beginning of your next turn. This bonus is equal to the bonus you received from your Furious Counterstrike feature on this attack.

TEMPLAR

A Templar's cause always has a religious bent to it, and they pride themselves on their ability to call upon their religion or deity for assistance. Their healing abilities are paramount to every crusade.

SPELLCASTING

When you reach 3rd level, you augment your crusade with the ability to cast spells. See chapter 10 in the *Player's Handbook* for the general rules of spellcasting and chapter 11 for the cleric and paladin spell lists.

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. These count as paladin spells for you.

Spell Slots. The Templar 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 slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

Spells Known of 1st-Level and Higher. You prepare the list of paladin spells that are available for you to cast, choosing from the paladin spell list. When you do so, choose a number of paladin spells equal to the number given in the Spells Prepared column of the Templar Spellcasting table. 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 paladin spells requires time spent in prayer and meditation: at least 1 minute per spell level for each spell on your list.

Spellcasting Ability. Charisma is your spellcasting ability for your paladin spells, since you learn your spells through religious devotion and service. You use your Charisma whenever a spell refers to your spellcasting ability. In addition, you use your Charisma modifier when setting the saving throw DC for a paladin spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Charisma modifier

Spell attack modifier = your proficiency bonus + your Charisma modifier

Spellcasting Focus. You can use a holy symbol as a spellcasting focus for your paladin spells.

HEALING TOUCH

When you choose this archetype at 3rd level, you gain the favor of a deity whom you worship. You also gain the power to channel this divine energy to heal yourself and others. You have a pool of healing power that replenishes when you finish a long rest. With that pool, you can restore a total number of hit points equal to twice your crusader level + your Charisma modifier.

As an action, you can touch a creature and draw power from the pool to restore a number of hit points to that creature, up to the maximum amount remaining in your pool.

This feature has no effect on undead and constructs.

WAR MAGIC

Beginning at 7th level, when you use your action to cast a cantrip, you can make one weapon attack as a bonus action.

TEMPLAR SPELLCASTING

Crusader Level	Cantrips Known	Spells Prepared	—Spell Slots per Spell 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

STALWART SPIRIT

Starting at 10th level, you are stalwart and immovable in your cause and in your faith. You gain proficiency in Wisdom saving throws.

DIVINE STRIKE

When you reach 13th level, you can channel your divine energy into your weapon strikes to smite down your enemies. Whenever you hit with a melee weapon attack, you can expend a spell slot to deal extra radiant damage to the target. The extra damage is 2d8 for a 1st-level slot, plus 1d8 for each spell level higher than first, to a maximum of 5d8.

If the target is a fiend or undead, it takes an additional 1d8 radiant damage.

IMPROVED WAR MAGIC

Beginning at 17th level, when you use your action to cast a spell, you can make one weapon attack as a bonus action.

ZEALOT

Zealots are feared for their ruthlessness on the battlefield and for the hope they can inspire in their allies. The most powerful zealots can pack extra power behind their blows and even stave off death by sheer force of will.

BERSERKER

When you choose this archetype at 3rd level, you can attack more ferociously at the cost of your own defense. If you take the Attack action on your turn, you can make one additional weapon attack with advantage as a bonus action. If you do so, attack rolls against you have advantage until the beginning of your next turn.

ZEALOUS SURGE

Beginning at 7th level, your sheer determination can help you shake off the abilities of your enemies. You can reroll a saving throw that you fail. If you do so, you must use the new roll, and you can't use this feature again until you finish a long rest.

ZEALOUS BATTLE CRY

At 10th level, you can inspire your comrades with your zealotry. As a bonus action, you unleash a battle cry backed by your zeal for your cause. Each creature of your choice within 60 feet of you that can hear you gains advantage on attack rolls and saving throws until the start of your next turn.

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

ZEALOUS CRITICAL

When you reach 13th level, your critical hits become especially deadly. When you score a critical hit with a weapon attack, you gain a bonus to the damage roll equal to your crusader level.

RUTHLESS ZEALOT

When you reach 17th level, you can keep fighting even after suffering fatal blows.

When you have 0 hit points, you aren't unconscious, and you can act and take turns normally. However, you still must make death saving throws, and you suffer the normal effects of taking damage while at 0 hit points.

If you would die due to failing death saving throws, you don't die until the end of your next turn, and you die then only if you still have 0 hit points.

If you succeed 3 death saving throws, in addition to becoming stable, you also regain 1 hit point.





PHYSICIAN

Shielding his eyes from the smoke and heat, a white-haired man darts between fallen sections of a burning palisade, searching for his fallen companion. He cuts down an orc with a carefully calculated dagger thrust before kneeling down next to his unconscious friend, pulling out bandages and salves while assessing how much blood she'd already lost.

His hands glowing with bright light, a tribal leader sets to work as the battle rages around them, his patient leaping to his feet even as his wounds continue to stitch themselves closed.

Muttering the names of bits of anatomy as she shoves past them, her hands covered in blood, she can't help but to smile as her medicines take effect and the dead man's heart begins beating once again.

Wherever they may have learned their trade, physicians are healers, medics, and surgeons with a love for what they do. Becoming a physician is never a path to power; it is a trade of necessity. It is always an austere path of hard work and study, but they are always accepted wherever they go. They can be found in the lines of war, staunching wounds and helping allies retreat or return to the fight, in the halls of lost tombs, removing bolts from the leg of a friendly (if imprudent) rogue, or in the humblest towns, treating the common cold. Everyone needs a doctor eventually.

TALENTED MEDICS

Physicians tend to be of an intellectual mindset, (which helps when memorizing the names of anatomical structures and functions), because such a path requires study and practice. Many would say that the time commitment is easily equal to that of the most scholarly wizard. Wizards, of course, deny this, but are always sheepishly thankful when a physician can dress and bandage a mortal wound they otherwise wouldn't have survived.

As members of the battlefield (sometimes reluctantly so), physicians learn to adequately defend themselves. Though not usually intimidating or awe-inspiring, they are essential as team members, and their knowledge of anatomy and bodily function makes the best of them utterly lethal.

APOSTATES AND HERETICS

Where other healers may get their abilities from gods and religious devotion, physicians get their abilities from relentless study and constant honing of skill. The occasional physician supplements their healing with magical power, but even then outside powers aren't usually involved.

THE PHYSICIAN

Level	Proficiency Bonus	Features
1st	+2	Combat Healer
2nd	+2	Resourceful, Poultices
3rd	+2	Physician Specialty
4th	+2	Ability Score Improvement
5th	+3	Poisoned Weapon (2d6)
6th	+3	Medical Expertise
7th	+3	Physician Specialty Feature
8th	+3	Ability Score Improvement
9th	+4	Poison Resistance, Cure Poison, Poisoned Weapon (3d6)
10th	+4	Reliable Talent
11th	+4	Physician Specialty Feature
12th	+4	Ability Score Improvement
13th	+5	Poisoned Weapon (4d6)
14th	+5	Ability Score Improvement
15th	+5	Physician's Judgement
16th	+5	Ability Score Improvement
17th	+6	Supreme Healer, Poisoned Weapon (5d6)
18th	+6	Surgical Strikes
19th	+6	Ability Score Improvement
20th	+6	Flawless Surgeon

At best, religious leaders and champions of religious causes view particularly talented physicians with an air of distaste. At worst, physicians are accused of heresy for imitating powers that only deity can bestow. This, of course, is not their intention; they are merely practicing a craft and happen to be very good at it. The worries of such clergy have merit, to be fair, as talented physicians can heal wounds and cure diseases just as well as a cleric or paladin.

CREATING A PHYSICIAN

Perhaps the most important question to consider when creating a physician is how you came to be a physician. Was your father a practiced doctor, and you shadowed him when you came of age to take over the family trade? Did you learn you were fascinated by anatomy and the sight of blood when your brother broke his leg all those years ago? Perhaps your curiosity and intelligence couldn't be sated concerning the matter, and you sought out schooling on the subject.

Most physicians have a business, guild, or hospital that they work out of. Why did you leave? Were you hired by a local fighter's guild to care for their wounded while accompanying them into a dragon's den? Did you somehow taste the adventuring life, and then couldn't live without it? Perhaps you are looking for the answer to some scientific question, searching for rare ingredients, or finding rare monsters to dissect and study? Lastly, do you plan on returning to your place of work and continuing your trade when your adventuring days are done?

QUICK BUILD

You can make a physician quickly by following these suggestions. First, make Intelligence your highest ability score. Your next-highest score should be Constitution, or Dexterity if you plan to be in the thick of combat. Second, choose the sage background.

CLASS FEATURES

As a physician, you gain the following class features.

HIT POINTS

Hit Dice: 1d8 per physician level

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

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

PROFICIENCIES

Armor: Light armor

Weapons: Simple weapons

Tools: Herbalism kit, Poisoner's Kit

Saving Throws: Constitution, Intelligence

Skills: Choose two from Arcana, History, Insight, Investigation, Medicine, Nature, Perception, and Survival

EQUIPMENT

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

- (a) a light crossbow and 20 bolts or (b) any simple weapon
- (a) a herbalism kit or (b) a poisoner's kit
- (a) a mace or (b) two daggers
- a healer's kit, leather armor, and a scholar's pack

COMBAT HEALER

You can use your action and expend one use of a healer's kit to restore hit points to yourself or a creature within your reach. The target regains a number of hit points equal to 1d8 + your physician level, and it can't regain hit points from this feature again until it finishes a short or long rest. Using a healer's kit in this way requires that both of your hands be free.

You also gain proficiency in Medicine, if you didn't have it already, and your proficiency bonus is doubled for any Wisdom (Medicine) check that you make.

RESOURCEFUL

Beginning at 2nd level, you can spend 1 hour gathering resources such as herbs, leaves, sticks, and other resources to use as bandages, salves, and splints. If you do so, one of your healer's kits regains 3 uses.

POULTICES

Beginning at 2nd level, you can create special herbal poultices that have healing power comparable to some potions. You can spend 1 hour gathering herbs and preparing herbal poultices using treated bandages to create a number of such poultices equal to your Intelligence modifier (minimum 1). You can carry a number of poultices at one time equal to your Intelligence modifier (minimum 1). The poultices you create cannot be applied by anyone but you. After 24 hours, any poultices that you have not used lose their potency.

If you spend 1 minute applying one of your poultices to a wounded humanoid creature, thereby expending its use, that creature regains 1d6 hit points for every two physician levels you have (rounded up).

PHYSICIAN SPECIALTY

At 3rd level, you choose a physician specialty. Choose a specialty that you will pursue as a physician: Apothecary, Combat Medic, or Witch Doctor. Each archetype is detailed at the end of the class description. Your choice grants you with additional features when you choose it at 3rd level. It grants you additional benefits at 7th, 11th, and 15th levels.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 14th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

POISONED WEAPON

Beginning at 5th level, your knowledge of poison potentially makes you a much deadlier foe in combat. Using a poisoner's kit, you can apply long-lasting poison to one of your weapons at the end of a short or long rest. This special poison wears off at the end of your next short or long rest, at which time you can apply it again. It wears off early if the weapon is washed, submerged in liquid, or a different poison is applied.

A poisoned weapon deals an extra 2d6 poison damage on a hit. This damage increases as you gain levels in this class: to 3d6 at 9th level, 4d6 at 13th level, and 5d6 at 17th level. The weapon can only deal this extra damage once on each turn.

MEDICAL EXPERTISE

When you reach 6th level, choose two of your skill proficiencies, or one of your skill proficiencies and your proficiency with either an herbalism kit or a poisoner's kit. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies.

POISON RESISTANCE

Beginning at 9th level, your constant exposure to disease and study of poison has rendered you more able to withstand such effects. You have advantage on saving throws against poison and have resistance to poison damage, and you are immune to disease.

CURE POISON

Beginning at 9th level, whenever you use your Combat Medic feature, in addition to restoring hit points, the target can end one poison effect on itself. In addition, whenever you apply a poultice to a creature, that creature can end one poison effect on itself.

RELIABLE TALENT

By 13th level, you have refined your craft such that you rarely make mistakes, and when you do, you are quickly able to recognize the error and correct it. Whenever you make an ability check that lets you add your proficiency bonus, you can treat a d20 roll of 9 or lower as a 10.

PHYSICIAN'S JUDGEMENT

By 15th level, you are used to the mental rigors of being a combat medic, and to making decisions quickly and effectively. You gain proficiency in Wisdom saving throws.

SUPREME HEALER

Beginning at 17th level, you are so practiced in your craft that you can always maximize your effectiveness. When you would normally roll one or more dice to restore hit points by using any of your physician class features, you instead use the highest number possible for each die. For example, instead of restoring 2d6 hit points to a creature, you restore 12.

SURGICAL STRIKES

Beginning at 18th level, you are familiar enough with anatomy that you know exactly where and how to strike to maximize your blows' effectiveness. Once on each of your turns, you can add your Intelligence modifier to the damage roll of a weapon attack.

You can't gain this bonus against creatures that don't have a discernable anatomy.

FLAWLESS SURGEON

At 20th level, you are nearly perfect in your medicinal and surgical technique, and you don't let anything get into your head. If you fail an ability check or a saving throw that uses Wisdom, Intelligence, or Charisma, you can treat the d20 roll as a 20.

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

PHYSICIAN SPECIALTIES

Each physician has a slightly different approach to the way he or she goes about mending wounds and healing the sick. The physician specialty you choose emulates your medical training.

APOTHECARY

An Apothecary is a physician who focuses on the study of natural ingredients for the crafting of potions, salves, and various cures to disease. For an Apothecary, healing is a fine craft and an art of a scientific nature (contrary to what most clergy and priests would tell you).

APOTHECARY'S SACHEL

When you choose this archetype at 3rd level, you craft an Apothecary's Satchel, a bag which holds all of the herbs, reagents, and other ingredients that you use to craft medicines and solutions. The satchel and its tools can function as both an herbalism kit and a poisoner's kit. The bag also holds all of the solutions, potions, salves, and other products that you make with your other physician class features, including your poultices. In order to use those features, your satchel must be within reach.

If you lose this satchel, you can create a new one over the course of three days of work (eight hours each day) by expending 100 gp worth of leather, glass, and other raw materials.

HEALING DISCOVERY

At 3rd level, you make a breakthrough in your study of healing agents. The following options are added to your Apothecary's Satchel.

You can have a combined number of healing draughts and healing salves equal to your Intelligence modifier (minimum 1). Whenever you finish a long rest, any unused healing draughts and healing salves lose their potency. You then can choose how many of each you have prepared in the satchel, having prepared them during the long rest, but the combined number cannot be higher than your Intelligence modifier (minimum 1).

Healing Draught. You can use a bonus action to reach into your satchel and pull out a Healing Draught. A creature that uses an action to drink its contents regains a number of hit points equal to 2d6 + your physician level.

Healing Salve. You can spend one minute applying this salve to a creature during a short rest. If that creature expends Hit Dice to regain hit points during that rest, it regains an additional 1d8 hit points for each Hit Die it expends.

MEDICINAL DISCOVERY

At 7th level, you make a breakthrough in your study of medicines. The following options are added to your Apothecary's Satchel.

You have 1 dose of each of the following elixirs prepared in your Apothecary's Satchel. Whenever you finish a long rest, any unused elixirs lose their potency. You then regain each dose, as you craft new ones over the course of that rest.

Antiseptic Elixir. You can use a bonus action to reach into your satchel and pull out the elixir. As an action, a creature can drink this thick substance or administer it to another creature. The creature benefits as if from a *lesser restoration* spell.

The creature also gains advantage on saving throws made against disease for the next 24 hours.

Antitoxin Elixir. You can use a bonus action to reach into your satchel and pull out the elixir. As an action, a creature can drink this yellowish liquid or administer it to another creature. If the creature is poisoned, the poisoned condition ends. For 1 hour, the creature gains resistance to poison damage, and has advantage on saving throws against becoming poisoned.

GREATER MEDICINAL DISCOVERY

At 11th level, you make a further discovery in your study of medicines. The following options are added to your Apothecary's Satchel.

You have 1 dose of each of these options prepared in your Apothecary's Satchel. Whenever you finish a long rest, any unused panacea and narcotic salve loses its potency. You then regain each dose, as you craft new ones over the course of that rest.

Panacea. You can use a bonus action to reach into your satchel and pull out this deep red solution. As an action, you can administer the panacea to a creature that has died within the last minute. That creature returns to life with 1 hit point. This can't return to life a creature that has died of old age, nor can it restore any missing body parts.

Narcotic Salve. You can use a bonus action to reach into your satchel and pull out narcotic salve. As an action, you can administer it to another willing creature, or apply it to a weapon. A creature that has the salve administered to it, or is hit by a weapon with the salve applied, must make a Constitution saving throw. On a failed save, it undergoes the following effects:

- The creature has disadvantage on Wisdom and Intelligence ability checks as its mind and senses are dulled.
- The creature has disadvantage on attack rolls.
- At the end of each of its turns, the creature must make another Constitution saving throw. If it fails, it falls asleep and goes unconscious for 1d4 hours. It wakes up if it takes damage.

These effects last for one minute. If the creature falls asleep and then wakes up due to damage, the effects immediately wear off.

Narcotic salve counts as an injury poison (5th Edition *Dungeon Master's Guide*, page 257), for the purposes of weapon and combat application.

The DC for the saving throw equals 8 + your proficiency bonus + your Intelligence modifier.

PRACTICAL DISCOVERIES

The descriptions for each discovery are tuned to a combat scenario. Of course, if the situation calls for it, any of your discoveries could be used for the appropriate medicinal reason as well.

GREATER HEALING DISCOVERY

At 15th level, your medicinal knowledge grows to even further heights. The following options are added to your Apothecary's Satchel.

You have 1 dose of each of these options prepared in your Apothecary's Satchel. Whenever you finish a long rest, any unused anesthesia solution or quintessential remedy loses its potency. You then regain each dose, as you craft new ones over the course of that rest.

Anesthesia Solution. Normally useful for keeping patients quiet during surgery, you have found a use for it in combat (though the result is usually bloody).

You can use a bonus action to reach into your satchel and pull out the solution. As an action, a creature can drink this foul-tasting clear liquid. The creature then becomes numb to pain for 1 hour, though it can still feel and act normally otherwise. During this time, the creature doesn't fall unconscious as a result of dropping to 0 hit points. It still must make death saving throws, and still suffers the normal effects of taking damage while at 0 hit points.

In addition, if the creature would die due to failing death saving throws, it doesn't die until the end of its next turn, and it dies then only if it still has 0 hit points.

Quintessential Remedy. You can use a bonus action to reach into your satchel and pull out the remedy. As an action, a creature can drink this solution or administer it to another creature. The creature gains the benefits of a *greater restoration* spell.

COMBAT MEDIC

As a Combat Medic, you know that you have to be able to defend yourself in order to be an effective physician; your skills don't do your allies any good if you fall in the fight. As a result, you focus more on martial prowess than other physicians might, but that also gives you the capacity to defend them and prevent them from going down in the first place.

PROTECT THE FALLEN

When you choose this archetype at 3rd level, you have enough martial prowess to threaten your foes into attacking you, in order to protect your allies. If a creature within 5 feet of you is targeted by a weapon attack, and you can see the attacker, you can use your reaction to force the attacker to make a Wisdom saving throw. The DC for this saving throw equals 8 + your proficiency bonus + your Intelligence modifier. If the creature fails, it must target you with that attack or lose the attack.

If you use this feature to attempt to protect a creature that has 0 hit points, it doesn't require your reaction, and the attacker has disadvantage on the saving throw.

EXTRA ATTACK

Beginning at 7th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

FAST SURGEON

By 11th level, you have plenty of experience to know that time is everything in the midst of battle. You can use your Combat Healer class feature by using a bonus action instead of an action, and you can apply a poultice granted by your Poultice class feature by using an action.

In addition, you can use a healer's kit to attempt to stabilize a creature as a bonus action.

SAFE RETREAT

Beginning at 15th level, you can cover your allies' retreat to help them escape. On each of your turns, you can use a bonus action to choose one creature within 5 feet of you. Your allies don't provoke opportunity attacks from that creature until the start of your next turn.

In addition, you don't provoke opportunity attacks by moving out of a creature's reach, but only if you are grappling or dragging a friendly creature. This represents your aptitude for protecting your allies and pulling them out of harm's way, whether they have 0 hit points or not.



"GET BACK IN THERE! DON'T WORRY, IF YOU FALL, I'LL PICK YOU BACK UP!"
-RHEYA SWIFFINGER, HALFLING COMBAT MEDIC

WITCH DOCTOR

In addition to being a traditional healer, a witch doctor is a diviner and protector who uses healing magic to augment their skill. Their knowledge of healing magic, which is traditionally a jealously guarded "right" of clerics and other religious entities, comes from many hours of study and memorization, and is occasionally (according to them) passed through communication with supernatural entities, usually spirits. As a result, they are usually written off as blasphemers or heretics.

SPELLCASTING

When you reach 3rd level, you augment your healing knowledge with the ability to cast spells. See chapter 10 in the *Player's Handbook* for the general rules of spellcasting and chapter 11 for 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 Witch Doctor 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 slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

Spells Known of 1st-Level and Higher. You know three 1st-level cleric spells of your choice. You must choose spells from the evocation, divination, or necromancy schools on the cleric spell list.

The Spells Known column of the Witch Doctor Spellcasting table shows when you learn more cleric spells of 1st level or higher. Each of these spells must be an evocation, divination, or necromancy 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.

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 evocation, divination, or necromancy spell.

Spellcasting Ability. Intelligence is your spellcasting ability for your cleric spells, since you learn your spells through rigorous study and memorization. You use your Intelligence whenever a spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for a cleric spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Intelligence modifier

Spell attack modifier = your proficiency bonus + your Intelligence modifier

Ritual Casting. You can cast a cleric spell as a ritual if that spell has the ritual tag and you know the spell.

BENEDICTION

Starting at 3rd level, you can bestow a magical blessing on your wounded allies at the end of a short rest. You and each friendly creature of your choice regains a number of hit points equal to your physician level + your Intelligence modifier (minimum 1 hit point).

WITCH DOCTOR SPELLCASTING

Physician Level	Cantrips Known	Spells Known	—Spell Slots per Spell 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

SHIELD PROJECTION

Beginning at 7th level, you can protect your immediate allies from harm. You gain the ability to cast the *shield* spell without expending a spell slot. However, instead of protecting yourself, you can only use it to protect another creature you can see within 30 feet of you.

Once you cast the spell in this way, you can't do so again until you finish a short or long rest.

WITCH DOCTOR'S OMENS

By 11th level, you are able to use your divination magic to obtain omens about upcoming events. You learn the *augury* spell. It doesn't count against the number of spells you know, but you can only cast it as a ritual.

MAGIC REVITALIZATION

Starting at 15th level, you gain the ability to protect yourself and your allies from magic, and to repurpose that magic to revitalize them. You can cast the *counterspell* spell without expending a spell slot. If you successfully interrupt a spell, you and each creature of your choice within 30 feet of you regains 1d8 hit points, plus an additional 1d8 hit points for each slot level above 1st that you countered, to a maximum of 6d8.

Once you cast the spell in this way, you can't do so again until you finish a long rest.



VALKYRIE

With intelligent eyes, a raven watches the fight progress beneath her. Orcs cry out in panic as the dwarves begin to cut through their ranks, but chances are they will never know that it was fated to be so, by the will of the raven above.

Hurrying to the side of one of his comrades, an elf's hands prematurely begin to glow as he wills the fighter to stay alive. While the man's wounds are still closing, the elf looks up as yet another is thrown to the ground, but each clings to life as he supports them with divine power. It is not yet their time.

Swinging a spear glowing with power, a human cuts down soldier after soldier, thrusting the sharp point between joints in armor and piercing chain. She moves with inhuman speed and power, manipulating the battle around her to exact judgement on those whose time it is to die.

Chosen of the gods to influence or bring about the will of fate itself, the valkyries are fierce warriors with the power to change the outcome of battle, whether that be through their fury, the protection of those chosen to live, or the twisting of fate to their favor. They claim no mastery over fate, but instead act as judges who enact its will.

CHOOSERS OF THE SLAIN

Valkyries are, to an extent, divine warriors with a purpose, though this purpose has less to do with divinity and more to do with service to fate itself, as each valkyrie carries the responsibility of choosing who may live through a battle, and who will die by its end. Many of their supernatural abilities have to do with manipulating the events of a battle so that their judgements prove true.

Many valkyries are impartial, watching and influencing from afar as their judgement asserts. Others take into account a personal agenda or the agenda of a loved one, trying to preserve themselves and their comrades while impeding their enemies. The valkyrie's partiality has no effect on its power, as each is entrusted with the power of their own judgement.

Even if a valkyrie begins with a particular agenda in mind, eventually the work to be done and the exercising of judgment pushes many into a neutral alignment. Sooner or later, a valkyrie also comes to the realization that balance is an important determining factor in their calling, especially in the more wide-spread and longer-lived wars across the multiverse.

Valkyries possess the power to speak to animals, which helps them to keep updated concerning current events and wars, so that they can be present at such conflicts should bloodshed occur. They can also take the form of some animals, to allow them to safely watch a battle and influence its outcome without drawing attention to themselves. Most go to great lengths to keep their true identities a secret, as the known presence of a valkyrie can be seen as an omen (good or bad) and most sensible creatures fear the power that they wield. Most people might not even know what a valkyrie is, aside from the occasional legend or folk tale.

THE VALKYRIE

Level	Proficiency Bonus	Features	Spells Known	1st	2nd	3rd	4th	5th
1st	+2	Beast Speech, Keeper of Death	—	—	—	—	—	—
2nd	+2	Fighting Style, Marked for Death, Spellcasting	2	2	—	—	—	—
3rd	+2	Beast Shape, Valkyrie Calling	3	3	—	—	—	—
4th	+2	Ability Score Improvement	3	3	—	—	—	—
5th	+3	Extra Attack	4	4	2	—	—	—
6th	+3	Keeper of Souls, Valkyrie's Steed	4	4	2	—	—	—
7th	+3	Valkyrie Calling Feature	5	4	3	—	—	—
8th	+3	Ability Score Improvement	5	4	3	—	—	—
9th	+4	—	6	4	3	2	—	—
10th	+4	Keeper of Fate (one use)	6	4	3	2	—	—
11th	+4	Extra Attack (2)	4	5	3	3	—	—
12th	+4	Ability Score Improvement	7	4	3	3	—	—
13th	+5	Keeper of Fate (two uses)	8	4	3	3	1	—
14th	+5	Valkyrie Calling Feature, Valkyrie's Steed (Greater)	8	4	3	3	1	—
15th	+5	Valkyrie's Judgement	9	4	3	3	2	—
16th	+5	Ability Score Improvement	9	4	3	3	2	—
17th	+6	—	10	4	3	3	3	1
18th	+6	Immortal Body, Keeper of Fate (three uses)	10	4	3	3	3	1
19th	+6	Ability Score Improvement	11	4	3	3	3	2
20th	+6	Chooser of the Slain	11	4	3	3	3	2

BEARER OF SOULS

The power of a valkyrie stems from a calling to do the work that must be done: to choose those who die, and accompany them into the afterlife. Some valkyries take this literally, but most simply will the soul of the deceased to pass on.

The calling of valkyrie (as it is rightly called) comes from higher powers and deities of judgement, balance, war, and fate, including gods such as Forseti, Tyr, and most importantly Odin. Any creature to which the calling comes has the right to reject it, and any creature desiring the calling of valkyrie can seek out such gods to ask for it. Valkyries are always needed in the wars across the multiverse, so depriving a creature willing to ask is rare.

CREATING A VALKYRIE

When making a valkyrie, consider why your character became a valkyrie to begin with. Did a particular god find your wisdom and discernment sound, and extend an invitation to join the ranks? Did you hear word of the legends surrounding these legendary warriors, and seek out their secrets? Were you fighting for your life against a monster or raiding party, and discovered your calling when you influenced the battle's events?

How long have you been performing your duty? Have you only just discovered it, and have joined an adventuring party to learn your true capabilities? Or are you a veteran with this power, sent by a patron god to ensure the success of a particular adventurer or the failure of an insidious plot?

Do the gods responsible for your calling communicate with you, asking for the death or preservation of a creature or for your presence at a specific battle? Or are you left alone to your own devices, to use the power as you will?

VALKYRIES AND GENDER

Traditionally, in Norse mythology, all valkyries are female. This isn't Norse mythology, so to keep from restricting the options available to a player, a valkyrie can be male or female.

The DM might decide that most valkyries in the world are female, or might even put a restriction on the class concerning gender. This is the DM's decision.

QUICK BUILD

You can make a valkyrie quickly by following these suggestions. First, make Strength your highest ability score, or Dexterity if you plan to focus on archery (or finesse weapons). Your next-highest score should be Wisdom. Second, choose the soldier or acolyte background.

CLASS FEATURES

As a valkyrie, you gain the following class features.

HIT POINTS

Hit Dice: 1d10 per valkyrie level

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

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

PROFICIENCIES

Armor: Light armor, medium armor, shields

Weapons: Simple weapons, martial weapons

Tools: None

Saving Throws: Strength, Wisdom

Skills: Choose three from Animal Handling, Athletics, History, Insight, Intimidation, Investigation, Perception, Persuasion, and Religion

EQUIPMENT

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

- (a) scale mail or (b) leather armor
- (a) a spear and a shield or (b) two simple melee weapons
- (a) a pike or (b) one martial melee weapon
- (a) a longbow and 20 arrows or (b) four javelins
- (a) a dungeoneer's pack or (b) an explorer's pack

BEAST SPEECH

You gain the ability to comprehend and verbally communicate with birds and horses. Swans and ravens are the birds most often associated with valkyries, but this ability includes all kinds of birds.

KEEPER OF DEATH

You learn the *spare the dying* cantrip, and can cast it at will.

In addition, when a creature that you can see makes a death saving throw, you can use your reaction to grant that creature advantage on that saving throw. You can use this ability a number of times equal to your Wisdom modifier (minimum one use), and you regain all expended uses of it when you finish a long rest.

FIGHTING STYLE

At 2nd level, you adopt a particular style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

ARCHERY

You gain a +2 bonus to attack rolls you make with ranged weapons.

DEFENSE

While you are wearing armor, you gain a +1 bonus to AC.

DUELING

When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

GREAT WEAPON FIGHTING

When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.

PROTECTION

When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.

TWO-WEAPON FIGHTING

When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

MARKED FOR DEATH

At 2nd level, you begin to fulfill your destiny as a valkyrie by determining who will die during combat. As a bonus action, choose a creature you can see within 30 feet of you. The target is marked for one minute. The mark ends early if the target dies, you die, or you are incapacitated. Until the mark ends, the target suffers the following penalties:

- Whenever the target takes damage from a weapon attack, it takes additional damage equal to your proficiency bonus. The target can't take this extra damage more than once in one round.
- Whenever the target deals damage to another creature with a weapon attack, you can use your reaction to reduce that damage by an amount equal to your proficiency bonus.
- The target has disadvantage on the first Strength or Dexterity saving throw it makes on each round.

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

SPELLCASTING

By 2nd level, you have learned to weave magic to help determine who lives and who will die in the midst of combat. See chapter 10 in the 5th Edition *Player's Handbook* for the general rules of spellcasting. The valkyrie spell list is at the end of the class description.

SPELL SLOTS

The Valkyrie table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

For example, if you know the 1st-level spell *bane* and have a 1st-level and a 2nd-level spell slot available, you can cast *bane* using either slot.

SPELLS KNOWN OF 1ST LEVEL AND HIGHER

You know two 1st-level spells of your choice from the valkyrie spell list.

The Spells Known column of the Valkyrie table shows when you learn more valkyrie spells of your choice. Each of these spells must be of a level for which you have spell slots. For instance, when you reach 5th level in this class, you can learn one new spell of 1st or 2nd level.

Additionally, when you gain a level in this class, you can choose one of the valkyrie spells you know and replace it with another spell from the valkyrie spell list, which also must be of a level for which you have spell slots.

SPELLCASTING ABILITY

Wisdom is your spellcasting ability for your valkyrie spells, since your magic depends heavily on your connection to the workings of fate and on your personal judgement. 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 valkyrie spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus +
your Wisdom modifier

Spell attack modifier = your proficiency bonus +
your Wisdom modifier

BEAST SHAPE

Beginning at 3rd level, you can use your action to magically assume the shape of a raven or horse. The DM has the creature's statistics. You remain in that form until you use a bonus action to revert to your normal form. You automatically revert if you fall unconscious, drop to 0 hit points, or die.

While you are transformed, the following rules apply:

- Your game statistics are replaced by the statistics of the beast, but you retain your alignment, personality, hit points, Hit Dice, and Intelligence, Wisdom, and Charisma scores. You also retain all of your skill and saving throw proficiencies, in addition to gaining those of the creature. If the creature has the same proficiency as you and the bonus in its stat block is higher than yours, use the creature's bonus instead of yours.
- You can only use the Dash, Disengage, Dodge, Help, Hide, or Search actions, but you retain the benefit of any features from your class, race, or other source and can use them if the new form is physically capable of doing so. You also retain all of your special senses, such as darkvision.
- Your ability to speak or take any action that requires hands (including casting spells) is limited to the capabilities of your beast form. Transforming doesn't break your concentration on a spell you've already cast, however, or prevent you from taking actions that are part of a spell, such as *aura of vitality*, that you've already cast.

- You choose whether your equipment falls to the ground in your space, merges into your new form, or is worn by it. Worn equipment functions as normal, but the DM decides whether it is practical for the new form to wear a piece of equipment, based on the creature's shape and size. Your equipment doesn't change size or shape to match the new form, and any equipment that the new form can't wear must either fall to the ground or merge with it. Equipment that merges with the form has no effect until you leave the form.

VALKYRIE CALLING

At 3rd level, you receive your calling among the ranks of the valkyrie. Choose Calling of the Emissary, Calling of Fate, Calling of the Halls, or Calling of War. Each archetype is detailed at the end of the class description. Your choice grants you additional features when you choose it at 3rd level. It grants you additional benefits at 7th and 14th levels.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

EXTRA ATTACK

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

The number of attacks increases to three when you reach 11th level in this class.

KEEPER OF SOULS

Starting at 6th level, you can spend 1 minute performing a ritual on a corpse or other remains. You must be within 5 feet of the target for the duration, or the ritual fails. After the ritual ends, the target can't be raised from the dead by any means short of a *wish* spell, as you usher the spirit on into the afterlife. This ability only affects creatures whose souls are free and able to move on (i.e. it doesn't have a phylactery or a clone, or some other similar means of undeath). Once you use this ability, you must finish a short or long rest before you can use it again.

In addition, you learn the *gentle repose* spell. You can only cast it as a ritual, and it doesn't count against the number of spells that you know.

VALKYRIE'S STEED

By 6th level, you have learned how to summon your own heroic steed. You learn the *find steed* spell, and can cast it at will without expending a spell slot. It doesn't count against the number of spells you know.

When you reach 14th level, you learn the *find greater steed* spell (found in *Xanathar's Guide to Everything*). You can cast it by expending one of your valkyrie spell slots, but it doesn't count against the number of spells you know.

KEEPER OF FATE

Starting at 10th level, when a creature other than you that you can see fails a saving throw, you can use your reaction to allow that creature to reroll the saving throw. Alternatively, when a creature that you can see succeeds a saving throw, you can use your reaction to force that creature to reroll the saving throw. In either case, the target must use the new roll.

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

You can use this feature twice between long rests starting at 13th level and three times between long rests starting at 18th level.

VALKYRIE'S JUDGEMENT

Beginning at 15th level, you can exert your power over fate to help control who lives or dies in combat. You can use your action to choose a creature that you can see within 60 feet of you. Choose one of the following options:

- The target gains resistance to all damage until the start of your next turn.
- The target gains vulnerability to bludgeoning, piercing, and slashing damage until the start of its next turn. If the target is immune to any of these damage types, it instead becomes resistant to them, and if it is resistant to them, it instead is not immune, resistant, or vulnerable to them.

If the creature is unwilling, it can attempt a Wisdom saving throw against your valkyrie spellcasting save DC, resisting this feature's effects on a success.

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

IMMORTAL BODY

Starting at 18th level, your spiritual connection to the divine and your calling as a valkyrie causes you to become immortal. You no longer age and can't die of old age, you are immune to disease, and you no longer need food and water.

CHOOSE OF THE SLAIN

At 20th level, your power over fate is so strong that others die simply when you will it. You learn the *power word kill* spell. The spell doesn't count against the number of spells you know, and you can cast it without expending a spell slot.

You can also undo the threads of fate that led to the demise of another creature. You learn the *resurrection* spell. The spell doesn't count against the number of spells you know, and you can cast the spell without expending a spell slot (but you must provide material components).

Once you cast either spell using this feature, you can't use this feature again until you finish a long rest.

VALKYRIE CALLINGS

When a creature becomes a valkyrie, its calling extends beyond only choosing which creatures die and helping them along to the afterlife. Some are given additional capability to choose which ones are taken, some are expected to become caretakers of the souls so taken, and still others are granted power to execute judgement against those who have been chosen for death.

CALLING OF THE EMISSARY

The Calling of the Emissary is held by valkyries who do the work for, or act in the name of, a specific patron god. Valkyries who take on this calling are granted power by their patron, and those they interact with often feel as though they are communing with deity itself.

ENVOY OF DEITY

When you choose this archetype at 3rd level, your patron god grants you a measure of divine power. Choose one of the following patron gods, or ask your DM to determine the god that chooses you. This choice affects the features you gain later in this subclass.

Balder. You gain proficiency in the Persuasion skill, and you have advantage on Charisma (Persuasion) checks to influence a creature as long as you and your companions haven't attacked or intimidated it in the past 24 hours.

Hel. You learn the *false life* spell, which doesn't count against the spells you know, and can cast it at its lowest level without expending a spell slot. Once you cast the spell in this way, you can't do so again until you finish a long rest. You can also cast the spell using your spell slots as normal.

Loki. You gain proficiency in the Stealth skill, and you double your proficiency bonus on any Dexterity (Stealth) ability checks you make.

Odin. Odin grants you a raven companion. This raven acts exactly as a familiar as if summoned with the *find familiar* spell, with the following changes:

- When the raven dies, it automatically reforms in an unoccupied space next to you when you finish a short or long rest.
- The raven can't be permanently dismissed.
- The raven can't adopt a new form.

Skadi. Once on each of your turns, when you hit with a ranged weapon attack using a bow or thrown weapon, you can cause the attack to deal an extra 1d8 damage of the weapon's type.

Thor. Once on each of your turns, when you hit with a melee weapon attack, you can cause the attack to deal an extra 1d8 lightning damage.

Tyr. Once on each of your turns, when you hit with a weapon attack, you can cause the attack to deal an extra 1d8 damage of the weapon's type.

EMISSARIES OF OTHER GODS

Because of the valkyrie's Norse origins, the gods listed for the Calling of the Emissary come from the Norse pantheon. If your campaign doesn't use this pantheon, or you wish to choose a different god, talk to your DM about the options. Each option presented here could potentially be used to represent a different god from the same or another pantheon.

For example, Skadi could be used to represent another god of winter or the hunt, Loki to represent a god of shadows or trickery, or Tyr to represent a god of war.

DEIFIC BLESSING

At 7th level, you gain further power from the patron god you chose at 3rd level.

Balder. You learn the *light* cantrip. In addition, you learn the *daylight* spell, which doesn't count against the number of spells you know, and can cast it without expending a spell slot. Once you cast the spell in this way, you can't do so again until you finish a long rest.

Hel. You gain resistance to necrotic damage, and your hit point maximum can't be reduced.

Loki. You have advantage on Dexterity (Stealth) checks made to hide in dim light or darkness.

Odin. You learn the *clairvoyance* spell, which doesn't count against the number of spells you know, and can cast it without expending a spell slot. Once you cast the spell in this way, you can't do so again until you finish a long rest.

Skadi. You gain resistance to cold damage.

Thor. You gain resistance to lightning and thunder damage.

Tyr. You are immune to the frightened condition.

GREATER DEIFIC BLESSING

At 14th level, you gain further power from the patron god you chose at 3rd level.

Balder. During each long rest, you receive premonitions concerning the events of the coming day. When you finish a long rest, roll two d20s and record the numbers rolled. You can replace any attack roll, saving throw, or ability check made by you or a creature you can see with one of these foretelling rolls. You must choose to do so before the roll, and you can replace a roll in this way only once per turn.

Alternatively, the DM can choose to offer you an insight into the coming day's events. If you accept, you gain only one foretelling roll with this feature for the day. This insight might come in the form of a vision, a gut feeling, a cryptic telepathic message, or by some other means of the DM's choice.

Hel. You learn the *danse macabre* spell, which doesn't count against the number of spells you know, and can cast it at its lowest level without expending a spell slot. Once you cast the spell in this way, you can't do so again until you finish a long rest.

Loki. If you are in dim light or darkness, you can use an action to become invisible, as if with the *invisibility* spell. The effect ends when you are no longer in dim light or darkness, or if you attack or cast a spell.

Odin. You learn the *scrying* spell, which doesn't count against the number of spells you know, and can cast it without expending a spell slot. Once you cast the spell in this way, you can't do so again until you finish a long rest.

Skadi. You learn the *tree stride* spell, which doesn't count against the number of spells you know, and can cast it without expending a spell slot. Once you cast the spell in this way, you can't do so again until you finish a long rest.

Thor. You learn the *call lightning* spell, which doesn't count against the number of spells you know, and you can cast it at 5th level without expending a spell slot. Once you cast the spell in this way, you can't do so again until you finish a long rest.

Tyr. When you make an attack roll, you can gain a +10 bonus to the roll. You make this choice after you see the roll, but before the DM says whether the attack hits or misses. Once you use this feature, you can't use it again until you finish a short or long rest.

CALLING OF FATE

The Calling of Fate grants a valkyrie a greater capacity to pull the strings of destiny for better or for worse. If a valkyrie with this calling decides that a creature should live, the valkyrie is akin to a guardian angel, helping it to avoid otherwise lethal blows. If a valkyrie with this calling decides that a creature should die, it is only a matter of time before judgement (and the creature) is executed.

MARK OF THE HUNTER

When you choose this archetype at 3rd level, your power grows such that a creature you mark can't easily escape its fate. When you mark a creature using your Marked for Death feature, the target is marked for 1 hour instead of 1 minute. The mark still ends early if the target dies, you die, or you are incapacitated.

In addition, you have advantage on any Wisdom (Perception) or Wisdom (Survival) check that you make to find the marked creature.

When you reach 7th level, the duration of the mark extends to 8 hours, and when you reach 14th level, the duration of the mark extends to 24 hours.

MARKED FOR SURVIVAL

Also at 3rd level, you gain the ability to twist fate to help the target of your mark survive. When you use your Marked for Death feature, thereby expending its use, you can cause the target to gain the following benefits instead of the penalties normally imposed by the mark:

- Whenever the target takes damage from a weapon attack, it can reduce the damage by an amount equal to your proficiency bonus. It can gain this benefit only once on each round.
- The target has advantage on the first Strength or Dexterity saving throw it makes on each round.

FATE WEAVER

When you reach 7th level, you can subtly influence the luck of battle. When a creature makes an attack roll, you can use your reaction to grant advantage or disadvantage (your choice) on the attack roll. You can use this feature after the roll is made, but before the DM says whether the attack hits or misses.

You can use this feature a number of times equal to your Wisdom modifier, and you regain all expended uses of it when you finish a long rest.

GREATER MARK

Starting at 14th level, the mark you create with your Marked for Death feature grows more powerful. When the creature marked by your Marked for Death dies, you can apply the mark to a different creature that you can see within 30 feet of you, provided you aren't incapacitated.

In addition, the marked creature can take extra damage equal to your proficiency bonus up to two times during a round, instead of once. However, it can't take this extra damage more than once on the same turn, and you must abide by the other restrictions there.

CALLING OF THE HALLS

The Calling of the Halls is composed of the valkyries whose duty it is to welcome souls to the afterlife with a full belly and a tankard of mead. Despite their otherwise harsh work as valkyries, members of this Calling are compassionate and motherly (or fatherly) like the others could never be.

DELEGATE OF THE HALLS

When you choose this archetype at 3rd level, you become a representative of the Halls of Valhalla, where heroic warriors go after they have died. You gain proficiency in your choice of two of the following skills: History, Insight, Medicine, Persuasion, and Religion. If you choose a skill that you already have proficiency in, you can double your proficiency bonus on any ability check you make that uses that skill.

In addition, your calm and compassionate temperament can help to diffuse tense situations. You learn the *calm emotions* spell, which doesn't count against the number of spells you know. You can cast that spell without expending a spell slot. Once you cast the spell in this way, you can't do so again until you finish a long rest.

When you gain 2nd-level spell slots, you can also use your valkyrie spell slots to cast this spell, expending any slots you use as normal.

DIVINE HOSPITALITY

By 7th level, you are familiar with the hospitality of the Halls and can bring a measure of it to administer to those around you. You learn the *create food and water* spell, which doesn't count against the number of spells you know. You can cast the spell without expending a spell slot. Once you cast the spell in this way, you can't do so again until you finish a long rest.

CARETAKER OF VALHALLA

Starting at 14th level, your experience as a divine caretaker allows you to more effectively care for yourself and your companions. You learn the *heroes' feast* spell, which doesn't count against the number of spells you know. You can cast the spell without expending a spell slot, providing material components as normal. Once you cast the spell in this way, you can't do so again until you finish a long rest.

In addition, whenever a creature eats food created by this feature or by your Divine Hospitality feature, its exhaustion level lowers by one.

CALLING OF WAR

The Calling of War is only taken up by valkyries that have a particular affinity for warfare and the rigors of combat. Not only do they have talent, but they revel in their purpose as bloodshedders and bringers of destruction.

WARRIOR OF VALHALLA

When you choose this archetype at 3rd level, you gain one of the following benefits of your choice:

Master Hunter. Once on each of your turns, when you hit a creature with a ranged weapon attack, you can cause the attack to deal an extra 1d8 damage.

No Escape. You make opportunity attacks with advantage.

Spirit of the Raven. Your movement speed on foot increases by 10 feet.

VETERAN OF VALHALLA

At 7th level, you receive further training and gain one of the following benefits of your choice:

Battle Tenacity. Whenever you roll initiative, you gain a number of temporary hit points equal to your valkyrie level, which last for 1 minute.

Fierce Spirit. Once on each of your turns, you can add your Wisdom modifier to the damage roll of a weapon attack you make.

Steel Will. You have advantage on saving throws against being charmed or frightened.

WAR MASTERY

At 14th level, you can choose an additional benefit from both the Warrior of Valhalla and Veteran of Valhalla class features.

VALKYRIE SPELL LIST

A spell's school of magic is noted in parentheses. If a spell can be cast as a ritual, the ritual tag also appears in the parentheses.

1ST LEVEL

Animal Friendship
(enchantment)
Bane (enchantment)
Beast Bond (divination)
Bless (enchantment)
Compelled Duel
(enchantment)
Cure Wounds (evocation)
Divine Favor (evocation)
Feather Fall (transmutation)
Heroism (enchantment)
Hex (enchantment)
Protection from Evil and Good (abjuration)
Speak with Animals
(divination, ritual)

2ND LEVEL

Aid (evocation)
Animal Messenger
(enchantment)
Beast Sense
(divination, ritual)
Enhance Ability
(transmutation)
Healing Spirit (conjuration)
Lesser Restoration
(abjuration)
Magic Weapon
(transmutation)
Prayer of Healing (evocation)

3RD LEVEL

Aura of Vitality (evocation)
Bestow Curse (necromancy)
Feign Death (necromancy)
Magic Circle (abjuration)
Phantom Steed (illusion)
Protection from Energy
(abjuration)
Revivify (necromancy)

4TH LEVEL

Death Ward (abjuration)
Divination (divination, ritual)
Freedom of Movement
(abjuration)
Otiluke's Resilient Sphere
(evocation)
Stoneskin (abjuration)

5TH LEVEL

Circle of Power (abjuration)
Commune (divination, ritual)
Dispel Evil and Good
(abjuration)
Greater Restoration
(abjuration)
Holy Weapon (evocation)
Raise Dead (necromancy)
Reincarnate (transmutation)

WARLORD

A human shouts orders from a tall outcrop of rock, urging her forces onward. The soldiers beneath her move and attack at her command, pressing the goblin armies back toward the mountain pass. As the battle progresses, the commander lifts the banner of her king and unleashes a battle cry, her soldiers rallying around her, before she leaps down into the fray to lead her forces to victory.

A dwarf swings his greataxe in a wide arc, his braided red beard following close behind, his weapon cleaving into the armor of the orc war captain. The orc bellows as the dwarf's companions seize the opportunity and fall upon him, but the dwarf doesn't wait to watch his foe's demise; instead he darts through the battlefield, dodging blows until he reaches his nearly-fallen comrade. His axe catches an orc's blade, and his companion looks up at him in thanks before smiting down the enemy before them.

These heroes are warlords: experienced fighters and tacticians who lead forces of any kind for a multitude of reasons. Whether they lead a king's armies, a ragtag band of half-orc bandits, entire legions of hobgoblins, or even a small adventuring party, all warlords share a mastery of weapons and armor, and unparalleled knowledge of combat tactics on scales both great and small.

FIGHTERS AND LEADERS

In order to be an effective leader, a warlord must also be an effective fighter. Warlords learn the basics of most combat styles and are accomplished combatants, but their focus lies in their ability to lead. Forces under their command can fight harder and longer than they would otherwise be able, and can draw on reserves of power they didn't know they had. Warlords have even been known to raise untrained rabble to compete with trained armies. Each warlord has a different style of command; some have formal training among the armies of kings, others rise to fill a needed leadership role in the ranks of rebellions or factions, and still others lead simply by their ferocity on the front lines.

LEGENDARY COMMANDERS

The world is full of captains, commanders, chieftans, and other leaders, but most of them only have a rudimentary knowledge of combat tactics. Warlords are captains who led a city guard to protect an otherwise ill-fated city against a horde of monsters; they are commanders whose efforts have conquered cities or entire kingdoms; they are legendary leaders whose mere presence can turn the tide of battle.

Some warlords are drawn to the adventuring life by necessity; every band of adventurers needs a leader. Others are born from their adventures. Still others are drawn by the need to fight and lead. In any case, warlords desire to prove themselves as the leaders they are.



THE WARLORD

Level	Proficiency Bonus	Features
1st	+2	Fighting Style, Leadership Style
2nd	+2	Combat Leader, Inspiring Word
3rd	+2	Warlord Archetype
4th	+2	Ability Score Improvement
5th	+3	Extra Attack
6th	+3	Shake it Off
7th	+3	Warlord Archetype Feature
8th	+3	Ability Score Improvement
9th	+4	Inspiring Word (2 uses), Inspiring War Cry
10th	+4	Warlord Archetype Feature
11th	+4	Warlord's Orders
12th	+4	Ability Score Improvement
13th	+5	Warlord's Charge
14th	+5	Warlord's Gambit
15th	+5	Warlord Archetype Feature
16th	+5	Ability Score Improvement
17th	+6	Inspiring Word (3 uses), Victory Surge
18th	+6	Warlord Archetype Feature
19th	+6	Ability Score Improvement
20th	+6	Heart of the Titan

CREATING A WARLORD

As you create your warlord, ponder these elements about your background: where were you trained, and what set you apart from the other leaders around you? Were you a particularly ruthless member of a bandit party who rose through the ranks? Were you a captain trained in rank-and-file armies? Perhaps you were the war chieftan of a wandering tribe.

Secondly, think about why you left your leadership position to go adventuring. You could have left of your own volition, simply because of a driving wanderlust within you. Perhaps you were dishonorably dismissed from your post when you were blamed for a crime you didn't commit, and now you seek for a way to exact revenge. You could have been the captain of the guard in a small town, and left to seek greater fortune. How did you leave your position? Did you leave in good standing, or did you leave in disgrace? Who did you leave in your place, or were you replaced? Whatever the case, your martial prowess and your tactical knowledge are sure to get you a favorable position wherever you go, even within the ranks of an adventuring party.

QUICK BUILD

You can make a warlord quickly by following these suggestions. First, make Charisma your highest ability score. Your personality affects your ability to lead. Your next-highest score should be Strength, or Dexterity if you want to focus on archery (or finesse weapons). Second, choose the soldier background.

CLASS FEATURES

As a warlord, you gain the following class features.

HIT POINTS

Hit Dice: 1d10 per warlord level

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

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

PROFICIENCIES

Armor: All armor, shields

Weapons: Simple weapons, martial weapons

Tools: None

Saving Throws: Wisdom, Charisma

Skills: Choose two from Athletics, Deception, History, Insight, Intimidation, Investigation, Perception, Persuasion, and Survival

EQUIPMENT

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

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

FIGHTING STYLE

You adopt a particular style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

ARCHERY

You gain a +2 bonus to attack rolls you make with ranged weapons.

DEFENSE

While you are wearing armor, you gain a +1 bonus to AC.

DUELING

When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

GREAT WEAPON FIGHTING

When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.

PROTECTION

When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.

TWO-WEAPON FIGHTING

When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

LEADERSHIP STYLE

You have a particular style of leadership, representing how you lead your allies into battle. Choose one of the following options. You can't take a Leadership Style option more than once, even if you later get to choose again.

BASTION OF DEFENSE

Your commands and tactics center around defensive strategy. While you are conscious, you and each of your allies within 10 feet of you gain a +1 bonus to saving throws.

HOLD THE LINE

Your presence gives your allies an increased ability to hold the line in battle. You and each of your allies within 10 feet of you gains a bonus on Strength and Dexterity ability checks and saving throws made against being grappled, restrained, knocked prone, or moved against your will. This bonus is equal to your Charisma modifier.

HONOR AND GLORY

Your presence bestows vigor and tenacity upon your allies. Whenever another friendly creature starts its turn within 10 feet of you while you are conscious and not incapacitated, it gains a +1 bonus to attack rolls it makes until the end of its turn.

INSPIRING

When you roll initiative, you and each creature of your choice within 30 feet of you gains a number of temporary hit points equal to your warlord level.

INTO THE FRAY

When you roll initiative, you and a number of friendly creatures of your choice up to your Charisma modifier each gain a +2 bonus to the initiative roll. A creature must be able to see or hear you to gain this benefit.

PUSH THE FRONT

Whenever another friendly creature within 15 feet of you that can see or hear you reduces a creature to 0 hit points, it gains a number of temporary hit points equal to half your warlord level (rounded down, minimum 1).

COMBAT LEADER

Starting at 2nd level, you gain a bonus to initiative rolls equal to your Charisma modifier. As a leader, it is your job to assess the battlefield and react as appropriate to the situation.

INSPIRING WORD

Starting at 2nd level, with only a word of inspiration, you can harden the resolve of your allies to help them shake off their injuries. On your turn, you can use a bonus action to choose a creature other than you that is within 30 feet of you and that can see or hear you. That creature regains a number of hit points equal to 1d10 + your warlord level.

Once you use this feature, you must finish a short or long rest before you can use it again. Starting at 9th level, you can use it twice before a rest, and starting at 17th level you can use it three times before a rest.

WARLORD ARCHETYPE

At 3rd level, you choose a warlord archetype. The archetype you choose reflects the tactics that you favor as a warlord. Choose Centurion, Commander, Legionnaire, Marshall, Overlord, Warhawk, or Warmonger. Each archetype is detailed at the end of the class description. Your choice grants you additional features when you choose it at 3rd level. It grants you additional benefits at 7th, 10th, 15th, and 18th levels.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

EXTRA ATTACK

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

SHAKE IT OFF

Starting at 6th level, you can use a bonus action to encourage an ally to overcome a debilitating effect. Choose a friendly creature that can see or hear you. If that creature is suffering from an effect against which it can attempt a saving throw at the end of each of its turns (such as the *hold person* spell or a gold dragon's Weakening Breath), it can use its reaction to immediately make the saving throw, adding your Charisma modifier to the roll and ending the effect on itself on a success.

Once you use this feature, you must finish a short or long rest before you can use it again.

INSPIRING WAR CRY

Starting at 9th level, when a creature within 30 feet of you fails a saving throw, you can use your reaction to shout a fierce war cry that heartens them to shrug off the effect. If the creature can see or hear you, it can reroll the saving throw, and it must use the new roll. If more than one creature failed the saving throw against the same effect (such as a *fireball* spell), each creature that failed the save can reroll the saving throw, and must use the new roll.

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

WARLORD'S ORDERS

Beginning at 11th level, whenever you take the Attack action on your turn, you can choose one of your allies within 30 feet of you that can see or hear you. That ally can immediately use its reaction to make one weapon attack.

WARLORD'S CHARGE

When you reach 13th level, you can react quickly when your allies are in grave danger. When one of your allies that you can see is hit by a weapon attack, you can use your reaction to move up to half of your speed without provoking opportunity attacks and make a weapon attack against the triggering creature. If you hit, the triggering attack misses. If you miss, the target of the attack has resistance to all of the attack's damage.

You can use this feature three times, but only once in the same round, and you regain all expended uses of it when you finish a long rest.

WARLORD'S GAMBIT

Starting at 14th level, you can offer yourself as an easy target to allow your allies to gain the advantage. On your turn, you can use an action to designate a creature hostile to you that is within 30 feet of you and that can hear or see you. Make a Deception, Intimidation, or Persuasion check (your choice), contested by the creature's Insight check. If you win the contest, then for the next minute, the creature has advantage on attack rolls against you and disadvantage on attack rolls against any other creature, you have disadvantage on attack rolls against the creature, and your allies have advantage on attack rolls against the creature. The effect ends early if you or the creature are incapacitated, or if you attack a creature other than the one you designated.

Once you successfully use this feature, you must finish a long rest before you can use it again. If the target wins the contest, you can't target it with this feature again until you finish a long rest.

VICTORY SURGE

Beginning at 17th level, you can urge your allies on to a glorious and inevitable victory by using an action to direct them in an attack. If you do so, you can make a weapon attack as a bonus action on the same turn, and until the start of your next turn, each creature of your choice that can see or hear you that takes the Attack action on its turn can make an additional weapon attack as a part of the same action.

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

HEART OF THE TITAN

When you reach 20th level, your leadership can push even the lowliest of common folk to victory against the most powerful of armies. On your turn, you can use an action to inspire your allies. You and each creature of your choice within 30 feet of you and that can see or hear you gains 20 temporary hit points. These temporary hit points last for one minute.

In addition, for the next minute, if a creature friendly to you starts its turn within 30 feet of you, it gains a bonus to the first attack or damage roll it makes on its turn (the creature's choice, but it must decide before the attack roll is made). This bonus is equal to your Charisma modifier.

Once you use this feature, you must finish a long rest before you can use it again.



WARLORD ARCHETYPES

All warlords have the ability to lead and to rally their allies, but each warlord uses that ability in a different way. Your choice of archetype reflects how you, as a warlord, prefer to lead; it isn't necessarily a description of your background, but rather an indication of your preferred tactics as a warlord.

CENTURION

Centurions are masters of the battlefield, able to control the ebb and flow of battle to suit the needs of their allies. Their tactics focus on spurring allies toward victory with carefully articulated tactical advantage and by controlling how each side moves across the battlefield.

CHESSMASTER

When you choose this archetype at 3rd level, you begin mastering the art of moving your troops across a battlefield. At the start of your turn, you can use a bonus action and expend all of your movement to choose a friendly creature that can see or hear you. That creature can immediately use its reaction to move up to its speed. A creature can't benefit from this ability more than once in one round, nor can it benefit from it two rounds in a row.

WORD OF AVOIDANCE

Beginning at 7th level, when a creature within 30 feet of you is targeted by an attack or is in the area of effect of a harmful spell or other effect (such as a *fireball*), you can use your reaction to direct that creature to get out of harm's way. The creature can use its reaction to move up to half its speed without provoking opportunity attacks. If the trigger was an attack, the attack misses. If the trigger was a spell or other effect, and the creature is still in its area of effect, it has advantage on the saving throw.

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

PIN THE FOE

Beginning at 10th level, you can use a bonus action to designate a creature that you can see within 30 feet of you. For the next minute, if at least two of your allies (one of which can be you) are within 5 feet of the creature, it gains no benefit from taking the Disengage action.

Once you use this feature, you must finish a short or long rest before you can use it again.

TACTICAL SHIFT

Starting at 15th level, you can use an action to direct your allies to move to new positions on the battlefield. Each friendly creature that can see or hear you can immediately use its reaction to move up to its speed without provoking opportunity attacks.

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

OWN THE BATTLEFIELD

When you reach 18th level, you can use an action to attempt to force your enemies to shift their positions, unwittingly giving way to your tactics. Choose a point within 60 feet of you. Each creature of your choice within 20 feet of that point must make a Wisdom (Insight) check, contested by your

Charisma (Deception) check. If you win the contest against a creature, you can force it to move up to half its speed to an unoccupied space of your choice. This movement occurs on its next turn. You can't force it to move into difficult terrain or into a space that is obviously harmful to it (such as lava or a pit).

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

COMMANDER

Commanders are versatile warlords, adaptable to almost any scenario. They are especially able to push their allies beyond their normal limits and turn nearly any situation to their advantage.

COMMANDER'S ORDERS

When you choose this archetype at 3rd level, you can call out to your allies to take advantage of an opening in an enemy's defenses. You can use a bonus action on your turn to choose a friendly creature that can see or hear you. That creature can immediately use its reaction to make one weapon attack, adding your Charisma modifier to the attack and damage rolls.

You can use this feature three times, and you regain all expended uses of it when you finish a long rest.

SUPERIOR TACTICS

Starting at 7th level, your encouragement can push your allies beyond their normal limits. You can use a bonus action to bolster a creature of your choice that can see or hear you. On its next turn, that creature can take one additional action. The extra action can be used only to take the Attack (one weapon attack only), Dash, Disengage, Hide, or Use an Object action.

Once you use this feature, you must finish a short or long rest before you can use it again.

COVERED RETREAT

When you reach 10th level, your mastery over the battlefield allows you to see safe pathways through it that may be invisible to others. You can use a bonus action to designate one of your allies within 30 feet of you that can see or hear you. On its next turn, that ally does not provoke opportunity attacks by moving out of a creature's reach.

Once you use this feature, you must finish a short or long rest before you can use it again.

COMMANDER'S BANNER

Beginning at 15th level, you are such an inspiration in battle that your allies are moved to incredible feats only by watching you. On your turn, you can use an action to lift your banner, other emblem, or weapon to encourage your allies. Choose a number of creatures up to your Charisma modifier (minimum 1) that can see or hear you. (You can target yourself.) Each creature regains a number of hit points equal to 2d10 + your Charisma modifier. In addition, each affected creature can choose to end one of the following conditions currently afflicting it: frightened, poisoned, prone, restrained, or stunned.

Once you use this feature, you must finish a short or long rest before you can use it again.

TURNING POINT

Starting at 18th level, you can use your action to direct your allies to suddenly counterattack. Each creature of your choice that can see or hear you can immediately use its reaction to make a weapon attack, adding your Charisma modifier to the attack roll. Alternatively, a creature suffering from an effect against which it can attempt a saving throw at the end of each of its turns can instead use its reaction to end the effect on itself.

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

LEGIONNAIRE

A legionnaire is a warlord whose tactics focus on helping allies attack and use their abilities effectively, but also on defending them from attack. The enemies of a legionnaire might soon find that their attacks miss and the warlord's allies rally to fall upon them, as the legionnaire learns the tactics they use.

CRY HAVOC

Starting at 3rd level, your allies are bolstered by your inspiring display at the start of combat. On the first round of combat, you and each creature of your choice within 30 feet of you that can see or hear you gains a bonus to attack rolls equal to your Charisma modifier.

WORD OF BATTLE

Beginning at 7th level, when you heal a creature by using your Inspiring Word class feature, the creature also gains advantage on the next attack roll it makes until the start of your next turn.

WORD OF WARNING

Also at 7th level, your battle senses are apt enough that you can warn your allies to prepare them for attack. When another creature is targeted by an attack that you can see, you can use your reaction to shout a word of warning. If the creature can see or hear you, it gains a +4 bonus to Armor Class against the instigating attack and all subsequent attacks made by the attacker until the end of the current turn.

Once you use this feature, you must finish a short or long rest before you can use it again.

BATTLE INSPIRATION

Beginning at 10th level, whenever you roll initiative, you can grant one of your allies within 30 feet of you a special Battle Inspiration. That ally gains a bonus to the initiative roll equal to your Charisma modifier.

In addition, when that ally misses an attack roll or fails a saving throw, it can expend its Battle Inspiration, which can't be used again, to reroll the attack roll or saving throw. It must use the new roll. If the Battle Inspiration is not used within one minute, it is lost.

Once you use this feature, you can't use it again until you finish a long rest. When you reach 18th level, you can choose 2 allies to gain Battle Inspiration when you use this feature.

BOLT OF GENIUS

Starting at 15th level, you are struck at times by moments of brilliant clarity, and can find opportunities in battle for yourself or others to put their abilities to use. You can use an

action to choose a friendly creature that can see or hear you. That creature regains an expended use of a class feature or ability that normally is regained by finishing a short rest. This feature doesn't replenish spell slots.

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

DEFENSIVE RALLY

Beginning at 18th level, you can use an action to rally your allies against a new wave of attacks. Each creature of your choice within 30 feet of you that can see or hear you gains a +4 bonus to Armor Class and gains advantage on saving throws until the start of your next turn. This effect ends early if you are incapacitated or knocked unconscious.

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

MARSHALL

Those who emulate the marshall archetype realize that it is working together as a team that wins the day. Their tactics focus on keeping their allies up and fighting, and on cooperating to bring down threats. If anything is a marshall's weakness, it's that each cares too much for the allies it fights with.

MARSHALL'S BOON

Starting at 3rd level, you take heart in assisting your companions, and as a result the aid you grant to allies also affects you. Whenever you use a warlord class feature to restore hit points to another creature, you regain the same number of hit points as the target. Whenever you use a Warlord class feature to give another creature temporary hit points, you gain the same number of temporary hit points.

WORD OF PRAISE

Beginning at 7th level, when another friendly creature you can see hits a creature with an attack, you can use your reaction to shout a word of praise. The creature gains a number of temporary hit points equal to your Charisma modifier + your warlord level.

Once you use this feature, you must finish a short or long rest before you can use it again.



STAND THE FALLEN

Beginning at 10th level, you can use an action to lift the spirits of one of your allies and restore their capability to defend themselves. Choose a friendly creature within 5 feet of you that has 0 hit points. That creature regains a number of hit points equal to 2d10 + your warlord level.

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

GREATER INSPIRING WORD

Starting at 15th level, your ability to inspire your allies goes beyond just getting them back into the action. Whenever you use your Inspiring Word or Stand the Fallen class features, you can choose one of the following additional benefits to grant the target:

- The target regains an additional 1d10 hit points.
- The target gains 10 temporary hit points.
- The target gains advantage on the first saving throw it makes until the start of your next turn.
- The first time the target would be reduced to 0 hit points as a result of taking damage before the start of your next turn, it is instead reduced to 1 hit point.

BLADE OF VICTORY

When you reach 18th level, you can channel all of your energy into a single blow backed by the support of your allies. As an action, make a single weapon attack. If the attack hits, it deals an extra 1d6 damage, plus 2d6 for each of your conscious allies that is within 10 feet of you or the target of the attack, to a maximum of 7d6 extra damage.

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

OVERLORD

An overlord is a warlord whose presence dominates the battlefield and strikes fear into those who fight back. Forces fighting against an overlord could quickly find themselves at its mercy or running in a full-blown frantic retreat.

INTIMIDATING PRESENCE

When you choose this archetype at 3rd level, your presence is domineering enough on the battlefield to intimidate your opponents. As a bonus action, choose one creature within 30 feet of you and that can see or hear you. That creature must make a Wisdom (Insight) check contested by your Charisma (Intimidation) check. If you win the contest, the creature is frightened of you until the start of your next turn. The effect ends early if you are incapacitated or knocked unconscious.

You can use this feature three times, and you regain all expended uses of it when you finish a long rest.

BRUTAL BATTLESTRIKE

Beginning at 7th level, when you hit a creature with a melee weapon attack, you can attempt to scare back enemies pressing toward you with a brief show of brutal force. If you do so, each hostile creature within 10 feet of you must make a Wisdom (Insight) check contested by your Charisma (Intimidation) check. If you win the check against a creature, that creature is pushed up to 10 feet away from you as it reels away in shock and fright.

Once you use this feature, you must finish a short or long rest before you can use it again.

CONTROL THE FIELD

Starting at 10th level, your presence is dominating on the battlefield and forces your enemies to second-guess themselves and their fighting ability. Each creature of your choice that can see or hear you must make a Wisdom (Insight) check contested by your Charisma (Intimidation) check. If you win the contest against a creature, that creature has disadvantage on saving throws and on attack rolls against creatures other than you until the start of your next turn. The effect ends early if you are incapacitated or knocked unconscious.

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

FORCED RETREAT

Beginning at 15th level, you can press an attack such that the opposing side falters and begins to flee. If you take the Attack action on your turn, you can use your bonus action to attempt to force your enemies to retreat. If you do so, each creature of your choice within 30 feet of you that can see or hear you must make a Wisdom saving throw. The save DC is 8 + your proficiency bonus + your Charisma modifier. On a failed save, a creature is frightened of you for one minute. If a creature frightened in this way starts its turn within 30 feet of you, it must use all of its movement to get as far away from you as possible. It can attempt the save again at the end of each of its turns if it can no longer see you, ending the effect on itself on a success.

Once you use this feature, you must finish a long rest before you can use it again.

ENVOY OF DOOM

Starting at 18th level, when you hit a creature with a weapon attack, you can rally your allies to attack with you. Each creature of your choice that can see or hear you can immediately use its reaction to make a melee weapon attack against the target of your attack, if it is close enough to do so.

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



WARHAWK

Warhawks are deadly champions who call out orders from the thick of melee. Their tactics focus on leading forces directly into battle and eliminating enemies quickly with brute force.

TOUGH AS NAILS

When you choose this archetype at 3rd level, you are used to injury and recover quickly. Whenever you expend hit dice to regain hit points during a short rest, you regain an additional number of hit points equal to 1d10 + your warlord level.

LET SLIP THE DOGS OF WAR

Starting at 3rd level, your allies are bolstered by your tenacious display at the start of combat. On the first round of combat, you and each creature of your choice within 30 feet of you that can see or hear you gains a bonus to damage rolls equal to your Charisma modifier.

LEAD THE ATTACK

Beginning at 7th level, your strikes can leave an enemy open to attack from your allies. When you hit a creature with a weapon attack, each creature of your choice gains a bonus to attack rolls that it makes against that creature until the beginning of your next turn. This bonus is equal to your Charisma modifier.

Once you use this feature, you must finish a short or long rest before you can use it again.

BLADE FLURRY

Beginning at 10th level, you are practiced enough in melee that your footwork confounds even the most practiced warriors. Whenever you hit a creature with a melee weapon attack, that creature can't make opportunity attacks until the end of its next turn. You can only affect one creature with this feature in a single round.

COORDINATED CHARGE

Starting at 15th level, you can lead a coordinated charge to break through the enemy line. When you move at least 20 feet straight toward a creature and then make a melee weapon attack against it, you can choose a number of creatures up to your Charisma modifier that are within 10 feet of the space where you started your movement. Each of those creatures can use its reaction to move straight toward the target of your attack up to its movement speed. If a creature ends its movement in a space adjacent to the target of your attack, it can make a melee weapon attack against the same creature as a part of the same reaction.

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

STAND INVINCIBLE

Beginning at 18th level, your presence strengthens your allies to stand against incredible physical punishment. On your turn, you can use an action to embolden your allies. Each creature of your choice that is within 10 feet of you and can see or hear you gains advantage on saving throws and gains resistance to all damage except psychic damage. These benefits last until the start of your next turn.

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

WARMONGER

A warmonger is not only a seasoned veteran of the battlefield, but one who has studied the tactics of the most successful generals and powerful warlords. Each warmonger realizes that study is just as important as practice; the study of past failures and successes makes a warmonger a serious tactical threat.

TACTICAL SUPERIORITY

When you choose this archetype at 3rd level, you learn tactical maneuvers that are fueled by special dice called tactical dice.

Tactical Maneuvers. You learn three tactical maneuvers of your choice, which are detailed under "Tactical Maneuvers" below. Many tactical maneuvers allow you to achieve cunning ploys, while others enhance an attack in some way. You can use only one tactical maneuver per turn.

You learn two additional tactical maneuvers of your choice at 7th, 10th, and 15th level. Each time you learn new maneuvers, you can also replace one maneuver you know with a different one.

Tactical Dice. You have four tactical dice, which are d8s. A tactical die is expended when you use it. You regain all of your expended tactical dice when you finish a short or long rest.

You gain another tactical die at 7th level and one more at 15th level.

Saving Throws. Some of your maneuvers require your target to make a saving throw to resist the maneuver's effects. The saving throw DC is calculated as follows:

Tactical Maneuver save DC = 8 + your proficiency bonus + your Strength or Dexterity modifier (your choice)

WAR SCHOLAR

At 3rd level, you are familiar with common battle tactics and formations. If you spend at least once minute studying a battlefield, you can determine the types of enemies on each side (such as humanoids or goblinoids), as well as each side's approximate numbers. If the battle occurred less than 7 days prior, you can also tell approximately how long it has been since the battle happened, and what the outcome was.

In addition, you can add double your proficiency bonus on Intelligence checks made to recall information regarding warfare, weapons, or armor.

SKILLED NEGOTIATOR

Starting at 7th level, your experience and knowledge of wartime negotiations and conferences makes you talented in social situations. You gain proficiency in one skill of your choice, choosing from Deception, Intimidation, or Persuasion. You also learn another language of your choice.

IMPROVED TACTICAL SUPERIORITY

At 10th level, your tactical dice turn into d10s. At 18th level, they turn into d12s.

RELENTLESS

At 15th level, when you roll initiative and have no tactical dice remaining, you regain 1 tactical die.



TACTICAL MANEUVERS

The tactical maneuvers are presented in alphabetical order.

Guardian's Word. When a friendly creature within 5 feet of you is hit by an attack, you can use your reaction and expend one tactical die to become the target of that attack. If the original attack roll would hit you, you subtract the tactical die roll from the attack's damage.

Guided Charge. When a friendly creature you can see moves at least 20 feet toward another creature and then makes a melee weapon attack against that creature, you can use your reaction to expend a tactical die and shout out guidance. The attacking creature can add the tactical die's result to the attack roll. If the attack hits, the creature can push the target up to 10 feet away in the direction of its movement.

Hammer and Anvil. When you hit a creature with a melee weapon attack, you can expend a tactical die to allow a friendly creature of your choice within 5 feet of the target to use its reaction to make a melee weapon attack against the same target. The creature adds the tactical die's result to the attack roll. If the attack hits, it deals extra damage equal to your Charisma modifier.

Knock Them Down. When you hit a creature with a weapon attack, you can spend a tactical die and attempt to knock the target down. Add the tactical die's result to the attack's damage roll. If the target is Large or smaller, it must make a Strength saving throw. On a failed save, you knock the target prone.

Leaf on the Wind. When you hit a creature with a melee weapon attack, you can expend a tactical die to force it to yield ground and allow you to pass. Add the tactical die's result to the attack's damage roll. If the target of the attack is the same size as you, you switch places with the target. Neither of you provoke opportunity attacks from this movement. Alternatively, if the target of the attack is Large or smaller, you can push the target to an unoccupied space within 5 feet of it.

Like a Cornered Rat. When a creature within 5 feet of you uses its movement to move out of your reach, you can expend a tactical die and use your reaction to attempt to stop its movement. Make a Charisma (Deception) check, adding the tactical die roll to your check total, contested by the creature's Wisdom (Insight) check. If you win the contest, you reduce its movement speed to 0 until the end of the current turn. It stops before leaving your reach.

Lockdown. You can forgo one of your attacks on your turn to expend a tactical die, and relentlessly bash against a creature's defenses to give your allies the opportunity to attack. Choose a creature within 5 feet of you. That creature gains no benefit from its Dexterity modifier to its Armor Class, regardless of its armor, traits, or features, until the start of its next turn.

Miss Me Once. When a creature misses you with a weapon attack and then makes another attack against you on the same turn, you can use your reaction to expend a tactical die and subtract the die's result from the second attack roll.

Quick Step. You can expend a tactical die and use your bonus action to urge an ally to move faster. Choose a creature that can see or hear you. That creature's speeds each increase by 10 feet until the start of your next turn.

Reposition. When you make an attack against a creature, you can expend a tactical die and choose a friendly creature within 5 feet of you or the target of your attack. That creature can move 5 feet without provoking opportunity attacks. The chosen creature does not have to use its reaction. If your attack hits, add the tactical die's result to the attack's damage roll.

Skirmish Ploy. When you hit a creature with a melee weapon attack, you can expend a tactical die and thrust your target out of position, into the path of an ally. Add the tactical die roll to the attack's damage roll. If the target is Large or smaller, you can push the target to an unoccupied space within 10 feet of it. You can then choose a friendly creature

that can see or hear you. That creature can move 5 feet closer to the target of your attack. The chosen creature does not have to use its reaction.

Stand Together. You can expend a tactical die and use a bonus action to bolster your resolve, as well as that of your adjacent allies. You and each friendly creature within 5 feet of you gains a bonus to Armor Class until the start of your next turn. This bonus is equal to the number of creatures (including you) affected by this ability. For example, if one ally is within 5 feet of you when you use this maneuver, each of you gains a +2 bonus to AC. If there are two allies within 5 feet of you when you use this maneuver, each of you gains a +3 bonus to AC, and so on.

A creature only gains this benefit as long as it stays within 5 feet of you. If a friendly creature moves out of the area, it immediately loses the bonus and the bonus decreases by 1. If a friendly creature not originally targeted by the maneuver moves into a space within 5 feet of you and ends its turn there, the creature gains the bonus to AC and the bonus increases by 1.

Stay Down. If a prone creature within 5 feet of you uses its movement to stand up, you can expend a tactical die and use your reaction to attempt to keep it on the ground. Make a contested grapple check against the creature. Alternatively, you can make a Charisma (Intimidation) check contested by the creature's Wisdom (Insight) check. Add the tactical die's result to your check total. If you win the contest, the target can't end the prone condition on itself until the start of its next turn.

Sunder Defenses. When you hit a creature with a melee weapon attack, you can expend a tactical die and batter aside its defenses to expose it to attack. Add the tactical die's result to the attack's damage roll. Until the end of its next turn, the creature takes a -1 penalty to Armor Class.

Surround Them. When you hit a creature with a melee weapon attack, you can expend a tactical die and choose a friendly creature within 5 feet of you or the target of the attack. Add the tactical die's result to the attack's damage roll. The creature you chose can use its reaction to move up to its speed, but it must end its movement adjacent to you or the target. This movement doesn't provoke opportunity attacks from the target of your attack.

Viper's Strike. You can expend a tactical die and use an action to attempt to trick an enemy into making a tactical error. Choose a creature within 30 feet of you that can see or hear you. Make a Charisma (Deception) check contested by the target's Wisdom (Insight) check, adding the tactical die's result to your check total. If you win the contest, the target provokes opportunity attacks when it moves at least 5 feet, regardless of whether or not it left a creature's reach, even if it takes the Disengage action.

Warlord's Doom. When you hit a creature with a weapon attack, you can expend a tactical die and break its resolve. Add the tactical die's result to the attack's damage roll. The target has disadvantage on the next saving throw it makes before the start of your next turn.

Warlord's Strike. When you hit a creature with a melee weapon attack, you can expend a tactical die and expose the enemy's weakness to spur on your allies to finish it off. Add the tactical die's result to the attack's damage roll. Until the start of your next turn, each creature of your choice gains a bonus to the first damage roll it makes against the target of your attack. This bonus is equal to your Charisma modifier.

"LEARN EVERYTHING? BOY, YOU REALLY ARE HOPELESS IF YOU KEEP THINKING LIKE THAT. THERE ARE MORE WAYS TO FIGHT THAN WE CAN COMPREHEND. EVEN STUDYING EVERY DAY, SUCH A FEAT WOULD TAKE A THOUSAND LIFETIMES. ON SECOND THOUGHT, GO AHEAD. IT WOULD GET YOU OUT OF MY HAIR."

FEATS

Leveling up in a class is the main way a character evolves during a campaign. Some DMs also allow the use of feats to customize a character. Feats are an optional rule in chapter 6, "Customization Options," of the 5th Edition *Player's Handbook*. The DM decides whether they're used and may also decide that some feats are available in a campaign and others aren't.

This section introduces a collection of feats that have to do with martial combat and warfare, allowing for additional exploration of a character's capabilities in combat. Each feat represents a different aspect of physical or martial prowess, or mastery of a specific technique. When you choose one of these feats, take the time to think about why your character has that ability or where your character learned those skills and techniques. Putting together those connections can deepen your character's story and even the campaign.

AGILE

Prerequisite: Dexterity 13 or higher

Even when you are hit, you are able to shake off the worst of the blow's effects. Whenever you take the Dodge action, you also gain resistance to damage from the first attack against you that deals nonmagical bludgeoning, piercing, or slashing damage until the start of your next turn.

BLIND FIGHTER

You are adept at fighting blind, almost like you have a sixth sense, which grants you the following benefits:

- Creatures do not gain advantage on melee attack rolls against you as a result of being invisible.
- Your attack rolls against invisible creatures do not have disadvantage as a result of that invisibility, if the attack is made with a melee weapon.
- While you are blinded or otherwise can't see, your melee attack rolls do not have disadvantage as a result of that blindness, as long as the target of the attack is within your reach.
- While you are blinded or otherwise can't see, attack rolls do not have advantage against you as a result of that blindness, as long as the attacker is within your reach.
- During combat, you have blindsight with a radius of 5 feet.

BRUTAL ATTACKER

Prerequisite: Strength 15 or higher

Your critical hits are devastating. Whenever you score a critical hit with a weapon attack, you can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

Alternatively, instead of dealing this extra damage, when you score a critical hit you can choose to push the target of your attack up to 15 feet away from you.



BUCKLER MASTER

You are experienced with your use of a buckler, which makes you a dangerous melee combatant while you are wielding one. You gain the following benefits:

- If you take the Attack action on your turn and hit with at least one of the attacks, you can use your bonus action to attack a creature within 5 feet of you with your buckler. You are considered proficient with the buckler, and you use your Strength modifier for the attack and damage rolls. On a hit, the buckler deals 1d4 bludgeoning damage.
- Using your buckler, you can conceal your main hand so that your opponent doesn't know where you will strike next. If you are holding a buckler, you can use your reaction on your turn to gain advantage on the next melee weapon attack that you make before the start of your next turn.
- You can also use your buckler to suddenly deflect blows. When another creature that is no more than one size larger than you makes a melee weapon attack against you, you can use your reaction to impose disadvantage on the attack roll.

DEADLY AMBUSER

Prerequisite: must have the Sneak Attack class feature, or a similar feature or ability

You have deadly accuracy with your sneak attacks. Whenever you roll extra damage dice for a sneak attack or a similar feature, you can treat any 1 rolled on a damage die as a 2.

DIEHARD

Prerequisite: Constitution 13 or higher

You are extremely difficult to kill, even after you have fallen in battle. You gain the following benefits:

- Increase your Constitution score by 1, to a maximum of 20.
- When you are reduced to 0 hit points and don't die outright, you are stable. If you take damage thereafter, you become unstable and begin making death saving throws as normal.
- While you are at 0 hit points, critical hits against you only incur one death saving throw rather than two.
- You become stable after succeeding on two death saving throws rather than three.

ENDURING

You can endure immense physical punishment, which grants you the following benefits:

- Increase your Constitution score by 1, to a maximum of 20.
- Increase the amount of time you can hold your breath by 1 minute.
- You have advantage on Constitution saving throws made to resist the effects of extreme weather.
- You can sleep in medium armor without incurring adverse effects from sleeping in armor.
- Each time you sleep in heavy armor, you can attempt a DC 10 Constitution check. If you succeed, you don't incur adverse effects from sleeping in heavy armor.

EXOTIC WEAPON MASTER

You have practiced extensively with unorthodox or specialized weapons. You gain the following benefits:

- Increase your Strength or Dexterity score by 1, to a maximum of 20.
- You gain proficiency with two exotic weapons of your choice.

You can take this feat more than once, choosing different exotic weapons each time.

HALF-SWORD MASTER

Prerequisites: proficiency with longswords and greatswords

You are an exceptional swordsman, and have mastered the art of half-swording: a combat technique utilized in close-quarters combat with large swords. You gain the following benefits while you are wielding a straight sword with two hands, if you are proficient with it:

- If you take the Attack action on your turn, you can use a bonus action to try to shove a creature within 5 feet of you.
- You can use a bonus action to give yourself advantage on the next attack roll you make until the end of your next turn. If the attack hits, it deals piercing damage instead of slashing damage.

- Once on each of your turns, you can choose to make one of your attacks with the guard and pommel of your sword. If the attack hits, it deals bludgeoning damage instead of slashing damage.
- Whenever another creature that is no more than one size larger than you attempts to grapple you, you have advantage on the initial Strength (Athletics) or Dexterity (Acrobatics) check.
- If you are using the weapon variant rules (detailed in Chapter 2), you ignore the unwieldy weapon property of swords with that property.

IMPERVIOUS

Prerequisites: Constitution 13, Natural Armor trait or Unarmored Defense class feature or similar feature or trait

Your hide, skin, or scales toughen. The bonus offered by your Unarmored Defense, Natural Armor, or other similar feature (such as Draconic Resilience) increases by 1.

LIGHTNING FAST

Prerequisite: Dexterity 13 or higher

You can react to your surroundings with uncanny speed. You gain the following benefits:

- Increase your Dexterity score by 1, to a maximum of 20.
- You gain a +1 bonus to all Dexterity saving throws.

MANYSHOT

Prerequisite: Dexterity 17 or higher

You can load your bow with multiple arrows, riddling foes with deadly ammunition twice as fast. Whenever you take the Attack action on your turn and are wielding a shortbow or longbow, you can choose to make one of your attacks as a Manyshot attack. For that attack, you load your bow with up to four arrows, and shoot all of them at a single target. Each arrow uses the same attack roll.

For each extra arrow you add, you suffer a cumulative -2 penalty to the attack roll (for a penalty of -2 with two arrows, -4 with three arrows, and -6 with four arrows).

Damage reduction and resistance apply separately against each arrow you fire.

If your attack hits, all of your arrows hit the target. Each arrow deals damage separately, but you can only add your ability modifier to one of them. If you score a critical hit, it only applies to one of the arrows.

You cannot attempt a Manyshot attack against a target that is more than 30 feet away from you.

MARTIAL DEFENDER

Prerequisite: proficiency with at least one martial weapon

During combat, you know how to make yourself more difficult to hit, at the cost of your own ability to strike, by utilizing a more defensive stance. When you are wielding a melee weapon and take the Attack action on your turn, you can choose to take a penalty of -4 on all of your attack rolls. If you do so, you gain a +2 bonus to your Armor Class. The changes to your attack rolls and Armor Class last until the start of your next turn.



MASTER THROWER

You excel with thrown weapons and are a deadly combatant with them. You gain the following benefits:

- When you take the Attack action on your turn and make a ranged weapon attack with a thrown weapon, you can draw as many thrown weapons as you have attacks as a part of that action.
- If you score a critical hit with a thrown weapon, you can roll one of the weapon's damage dice one additional time and add it to the damage of the attack. Instead of dealing this extra damage, you can make a contested Strength (Athletics) check against the target, as long as you are within 30 feet of it. If you win the contest, the target is knocked prone.
- When you make a ranged weapon attack with a thrown weapon that doesn't deal piercing damage, you can target another creature within 5 feet of the original target with the same attack. You suffer a -5 penalty on the attack roll, and you use the same attack roll for both targets. The attack is resolved separately against each target.

MOUNT TRAINER

Prerequisite: proficiency in Animal Handling

You are especially talented at training mounts for use in combat, which makes you and your mount a force to be reckoned with in battle. Over the course of 7 days, you can form a bond with a willing creature that can serve as your mount and that has an Intelligence of 4 or less. This requires you to train the creature for at least an hour each day for 7 consecutive days. At the end of that time, the bond is created.

You can end the bond at any time. If your mount dies or you end the bond, you can form a bond with a new mount that meets the above criteria by spending the requisite time. You can have only one such bond at a time. If you attempt to create a new bond while you already have one, the previous one ends when the new bond takes effect.

While you have a bonded mount, you gain the following benefits:

- Your bonded mount's hit point maximum increases by an amount equal to your character level times 2. Each time you gain a level thereafter, your mount gains 2 more hit points. If the bond ends, it loses these extra hit points.
- While you are mounted on your bonded mount, your mount has advantage on saving throws made to resist becoming frightened, knocked prone, or moved against its will. If it does become frightened, you can use your action to make a DC 10 Wisdom (Animal Handling) check. If you succeed, your mount is no longer frightened.
- While you are mounted on your bonded mount, you can use your action to command your mount to use any of its action options.

POINT-BLANK MARKSMAN

Your extensive practice with ranged weapons at short range has made you exceptional at hitting targets at that distance. You gain the following benefits:

- Being within 5 feet of a hostile creature doesn't impose disadvantage on your ranged attack rolls



- If you hit a creature within 15 feet of you with a ranged weapon attack, that attack deals an extra 1d6 damage of the weapon's type.

RAPID COMBATANT

Prerequisite: Dexterity 20 or higher

You can move and attack with speed unmatched. At the start of each of your turns, you can choose to act as if under the effects of a *haste* spell (without requiring concentration) until the start of your next turn. The effects of this feat do not stack with the *haste* spell.

You can use this ability three times, and you regain all expended uses of it when you finish a long rest.

RAPID ARCHER

Prerequisite: must have proficiency with shortbows and/or longbows

You can loose a torrent of arrows faster than other archers. You gain the following benefits while you are wielding a bow:

- If you make a ranged weapon attack against a creature and miss, you can use your reaction to make another ranged attack against the same target with the same weapon.
- If you take the Attack action on your turn, you can make an additional ranged weapon attack with the same weapon as a bonus action.

REACTIVE

Prerequisite: Dexterity 15 or higher

Your reflexes in combat allow you to react to nearly everything going on around you. You can make a maximum number of opportunity attacks equal to your Dexterity modifier. The first time you make an opportunity attack in a round, you must use your reaction, but every time thereafter for the rest of the round, making an opportunity attack does not require your reaction.

RIDE-BY ATTACKER

While you are mounted, your control over your mount and the battlefield is exceptional. You gain the following benefits:

- While you are mounted, your mount's speed increases by 10 feet.
- Difficult terrain does not cost your mount extra movement.
- While you are mounted, neither you nor your mount provoke opportunity attacks by moving out of a creature's reach.

SIEGE OPERATOR

You have extensive training using siege weaponry, and are exceptionally skilled using such equipment. You gain the following benefits:

- You have advantage on ranged weapon attacks that you make while inside or on top of a siege tower or war howdah.
- If a siege weapon takes two actions to aim, you can aim it with one action. If a siege weapon takes one action to aim, you can aim it with a bonus action.
- If the siege weapon requires an attack roll, you can add your proficiency bonus to the attack roll.
- If you make an attack roll with a siege weapon and hit, you can add your Dexterity modifier to the damage roll. If the attack involves multiple damage rolls, you only add it to one of them.

SPEAR MASTER

Prerequisite: proficiency with martial weapons

A spear is a simple weapon to learn, but a difficult one to master. While you are wielding a spear, longspike, military fork, pike, or sarissa, you gain the following benefits:

- When you use the weapon, its damage die increases by one size (i.e. from a d6 to a d8, from a d8 to a d10, or from a d10 to a d12). For example, when you use a spear, its damage die changes from a d6 to a d8, and from a d8 to a d10 when wielded with two hands. This benefit has no effect if another feature has already improved the weapon's die, and the die can't go above a d12.
- You can set the weapon to receive a charge. As a bonus action, choose a creature you can see that is at least 20 feet outside of your reach. If that creature moves within your weapon's reach on its next turn, you can make a melee attack against it with the weapon as a reaction. If the attack hits, the target takes extra piercing damage equal to the weapon's damage die. You can't use this ability if the creature used the Disengage action before moving.

- As a bonus action, you can increase your reach with the weapon by 5 feet for the rest of your turn.

SWIFT FLYER

Prerequisite: must have a flying speed

You are adept at fighting in the air and quickly getting out of reach before the enemy can react. You gain the following benefits:

- Increase your Dexterity score by 1, to a maximum of 20.
- You do not provoke opportunity attacks when you fly out of a creature's reach.

TOWER SHIELD MASTER

You are exceptionally skilled in combat with a tower shield. You gain the following benefits:

- You don't suffer a -2 penalty on melee weapon attacks while holding a tower shield.
- If you take the Attack action on your turn, you can use a bonus action to try to shove a creature within 5 feet of you with your tower shield.
- If you use your action to take total cover behind the shield, you also gain advantage on Strength, Dexterity, and Constitution saving throws until the start of your next turn.



CHAPTER 2

DUNGEON MASTER OPTIONS

This section offers a plethora of new items and equipment, magical or not, as well as new rules options. It is a supplement to the tools and advice offered in the 5th Edition *Dungeon Master's Guide*, for use by the Dungeon Master. If you are a Dungeon Master, consider using these options to enhance realism, play to players' fancies, inspire warmongering ideas, or otherwise enhance the game experience at the table. If you are a player, keep in mind that it is up to your DM to allow any of these options. Before implementing them in a character, be sure to consult with your DM.

The first part of this chapter details equipment, including a deluge of new armor, shield, and weapon options; after all, a proper war has to have a proper arsenal of havoc-wreaking implements and otherwise sharp and pointy objects. The reason for the inclusion of equipment in the Dungeon Master Options chapter, rather than the Player's Options, is to keep the options under your control, as the DM. Many options include (or have the option for) variant rules that have the potential to increase immersion and give each equipment choice a distinct flavor, at the cost of cluttering or slowing gameplay.

The second part of this chapter is a list of new magic items. Most of these new items are magic weapons or in some way encourage warfare and martial combat, but items of all kinds are included for your perusal.

The third and final section of the chapter includes additional options for combat, including additional action options, rules for equipment durability, expanded rules for lingering injuries, and other optional rules.

The material in this chapter is meant to help you. Ignore any rules that you don't like or that would make your game less fun, and don't hesitate to customize any rules that you decide to use. As always, make the rules (and the game) your own.

STARTING EQUIPMENT

When you create your character, you receive equipment based on a combination of your class and background. Alternatively, you can start with a number of gold pieces based on your class and spend them on items from the lists in the 5th Edition *Player's Handbook*, or on items in the subsequent lists. More information on this subject can be found in the *Player's Handbook*, but this section helps determine your starting wealth if you decide to play a class introduced in this supplement.

STARTING WEALTH BY CLASS

Class	Funds
Crusader	5d4 × 10 gp
Physician	4d4 × 10 gp
Valkyrie	4d4 × 10 gp
Warlord	5d4 × 10 gp

ARMOR AND SHIELDS

This section details several new armor and shield options unique from those listed in the 5th Edition *Player's Handbook*. Before using any of these options, ensure that your DM approves the options that you want to use. Not every campaign setting will have access to all kinds of armor and shields.

The following sections detail the new armor and shields.

For additional information concerning armor and shields, refer to chapter 5, "Equipment," of the *Player's Handbook*.

LIGHT ARMOR

Light armor favors agile adventurers because it offers some protection without hindering mobility. If you wear light armor, you add your Dexterity modifier to the base number from your armor type to determine your Armor Class.

Manica. A manica is a very large armguard over a single arm, consisting of overlapping metal bands riveted to a leather sleeve with a large pauldron. It is often worn with greaves and an enclosed metal helm. This armor is most often worn by gladiators.

Brigandine. Brigandine consists of small steel plates riveted to a tough but flexible leather garment.

MEDIUM ARMOR

Medium armor hinders movement more than light armor, but offers more protection. If you wear medium armor, you add your Dexterity modifier, to a maximum of +2, to the base number from your armor type to determine your Armor Class.

Lamellar Armor. This armor is made from small rectangular plates, usually of metal but occasionally of wood, bound together in horizontal rows to form a protective shirt or cuirass.

Mail Hauberk. A mail hauberk and a chain shirt are similar in construction, but a hauberk has sleeves that cover the upper arms and legs. This offers more protection than a chain shirt, but also makes the rings more difficult to dampen.

Cuirass. A cuirass is composed of a single piece, or multiple pieces, of metal that protect the torso, held together and made more comfortable with a layer of leather on the inside. They are often more fashionable than breastplates and found in the houses of knights or nobles.

HEAVY ARMOR

Heavy armor provides the best protection, but also restricts mobility. Wearing heavy armor doesn't allow you to add your Dexterity modifier to your Armor Class.

Banded Armor. This armor consists of overlapping horizontal strips of metal riveted together, with chain mail to protect the joints. A complete set includes protection for the torso, shoulders, and arms, as well as the upper legs.

Plated Mail. Plated mail is a set of heavy chain mail with metal plates riveted or otherwise embedded into the chain. The set covers the torso, upper arms, and upper legs, and includes gauntlets and greaves.



ARMOR

Armor	Cost	Armor Class (AC)	Strength	Stealth	Weight
<i>Light Armor</i>					
Manica	300 gp	12 + Dex Modifier	—	Disadvantage	15 lbs.
Brigandine	250 gp	13 + Dex Modifier	—	Disadvantage	15 lbs.
<i>Medium Armor</i>					
Lamellar Armor	150 gp	13 + Dex modifier (max 2)	—	—	12 lbs.
Mail Hauberk	75 gp	14 + Dex modifier (max 2)	—	Disadvantage	15 lbs.
Cuirass	450 gp	14 + Dex modifier (max 2)	—	—	23 lbs.
<i>Heavy Armor</i>					
Banded Armor	250 gp	16	Str 13	Disadvantage	45 lbs.
Plated Mail	450 gp	17	Str 15	Disadvantage	55 lbs.
<i>Shields</i>					
Aspis	20 gp	+2	Str 11	—	15 lbs.
Buckler	10 gp	+1	—	—	5 lbs.
Heater Shield	25 gp	+2	Str 13	—	16 lbs.
Kite Shield	20 gp	+2	—	—	11 lbs.
Pavise	50 gp	Special	—	Disadvantage	30 lbs.
Round Shield	15 gp	+2	—	—	13 lbs.
Targe	10 gp	+2	—	—	6 lbs.
Tower Shield	30 gp	+3	Str 15	Disadvantage	25 lbs.
<i>Extras</i>					
Armor Spikes	250 gp	Special	—	—	+10 lbs.
Lantern Hook	20 gp	Special	—	—	2 lbs.
Locked Gauntlet	10 gp	Special	—	—	5 lbs.
Shield Spikes	100 gp	Special	—	—	+5 lbs.
Shield Strap	2 gp	Special	—	—	+5 lbs.

SHIELDS

This section includes a few different options for shields. Each has a slightly different technique or function. Refer to the Armor table for each shield's game statistics.

These options give the choice of shield a little more weight. If this complicates things too much, then only use the buckler and tower shield options, in addition to the shield in the 5th Edition *Player's Handbook*.

Unless otherwise stated in a shield's description, it takes an action to equip or stow a shield, because of the straps used to hold it. These straps also securely fasten the shield to the forearm; you can't be disarmed of a shield you are wielding in this way. If a shield doesn't have straps, you can't hold reigns or another object in the same hand holding the shield.

Most shield descriptions specify the shield's construction material. If it isn't specified, assume that the base shield is made of wood. The prices in the Armor table assume the default construction material listed in the shield's description. A normally wooden shield can be made of metal by doubling its price, and a normally metal shield can be made of wood by halving its price. A shield made of hide, bone, or other materials less sturdy than wood costs one fourth of the shield's base price. A shield's construction material affects its durability (see the optional Equipment Durability rules later in this chapter).

An aspis can only be made of wood, and a heater shield can only be made of metal. Their specialized uses make other materials ineffective.

SHIELD DESCRIPTIONS

The shields are listed in alphabetical order.

Aspis. An aspis is a large wooden shield (at least 3 feet across), especially effective in creating shield walls and protecting from ranged attacks. Its size and concave shape render it a useful implement, in more ways than one.

The shield's size and construction make it possible to use as a flotation device. If you are not wearing heavy armor, you can use an aspis to float on water. While using it to float, you don't gain the shield's AC bonus.

Buckler. A buckler is a small shield with a handle in the center. It doesn't provide much protection against arrows or other missiles, but is quite effective in melee combat. In addition to the bonus it provides to Armor Class, a buckler has the following properties:

- You can equip or stow a buckler by using a free object interaction (or the Use an Object action) on your turn. The buckler has a single handle instead of straps.
- If you have the Shield Master feat, a buckler cannot be used to take only half damage on a failed Dexterity saving throw, or no damage if you succeed. It is not large enough to protect you from such effects.
- While you are holding a buckler, you cannot be disarmed of either the buckler or your weapon in your other hand.
- While you are holding a buckler, you have advantage on ability checks made to grapple another creature, as long as that creature is your size or smaller.

Heater Shield. A heater shield is a shield of moderate size, large enough to cover the torso, with a roughly triangular shape. It is most often thick and made of metal, as its use is to protect against hammers and other weapons that would be especially dangerous to a soldier in plate armor.

Whenever you take nonmagical bludgeoning damage as a result of a melee weapon attack that you can see, and the attack roll is within 2 of your Armor Class, your shield absorbs some of the damage. The bludgeoning damage you take from that attack is reduced by 3. A heater shield is built specifically to rebuff such attacks.

In addition, if you are using the variant weapon rules, attacks using a crow's beak, horseman's pick, or war pick to damage your armor have disadvantage against you.

Kite Shield. A kite shield is a large almond-shaped shield made of wood with a rounded top and a pointed bottom. It is a popular choice for cavalry, as its shape is well-suited to mounted warfare. On foot, the shield is slightly more cumbersome than other shields, but not enough to deter warriors from using it.

While you are mounted, a kite shield grants you a +3 bonus to your Armor Class, rather than a +2.

Pavise. A pavise is a special kind of shield normally only used during times of war. It is too large to wield effectively in hand-to-hand combat; wielding a pavise requires two hands and grants a +3 bonus to your AC, but you can't attack or cast spells while holding it. It is meant to be set down and used as a portable barrier.

You can use an action to set down the pavise in your space. You choose which direction it faces, and it holds itself upright with small spikes or levers. Only one creature at a time can be behind the pavise, which provides total cover against all attacks and effects on its other side.

A creature behind the pavise and in its space can use an action to pick it up, ending its effects and gaining the shield's AC bonus. A creature that is within 5 feet of the pavise but isn't behind it can use its action to attempt a DC 15 Strength check, knocking it over on a success.

Round Shield. This large wooden shield has a round shape, and usually has an iron boss in its center. It is held with a single grip behind the boss. In addition to the bonus it provides to Armor Class, a round shield has the following properties:

- You can equip or stow a round shield by using a free object interaction (or the Use an Object action) on your turn. The round shield has a single handle behind the boss instead of straps.
- You can be disarmed of a round shield.

Targe. A targe is a relatively small round shield, usually made of iron or iron-plated wood.

Tower Shield. A tower shield is a massive shield large enough for a Medium creature to hide behind. It is extremely effective against arrows and other missiles, but is unwieldy and heavy. In addition to the bonus it provides to Armor Class, a tower shield has the following properties:

- While you are holding a tower shield, you can use an action to gain total cover behind the shield. The shield does not provide cover against spells that require a Strength, Wisdom, Intelligence, or Charisma saving throw.
- The shield cannot be used to attack in any way, even with the Shield Master feat, and you can't use your shield hand for anything else.
- While you are holding a tower shield, you suffer a -2 penalty to all melee weapon attack rolls.
- You can't wield a tower shield while you are mounted. The shield is too bulky to use effectively on a mount.

EXTRAS

These bits of miscellaneous armor never accompany a set of armor by default, but can be bought and installed on existing armor.

Armor Spikes. You can have spikes added to your armor. If you do, you gain the following benefits:

- Whenever you grapple a creature, that creature takes 1d4 piercing damage from the spikes at the start of each of your turns.
- Whenever you are grappled by another creature, that creature takes 1d4 piercing damage from the spikes at the start of each of its turns.
- You can use your body as a weapon. If you take the Attack action on your turn, you can make one of your attacks with the spikes on your armor, which is considered an exotic weapon. On a hit, the spikes deal 1d4 piercing damage. You use your Strength modifier for the attack and damage rolls.
- Regardless of the type of armor you add the spikes to, you have disadvantage on Dexterity (Stealth) checks while wearing it.

Lantern Hook. This hook can be attached to any existing piece of armor or shield. A lantern or similar object can be hung from the hook. If the armor didn't already impose disadvantage on Dexterity (Stealth) checks, the DM might rule that the hook imposes such disadvantage while something is hung on it.

Locked Gauntlet. This armored gauntlet has chains and braces that can be used to attach a weapon to the gauntlet. Attaching or detaching a weapon takes an action. You cannot be disarmed of a weapon attached to the gauntlet in this way.

Shield Spikes. You can have spikes added to any shield other than a buckler; bucklers are too small to effectively make use of spikes. If you add spikes to your shield, you gain the following benefits:

- If you successfully hit a creature with a shove attack using your shield, the target also takes 1d4 piercing damage.
- You can use your shield as a weapon, and it is considered a martial weapon. If you take the Attack action on your turn, you can make one of your attacks with your spiked shield. You use your Strength modifier for the attack and damage rolls. On a hit, the shield deals 1d4 piercing damage.

Shield Strap. You can have a strap added to any shield except a buckler, pavise, or tower shield, so that it can be slung over the back when not in use. The strap stays in place even while you are wielding the shield, but you only gain the shield's benefits while wielding it. The strap grants you the following benefits:

- If the shield takes an action to equip or stow, it now takes a bonus action instead. The strap makes the shield more accessible and easier to equip.
- If you are disarmed of the shield, it doesn't fall to the ground. Instead, the strap catches it.

WEAPONS

This section expands on the weapons table in the 5th Edition *Player's Handbook*, and includes descriptions of each weapon. For the sake of reference and completion, all weapons included in that table are included here as well. Some include changes, which are elaborated within this section.

This section also introduces a set of variant rules, the purpose of which is to help increase immersion by giving each weapon an even more distinct flavor, as well as to help distinguish weapons that are otherwise quite similar. If you choose to use these variant rules, each weapon with an associated variant rule has an asterisk next to its name in the tables. The variant rules are elaborated in the weapon's description later in this section.

In addition, the weapons table has been further organized through the use of weapon categories, for ease of navigation.

EXOTIC WEAPONS

Occasionally, one may find weapons that aren't ordinarily bought, sold, or even used. These weapons are exotic. Because of the rarity of these weapons, or sometimes the sheer impracticality of learning how to use them, proficiency with these weapons can be hard to gain- that is assuming that an aspiring student can find a weapon and a teacher.

No base class grants proficiency with any exotic weapons (aside from monk, which grants proficiency with monk weapons). However, proficiency could be gained by spending downtime with a weapon and teacher (see "Training" in the "Downtime Activities" section of Chapter 8 in the *Player's Handbook*), or by taking the Exotic Weapon Master feat.

DOUBLE WEAPONS

Some weapons are double-sided. A double axe, for example, has an axe head on both ends of the shaft. A creature can fight with both ends of a double-sided weapon as if fighting with two light weapons, if it is holding the weapon with two hands (see "Two-Weapon Fighting" on page 195 of the *Player's Handbook*). A double weapon is denoted by the **double** property.

Some double weapons may have different weapons on each end (such as the gnomish hooked hammer). Such weapons specify these traits with the **special** property.

If you are wielding a double weapon in one hand, only one end of the weapon can be used in a single round.



DESCRIPTIONS

The list of weapons includes the entries that are already described in the 5th Edition *Player's Handbook*, as well as many weapons that overlap in function and several unorthodox weapons. These descriptions help to differentiate between certain weapons, and outline their usage. Not every weapon has a description.

These descriptions include the variant rules for weapons that have variant rules. These rules add depth to otherwise similar weapons, and grant more weight to a warrior's choice of weaponry. If you don't want to use these variant rules, simply ignore them.

Many weapons can be represented by another weapon that already exists within these rules. For example, the statistics of a glaive could be used to represent a fauchard or a naginata, a billhook to represent a guisarme, a falchion to represent a cutlass or cleaver, or a scimitar to represent a sabre.

The weapons are listed in alphabetical order by weapon type.

Some variant weapon rules include a new weapon property:

Unwieldy. This weapon is particularly large and unwieldy, and hence ineffective in cramped spaces. If you are directly adjacent to two or more walls or large obstacles, melee weapon attacks with the weapon are made with disadvantage. The DM ultimately decides when this disadvantage applies. Such situations might include fighting in a narrow tunnel, being backed into a corner, or being forced into tight troop formations.

SIMPLE WEAPONS

FIST WEAPONS

Gauntlet. A gauntlet is an armored glove, the main purpose of which is to protect the hand. In a pinch, however, a gauntlet can make an effective melee weapon. While you wear gauntlets, your unarmed strikes with your fists deal 1d2 bludgeoning damage instead of the normal damage for an unarmed strike. Some sets of armor automatically come with gauntlets.

Gauntlet, Spiked. A spiked gauntlet is particularly effective at settling barfights and silencing enemies, in the absence of another weapon. While you wear spiked gauntlets, your unarmed strikes with your fists deal 1d4 piercing damage instead of the normal damage for an unarmed strike.

Knuckleduster. Also known as brass knuckles, a knuckleduster is a small weapon, usually made of metal, made to fit the fingers to make punches more deadly.

BLUDGEONS

Boomerang. This weapon is a specially carved piece of wood or bone, often at least 2 feet in length, that can be thrown long distances with great accuracy and power. This kind of boomerang doesn't return; that is its own classification, which counts as an improvised weapon.

Variant Rules. When you make a ranged weapon attack using a boomerang, it gains the finesse property. In addition, it deals 1d6 bludgeoning damage on a hit with a ranged weapon attack, rather than 1d4.

Rungu. A rungus is a wooden throwing club with a heavy knob or cudgel on one end.

SPEARS

Harpoon. This spear has a barbed tip, which helps it to catch and stay within targets. If a Large or larger creature is hit with a harpoon, the harpoon sticks into part of its body. A creature can use its action to attempt to remove the harpoon, and must make a DC 20 Wisdom (Medicine) check. On a success, the harpoon is removed safely. On a failure, the target takes 1d6 piercing damage from the barb as it rips out of its body. If the check fails by 10 or more, the target takes 1d6 piercing damage from the barb, and the harpoon isn't removed from the creature.

When you use an action, bonus action, or reaction to attack with a harpoon, you can make only one attack regardless of the number of attacks you can normally make.

Rope could potentially be attached to a harpoon, allowing the thrower to hold on to the rope after it hits a target. Use Strength (Athletics) contests for any contests that might occur as a result. Pulling on the rope or harpoon has a 20% chance of pulling the harpoon free. If the harpoon comes free, it deals 1d6 piercing damage to the target and drops to the ground in the target's space.

Longspear. This weapon is just like a spear, only long enough to hit opponents before you enter their reach.

Variant Rules. A longspear has the unwieldy property.

Military Fork. This weapon evolved from the pitchfork. It has only two tines, which can be parallel to each other or slightly flared, and is usually only used in the absence of spears or other more effective weapons.

War Javelin. A war javelin is different from a normal javelin in that it has fletching and a hooked head, more like a gigantic arrow. Because of these changes, a war javelin can be thrown farther and more accurately, and has a heavier head than a normal javelin. However, this also makes a war javelin less effective in melee combat.

If you hit with a melee weapon attack using a war javelin, it deals only 1d4 piercing damage instead of 1d8.

OTHER

Garrote. A garrote is a choking weapon used to suffocate and kill opponents, usually made of a thin wire. However, a garrote could feasibly be improvised with whatever is on-hand, such as a rope, a strip of leather, or a torn garment.

A garrote can only be used against a Medium or Small creature against which you have advantage on the attack roll. On a hit, the target is grappled. Until this grapple ends, the target cannot breathe and begins to suffocate, and you have advantage on attack rolls against it.

When you use an action, bonus action, or reaction to attack with a garrote, you can make only one attack regardless of the number of attacks you can normally make.

Macuahuitl. This weapon is a flat wooden club, with obsidian blades protruding from its edges. The obsidian can be sharper than even the finest steel, making this weapon quite formidable despite its primitive design.

Variant Rules. If you have the Fighting Style class feature and chose Dueling as your fighting style, you don't gain that bonus while wielding a macuahuitl, even when wielding it with only one hand. Its primitive design doesn't lend itself well toward dueling situations.

WEAPONS

Name	Cost	Damage	Weight	Properties
<i>Simple Melee Weapons</i>				
<i>Fist Weapons</i>				
Gauntlet	2 gp	1d2 bludgeoning	1 lb.	Special
Gauntlet, spiked	5 gp	1d4 piercing	1 lb.	Special
Knuckleduster	1 gp	1d4 bludgeoning	1 lb.	Light
<i>Bludgeons</i>				
Boomerang*	3 sp	1d4 bludgeoning	2 lb.	Thrown (range 60/240)
Club	1 sp	1d4 bludgeoning	2 lb.	Light
Greatclub	2 sp	1d8 bludgeoning	10 lb.	Heavy, two-handed
Light hammer	2 gp	1d4 bludgeoning	2 lb.	Light, thrown (range 20/60)
Mace	5 gp	1d6 bludgeoning	4 lb.	—
Mace, heavy	10 gp	1d8 bludgeoning	7 lb.	Two-handed
Quarterstaff	2 sp	1d6 bludgeoning	4 lb.	Versatile (1d8)
Rungu	1 sp	1d4 bludgeoning	2 lb.	Light, thrown (range 20/60)
<i>Spears</i>				
Harpoon	1 gp	1d6 piercing	2 lb.	Special, thrown (range 20/60)
Javelin	5 sp	1d6 piercing	2 lb.	Thrown (range 30/120)
Longspear*	5 gp	1d8 piercing	6 lb.	Reach, two-handed
Military fork	5 sp	1d6 piercing	3 lb.	Versatile (1d8)
Spear	1 gp	1d6 piercing	3 lb.	Thrown (range 20/60), versatile (1d8)
War javelin	1 gp	1d8 piercing	2 lb.	Special, thrown (range 40/160)
<i>Other</i>				
Dagger	2 gp	1d4 piercing	1 lb.	Finesse, light, thrown (range 20/60)
Garrote	1 sp	—	1/4 lb.	Finesse, special, two-handed
Handaxe	5 gp	1d6 slashing	2 lb.	Light, thrown (range 20/60)
Macuahuitl*	15 gp	1d6 slashing	6 lb.	Versatile (1d8)
Sickle	1 gp	1d4 slashing	2 lb.	Light
Tomahawk	4 gp	1d4 slashing	1 lb.	Light, thrown (range 30/60)
<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)
Spear-thrower	5 sp	—	2 lb.	Ammunition (range 60/240), loading, special, two-handed



WEAPONS CONTINUED

Name	Cost	Damage	Weight	Properties
<i>Martial Melee Weapons</i>				
<i>Fist Weapons</i>				
Cestus	3 gp	1d4 bludgeoning	1 lb.	Finesse, light
Cestus, bladed	3 gp	1d4 piercing	1 lb.	Finesse, light
Gauntlet sword (pata)	80 gp	1d8 slashing	4 lb.	Special
<i>Straight Swords</i>				
Arming sword	10 gp	1d8 slashing	3 lb.	—
Bastard sword	15 gp	1d8 slashing	3 lb.	Versatile (1d10)
Claymore*	60 gp	2d6 slashing	7 lb.	Heavy, two-handed
Executioner's sword*	40 gp	1d10 slashing	5 lb.	Heavy, two-handed
Flamberge*	100 gp	2d6 slashing	6 lb.	Heavy, two-handed
Gladius*	5 gp	1d6 piercing	2 lb.	Finesse, light, special
Greatsword*	50 gp	2d6 slashing	5 lb.	Heavy, two-handed
Jian*	15 gp	1d6 slashing	2 lb.	Finesse, versatile (1d8)
Longsword*	35 gp	1d10 slashing	4 lb.	Two-handed
Shortsword*	10 gp	1d6 piercing	2 lb.	Finesse, light
Zweihander*	55 gp	2d6 slashing	6 lb.	Heavy, two-handed
<i>Curved Swords</i>				
Falchion	20 gp	1d6 slashing	3 lb.	Light
Katana	25 gp	1d6 slashing	3 lb.	Finesse, versatile (1d8)
Khopesh*	15 gp	1d6 slashing	3 lb.	Special, versatile (1d8)
Odachi	75 gp	1d10 slashing	4 lb.	Finesse, two-handed
Scimitar	25 gp	1d6 slashing	3 lb.	Finesse, light
Shotel*	35 gp	1d6 piercing	4 lb.	Special
<i>Thrusting Swords</i>				
Estoc*	35 gp	1d10 piercing	4 lb.	Two-handed
Flambard rapier*	75 gp	1d8 piercing	2 lb.	Finesse
Rapier	25 gp	1d8 piercing	2 lb.	Finesse
Smallsword	20 gp	1d6 piercing	2 lb.	Finesse, light
<i>Polearms</i>				
Bardiche	20 gp	1d10 slashing	7 lb.	Heavy, reach, two-handed
Billhook*	10 gp	1d10 slashing	12 lb.	Heavy, reach, two-handed
Crow's beak (Bec de Corbin)*	20 gp	1d10 piercing	6 lb.	Heavy, reach, two-handed
Glaive	20 gp	1d10 slashing	6 lb.	Heavy, reach, two-handed
Halberd*	20 gp	1d10 slashing	6 lb.	Heavy, reach, two-handed
Lucerne hammer*	12 gp	1d10 bludgeoning	9 lb.	Heavy, reach, two-handed
Pike	5 gp	1d10 piercing	8 lb.	Heavy, reach, two-handed
Poleaxe*	25 gp	1d10 slashing	6 lb.	Heavy, reach, two-handed
Sarissa	10 gp	1d10 piercing	13 lb.	Heavy, reach, special, two-handed
Spetum*	25 gp	1d10 piercing	12 lb.	Heavy, reach, two-handed
War scythe	18 gp	1d8 slashing	10 lb.	—

RANGED WEAPONS

Spear-thrower. A spear-thrower is a long, thick piece of wood with a groove carved down its length, a notch or cup on one end, and a handle on the other. The notch holds the butt of a spear or javelin, which fits into the groove. The wielder can then throw the spear with greater power and accuracy than without the spear-thrower.

A spear-thrower uses spears or javelins (but not war javelins) as ammunition. A spear or javelin that hits a target after being thrown from a spear-thrower deals 2d6 piercing damage instead of 1d6.

MARTIAL WEAPONS

FIST WEAPONS

Cestus. A cestus is a special glove made to protect the hand and forearm while punching enemies to death. They are made of leather strips and fitted with iron plates to protect the forearms and knuckles, and often extend all the way up the forearm.

Gauntlet Sword (Pata). A gauntlet sword is a sword blade that protrudes from the end of a gauntlet. It takes an action to don or doff the gauntlet. While you are wielding a gauntlet sword, you can't be disarmed of the weapon, and you can't use that hand for anything else.

STRAIGHT SWORDS

Arming Sword. The traditional arming sword is a one-handed sword usually used with a shield.

Bastard Sword. The weapon listed here as a "Bastard Sword" (also known as the "hand-and-a-half" sword) is listed in the 5th Edition *Player's Handbook* as a "Longsword." The reason for this change is that, historically speaking, the longsword wasn't viable to use with only one hand, but the bastard sword was. In addition, the bastard sword was so named because it served as the middle ground between the arming sword and the longsword. Therefore, the bastard sword in this context replaces the longsword from the *Player's Handbook*, and the longsword presented here serves as middle ground between the bastard sword and the greatsword.

Claymore. This version of the greatsword is extremely large, with the largest weapons reaching a massive length of over 7 feet (a ~6-foot blade and a ~14-inch hilt).

Variant Rules. While you are wielding a claymore, you can use a bonus action to increase your reach by 5 feet for the next melee weapon attack you make until the end of your current turn. The claymore's massive size gives it a greater reach than other swords. Using these variant rules, the sword also gains the unwieldy property.

Executioner's Sword. This two-handed sword is unique for a few reasons, but most obvious is its lack of a distal taper, and therefore its lack of a sharp tip. Instead, the end of an executioner's sword is flat. As a result, the sword is a little heavier than other blades, and is also top-heavy. Though it isn't maximized for combat, its slashing capability is greater than that of other swords. As the name would suggest, it is used primarily for executing people, specifically by beheading them, and is actually more effective than an axe because of its longer cutting edge. During executions conducted with a sword such as this, the creature being executed can kneel or stand up straight, rather than bending over an execution block.

Variant Rules. If you have the Half-Sword Master feat, you don't gain its benefits while you are wielding an executioner's sword. The sword's unconventional weighting and lack of a sharp point make it an ineffective weapon for this technique.

Flamberge. A flamberge is a variation of the zweihander, which has an undulating blade. These undulations send vibrations through an opponent's weapon when they clash, which makes it easier to parry or disarm them.

Variant Rules. While you are wielding a flamberge, you gain a +1 bonus on Strength (Athletics) and Dexterity (Acrobatics) ability checks made to disarm another creature of a weapon it is holding (see page 271 of the 5th Edition *Dungeon Master's Guide* for the disarming rules). Using these variant rules, the sword also gains the unwieldy property.

Gladius. A gladius is a shortsword that excels at both slashing and thrusting. It could also be used to represent a xiphos sword.

Variant Rules. Whenever you hit with a melee weapon attack using a gladius, you can choose whether the attack deals piercing or slashing damage.

Greatsword. The distinction between greatswords and longswords is, to put other variables aside, size. Greatswords typically provide greater weight in blows and a longer reach, at the cost of agility and parrying ability.

Variant Rules. If you reduce a creature to 0 hit points with a melee weapon attack using a greatsword, you can choose another creature within 5 feet of the original target and within your reach. If the original attack roll would hit that creature, it takes the excess damage. A greatsword is excellent for making wide, powerful blows. Using these variant rules, the sword also gains the unwieldy property.

Jian. A jian is a straight sword with a hilt just long enough to accommodate a few fingers from the second hand, allowing for more precise or more powerful strikes. The pommel usually has a ring that can be used to attach a tassel of some sort.

Variant Rules. If you are wielding a jian with a tassel attached, you can use an attack on your turn to attempt to distract a creature within 5 feet of you with the tassels. This represents whipping the tassels across the creature's face or using the tassels to distract from your next move. Make a Strength (Athletics) or Dexterity (Acrobatics) check contested by that creature's Wisdom (Insight) check. If you win the contest, the next melee weapon attack against the creature before the start of your next turn has advantage. If the target isn't a humanoid, it automatically wins the contest.

The tassel could cost anywhere from 1 to 10 gp, depending on its material and ornamental quality.

Longsword. See the entry for "Bastard Sword."

Variant Rules. If you have the Fighting Style class feature and chose Dueling as your fighting style, you gain that bonus while wielding a longsword, even though the longsword is two-handed.

Shortsword. A shortsword is a sword with a blade length typically between 1 and 2 feet (as anything shorter than 1 foot is considered a dagger).

Variant Rules. Whenever you hit with a melee weapon attack using a gladius, you can choose whether the attack deals piercing or slashing damage.

Zweihander. This version of a greatsword has small parrying hooks at the end of its ricasso.

Variant Rules. While you are wielding a zweihander, you can use a bonus action to ready yourself to parry attacks using the blade's parrying hooks. You gain a +2 bonus to your AC against the first melee weapon attack against you until the start of your next turn. Using these variant rules, the sword also gains the unwieldy property.

CURVED SWORDS

Falchion. A falchion is a single-edged sword lighter than most double-edged swords, and suited for cleaving through light armor and clothing.

Khopesh. This weapon is a single-edged sickle-sword with a curved blade, the blunted end of which could serve as an effective bludgeon. The blade's curve makes it effective for hooking weapons and disarming opponents.

Variant Rules. While you are wielding a khopesh, you gain a +2 bonus on Strength (Athletics) and Dexterity (Acrobatics) ability checks made to disarm another creature of a weapon it is holding.

Odachi. An odachi is to the katana as the longsword is to the arming sword. That is to say that an odachi is a longer and heavier sword than a katana, though it is similar in usage and appearance.

Shotels. This one-handed sword has a long blade that curves in an almost semicircular shape.

Variant Rules. You gain a +1 bonus on attack rolls made with a shotel, if the target of your attack is wielding a shield. The shotel's shape makes it ideal for reaching around shields, and is difficult to defend against.

If you take the Attack action on your turn and attempt to shove a creature, you can target mounted creatures within your reach while you are wielding a shotel. If the target of your shove is mounted, you have advantage on the contested ability check. The shotel's shape is useful for hooking around soldiers, and for ripping mounted combatants off of their mounts.

THRUSTING SWORDS

Estoc. This two-handed sword is a larger version of the rapier with no cutting edge, but a sharp point meant for piercing.

Variant Rules. If you have the Fighting Style class feature and chose Dueling as your fighting style, you gain that bonus while wielding an estoc, even though the estoc is two-handed.

Flambard Rapier. The blade of this rapier undulates, like that of a flamberge. Unfortunately, because of the difficulty of crafting such undulations, the swords are much more expensive than normal rapiers. This makes a flambard rapier (as well as a flamberge) a status symbol as well as an effective weapon.

Variant Rules. While you are wielding a flambard rapier, you gain a +1 bonus on Strength (Athletics) and Dexterity (Acrobatics) ability checks made to disarm another creature of a weapon it is holding.

Smallsword. A smallsword differs from a shortsword in several distinct ways, but the most important are the smallsword's lack of a cutting edge, and the shortsword's shorter length. A smallsword is a smaller version of a rapier, though it is still longer than a shortsword.

POLEARMS

For the purposes of the Polearm Master feat (on page 168 of the 5th Edition *Player's Handbook*), the following weapons count as polearms: bardiche, billhook, crow's beak, glaive, halberd, lucerne hammer, poleaxe, spetum.

If you are using the variant weapon rules, each of the following weapons also has the unwieldy weapon property.

Bardiche. A bardiche is a polearm with only an axe head on the end, though the axe is usually quite long compared to other polearms.

Billhook. This polearm is characterized by its large hook-like blade, as well as a sort of spike sticking out of the back of the blade. The combination proves effective for sweeping the legs out from underneath enemies, as well as pulling them from their mounts.

Variant Rules. While you are wielding a billhook, you gain a +2 bonus on Strength (Athletics) checks that you make to shove a creature or knock it prone, as long as the creature is no more than one size larger or smaller than you. If the creature is mounted, you don't gain this bonus, but have advantage on the check.

Crow's Beak (Bec de Corbin). This polearm has a modified hammer's head and spike, but the long spike is its primary weapon, which is said to resemble the beak of a crow or raven. The spike is useful for tearing into or punching through armor.

Variant Rules. Whenever you hit with a melee weapon attack using a crow's beak, you can choose whether the attack deals 1d10 piercing damage (with the main spike), 1d6 piercing damage (with the spearpoint), or 1d8 bludgeoning damage (with the hammer).

If you take the Attack action on your turn, you can use one of your attacks to attempt to damage an enemy's armor. Make an attack roll as normal. If the attack hits, and the enemy is wearing nonmagical armor, it takes no damage from the attack, but its armor takes a permanent and cumulative -1 penalty to AC. You can't use this attack to damage armor that is already damaged.

Whenever you reduce a creature to 0 hit points using a crow's beak, there is a 20% chance that the spike lodges itself in the creature or its armor. A creature can use its action to make a DC 10 Strength check, ripping the weapon free on a success.

Halberd. The head of a halberd is that of an axe topped with a spike, with a hook on the back side.

Variant Rules. Whenever you hit with a melee weapon attack using a halberd, you can choose whether the attack deals 1d10 slashing damage (with the axe head) or 1d8 piercing damage (with the spike).

The halberd's hook is useful for taking down mounted combatants. If you take the Attack action on your turn and attempt to shove a creature, you can target mounted creatures within your reach. If the target of your shove is mounted, you have advantage on the contested ability check.

Lucerne Hammer. This polearm has a four-pronged hammer head with a long spike and a hook.

Variant Rules. Whenever you hit with a melee weapon attack using a lucerne hammer, you can choose whether the attack deals 1d10 bludgeoning damage (with the hammer), or 1d8 piercing damage (with the spike).

The hammer's hook is useful for taking down mounted combatants. If you take the Attack action on your turn and attempt to shove a creature, you can target mounted creatures within your reach. If the target of your shove is mounted, you have advantage on the contested ability check.

Poleaxe. The head of a poleaxe is that of an axe topped with a spike (though smaller than a halberd's), with a hammer face on the back side. Additionally, the butt end of the weapon has a spike.

Variant Rules. Whenever you hit with a melee weapon attack using a poleaxe, you can choose whether the attack deals 1d10 slashing damage (with the axe head), 1d6 piercing damage (with the spike), or 1d8 bludgeoning damage (with the hammer).

In addition, if you have the Polearm Master feat and use a bonus action to make an attack with the opposite end of the weapon, you can choose whether the attack deals bludgeoning or piercing damage.

Sarissa. Most pikes are over 10 feet in length, but a sarissa is an especially large pike at least 15 feet long.

A sarissa adds 10 feet to your reach when you attack with it, rather than 5 feet. You also gain this bonus when determining your reach for opportunity attacks.

You have disadvantage when you use a sarissa to attack a target within 5 feet of you.

Spetum. In addition to the long spear-like blade protruding from the end, this polearm has two side blades near the base of the main blade. These extra blades, apart from being used for slashing, are also useful for tripping opponents.

Variant Rules. Whenever you hit with a melee weapon attack using a spetum, you can choose whether the attack deals 1d10 piercing damage (with the main blade) or 1d8 slashing damage (with the secondary blades).

War Scythe. Unlike a harvesting scythe, the blade of this weapon is parallel to the shaft. Ordinary scythes, because of their design, make very ineffective weapons.

AXES

Horseman's Axe. This smaller axe has a large spike across from the blade.

Variant Rules. Whenever you hit with a melee weapon attack using a horseman's axe, you can choose whether the attack deals 1d8 slashing damage (with the main blade), or 1d6 piercing damage (with the spike).

HAMMERS AND PICKS

Horseman's Pick. This type of warhammer has an especially large spike across from the hammer head, often used to penetrate armor.

Variant Rules. Whenever you hit with a melee weapon attack using a horseman's pick, you can choose whether the attack deals 1d8 piercing damage (or 1d10 if wielding with two hands), or 1d6 bludgeoning damage (or 1d8 if wielding with two hands).

If you take the Attack action on your turn and attempt to shove a creature, you can target mounted creatures within your reach. If the target of your shove is mounted, you have advantage on the contested ability check. The horseman's pick is useful for tearing mounted creatures from their mounts.

If you take the Attack action on your turn, you can use one of your attacks to attempt to damage an enemy's armor with the pick. Make an attack roll as normal. If the attack hits, and the enemy is wearing nonmagical armor, it takes no damage from the attack, but its armor takes a permanent and cumulative -1 penalty to AC. You can't use this attack to damage armor that is already damaged.

Whenever you reduce a creature to 0 hit points using a horseman's pick, there is a 20% chance that the spike lodges itself in the creature or its armor. A creature can use its action to make a DC 10 Strength check, ripping the pick free on a success.

War Pick. A war pick has a large spike across from the hammer head, though the weapon isn't as large as a horseman's pick. It fares well penetrating armor, but lacks the proper size to pull down mounted opponents.

Variant Rules. Whenever you hit with a melee weapon attack using a war pick, you can choose whether the attack deals 1d8 piercing damage, or 1d6 bludgeoning damage.

If you take the Attack action on your turn, you can use one of your attacks to attempt to damage an enemy's armor with the pick. Make an attack roll as normal. If the attack hits, and the enemy is wearing nonmagical armor, it takes no damage from the attack, but its armor takes a permanent and cumulative -1 penalty to AC. You can't use this attack to damage armor that is already damaged.

Whenever you reduce a creature to 0 hit points using a war pick, there is a 20% chance that the spike lodges itself in the creature or its armor. A creature can use its action to make a DC 10 Strength check, ripping the pick free on a success.

BLUDGEONS

Flail. A flail is a weapon with a round metal striking head, connected to the shaft by a length of chain. Its design helps it to hit around shields and other defenses.

Variant Rules. You gain a +1 bonus on attack rolls made with a flail, if the target of your attack is wielding a shield. The flail's ball-and-chain design helps it to reach around shields. Using these variant rules, the flail also gains the unwieldy property.

Flail, heavy. A heavy flail is a two-handed variation of a flail, with more weight and power.

Variant Rules. You gain a +1 bonus on attack rolls made with a heavy flail, if the target of your attack is wielding a shield. The flail's ball-and-chain design helps it to reach around shields. Using these variant rules, the flail also gains the unwieldy property.

Kanabo. A kanabo is a heavy spiked or studded club-like weapon made of solid wood or iron. It is cumbersome and requires both great strength and skill to use effectively.

Variant Rules. In order to effectively wield a kanabo, your Strength score needs to be 15 or higher. If you do not meet this requirement, you have disadvantage on attacks with a kanabo.

WEAPONS CONTINUED

Name	Cost	Damage	Weight	Properties
<i>Martial Melee Weapons Cont.</i>				
<i>Axes</i>				
Battleaxe	10 gp	1d8 slashing	4 lb.	Versatile (1d10)
Greataxe	30 gp	1d12 slashing	7 lb.	Heavy, two-handed
Horseman's Axe*	10 gp	1d8 slashing	4 lb.	—
<i>Hammers and Picks</i>				
Horseman's pick*	10 gp	1d8 piercing	5 lb.	Heavy, special, versatile (1d10)
Maul	10 gp	2d6 bludgeoning	10 lb.	Heavy, two-handed
Warhammer	15 gp	1d8 bludgeoning	2 lb.	Versatile (1d10)
War pick*	5 gp	1d8 piercing	2 lb.	—
<i>Bludgeons</i>				
Flail*	10 gp	1d8 bludgeoning	2 lb.	—
Flail, heavy*	15 gp	1d10 bludgeoning	4 lb.	Heavy, two-handed
Kanabo*	5 gp	1d12 bludgeoning	13 lb.	Heavy, two-handed
Morningstar*	15 gp	1d8 piercing	4 lb.	—
Morningstar, heavy*	20 gp	1d10 piercing	6 lb.	Heavy, two-handed
<i>Sidearms</i>				
Katar*	10 gp	1d4 piercing	2 lb.	Finesse, light, special
Parrying dagger	5 gp	1d4 piercing	1 lb.	Finesse, light, special
Swordbreaker	50 gp	1d4 slashing	3 lb.	Finesse, light, special
<i>Other</i>				
Lance	10 gp	1d12 piercing	6 lb.	Reach, special
Trident	5 gp	1d6 piercing	4 lb.	Thrown (range 20/60), versatile (1d8)
Whip	2 gp	1d4 slashing	3 lb.	Finesse, reach
<i>Martial Ranged Weapons</i>				
Blowgun	10 gp	1 piercing	1 lb.	Ammunition (25/100), loading
Bolas	5 gp	1d4 bludgeoning	2 lb.	Special, thrown (range 20/60)
Crossbow, hand	75 gp	1d6 piercing	3 lb.	Ammunition (30/120), light, loading
Crossbow, heavy	50 gp	1d10 piercing	18 lb.	Ammunition (100/400), heavy, loading, two-handed
Crossbow, repeating heavy	300 gp	1d10 piercing	20 lb.	Ammunition (100/400), heavy, special, two-handed
Crossbow, repeating light	200 gp	1d8 piercing	20 lb.	Ammunition (80/320), special, two-handed
Greatbow	100 gp	2d6 piercing	2 lb.	Ammunition (200/800), heavy, special, two-handed
Longbow	50 gp	1d8 piercing	2 lb.	Ammunition (150/600), heavy, two-handed
Net	1 gp	—	3 lb.	Special, thrown (range 5/15)
Recurve bow	75 gp	1d10 piercing	2 lb.	Ammunition (150/600), heavy, special, two-handed

Morningstar. A morningstar is a long shaft with a cylinder or ball on the end, with at least one spike attached. Most morningstars deal a mixture of both piercing and bludgeoning damage.

Variant Rules. On a hit, a morningstar deals 1d4 piercing damage plus 1d4 bludgeoning damage, and you add your ability score modifier to the piercing damage.

Morningstar, heavy. A heavy morningstar is a two-handed variation of a morningstar.

Variant Rules. On a hit, a heavy morningstar deals 1d6 piercing damage plus 1d4 bludgeoning damage, and you add your ability score modifier to the piercing damage.

SIDEARMS

Katar. The blade of this wide dagger runs perpendicular to the handle, rather than parallel. This design makes it possible for the wielder to place all of their weight behind a blow, like a punch, which can make a katar more deadly than a traditional dagger.

When you score a critical hit with a katar, you can roll an extra 1d4 and add it to the damage roll.

Variant Rules. You have a +1 bonus on ability checks to avoid being disarmed of a katar. Its grip and design make it easier to hold on to.

Parrying Dagger. This dagger has a very large crossguard, and is useful for defending while dual-wielding.

While you are two-weapon fighting, and one of the weapons you are wielding is a parrying dagger, you can use your reaction on your turn to defend. If you do, you gain a bonus to your AC against the next melee weapon attack against you. This bonus is equal to your Dexterity modifier.

Swordbreaker. A swordbreaker is a one-edged blade about the size of a dagger, with a series of hooked protrusions on the blunt edge, much like a comb or a row of teeth. These protrusions are built to entrap swords, rendering such weapons useless.

If you take the Attack action on your turn while you are wielding a swordbreaker, you can make one of your attacks as a special attack with the swordbreaker to attempt to entrap a melee weapon, which must be a sword without the two-handed property, held by a creature within 5 feet of you. Make an attack roll contested by the target's Strength (Athletics) or Dexterity (Acrobatics) check. If you win the contest, the weapon is entrapped in the swordbreaker and can't be used to make attacks until it is freed. A creature holding an

BOW DRAW WEIGHT

Bows are often misrepresented in the way that small, agile characters are more suited to drawing and shooting with bows than larger, more muscled warriors. In reality, powerful bows (such as the longbow and recurve bow) require immense strength to draw and shoot.

If your game focuses on realism, consider implementing a Strength requirement to use a bow. Using these rules, a longbow requires a Strength score of 11 or higher, and a recurve bow requires a Strength score of 13 or higher.



A WERETIGER WIELDING TWO KATARS

entrapped weapon can use an action to attempt a DC 10 Strength (Athletics) or Dexterity (Acrobatics) check, freeing the weapon on a success. A swordbreaker can entrap only one weapon at a time.

OTHER

Lance. You have disadvantage when you use a lance to attack a target within 5 feet of you. Also, a lance requires two hands to wield when you aren't mounted.

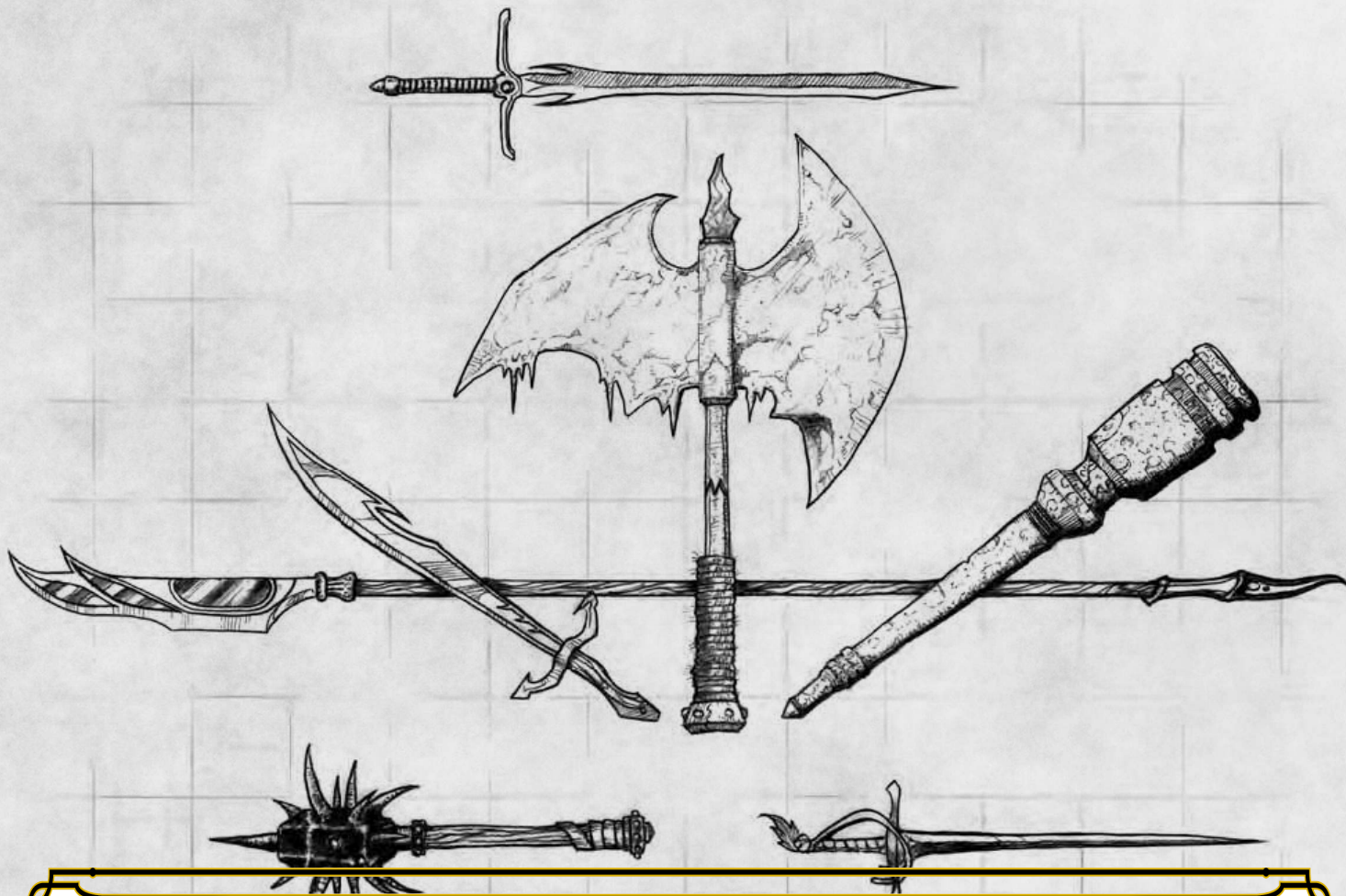
RANGED WEAPONS

Bolas. A large or smaller creature hit by bolas is restrained until it is freed. Bolas have no effect on creatures that are formless, or creatures that are Huge or larger. A creature can use its action to make a DC 15 Strength check, freeing itself or another creature within its reach on a success. Dealing 5 slashing damage to the bolas (AC 10) also frees the creature without harming it, ending the effect and destroying the bolas. In addition, a creature reduced to 0 hit points by bolas is stable.

When you use an action, bonus action, or reaction to attack with bolas, you can make only one attack regardless of the number of attacks you can normally make.

Crossbow, Repeating Heavy. This crossbow can be loaded with a magazine that holds 5 crossbow bolts. While the magazine still has bolts, you can reload it by pulling the reload lever, no action required. Loading a new magazine of 5 bolts requires an action.

Crossbow, Repeating Light. This crossbow can be loaded with a magazine that holds 5 crossbow bolts. While the magazine still has bolts, you can reload it by pulling the reload lever, no action required. Loading a new magazine of 5 bolts requires an action.



WEAPONS CONTINUED

Name	Cost	Damage	Weight	Properties
<i>Exotic Melee Weapons</i>				
Chakram	15 gp	1d4 slashing	2 lb.	Finesse, special, thrown (range 60/240)
Dwarven urgrosh	30 gp	1d8 slashing	12 lb.	Double, heavy, special, two-handed
Dwarven waraxe	30 gp	1d10 slashing	6 lb.	Heavy, versatile (1d12)
Gnomish hooked hammer	20 gp	1d8 bludgeoning	5 lb.	Double, special
Hook sword	20 gp	1d6 slashing	2 lb.	Finesse, light, special
Kama*	2 gp	1d4 slashing	2 lb.	Finesse, light, special
Kunai	5 sp	1d4 piercing	2 lb.	Finesse, light, special, thrown (range 20/60)
Mancatcher	20 gp	1d4 piercing	8 lb.	Heavy, reach, special, two-handed
Meteor hammer	2 gp	1d6 bludgeoning	7 lb.	Finesse, reach, special, two-handed
Nunchaku	2 gp	1d4 bludgeoning	2 lb.	Finesse, light
Orcish double axe	60 gp	1d8 slashing	12 lb.	Double, heavy, two-handed
Rope dart	1 gp	1d4 piercing	6 lb.	Reach, special, two-handed
Sai	1 gp	1d4 bludgeoning	2 lb.	Finesse, light, special
Spiked chain	25 gp	2d4 piercing	10 lb.	Heavy, reach
Two-bladed sword	100 gp	1d8 slashing	9 lb.	Double, heavy, two-handed
Urumi*	25 gp	2d4 slashing	3 lb.	Finesse, light
<i>Exotic Ranged Weapons</i>				
Shuriken	2 sp	1d4 piercing	0.1 lb.	Special, thrown (range 20/60)

Greatbow. This massive bow is at least 6 feet in length, and requires a great deal of strength to draw and aim properly. In order to use this bow, your Strength score needs to be 15 or higher, but you still use your Dexterity for the attack and damage rolls.

Net. A Large or smaller creature hit by a net is restrained until it is freed. A net has no effect on creatures that are formless, or creatures that are Huge or larger. A creature can use its action to make a DC 10 Strength check, freeing itself or another creature within its reach on a success. Dealing 5 slashing damage to the net (AC 10) also frees the creature without harming it, ending the effect and destroying the net.

When you use an action, bonus action, or reaction to attack with a net, you can make only one attack regardless of the number of attacks you can normally make.

Recurve Bow. This bow is characterized by its curving edges. These curves grant the bow more power than other bows of its size.



A HALF-ORC WIELDING AN ORCISH DOUBLE-AXE

Recurve bows, however, don't shoot silently. When an arrow is loosed, the bowstring slaps loudly against the bow's curved ends. Each creature within 30 feet of the bow when it is shot can automatically hear it without having to make a Wisdom (Perception) check, as long as the creature can hear.

EXOTIC WEAPONS

MELEE WEAPONS

Chakram. A chakram is a circular blade, occasionally with a handle in the middle, which can be used to great effect at range, but also in hand-to-hand combat.

Dwarven Ugrush. This double weapon is a special dwarvish axe with a spearhead on the other end. On a hit, its axe head deals 1d8 slashing damage, but its spear head deals 1d6 piercing damage.

Gnomish Hooked Hammer. This double weapon has a hammer on one end and a sharp hook on the other. On a hit, the hammer deals 1d8 bludgeoning damage, and the hook deals 1d6 piercing damage.

Hook Sword. This sword has a large hook on the end, bladed guards that protect the hilt, and smaller blades that protrude from the pommel. Most often, two hook swords are wielded as a pair.

The hooks on the swords can be connected as they are swung, effectively lengthening the weapon's reach. If you are two-weapon fighting with a hook sword in each hand, you can use a bonus action to hook the swords together. Your reach increases by 5 feet for the next melee weapon attack that you make with the hook swords, until the end of your current turn.

The hooks on the swords, in combination with the bladed guards, can also be used to trap enemy weapons. If you are two-weapon fighting with a hook sword in each hand, you can use an action to attempt to trap a melee weapon held by another creature within 5 feet of you. Make a contested grapple check. If you win the contest, you trap the weapon until the beginning of your next turn or until you make an attack using one of your hook swords. Attacks can't be made with a trapped weapon, and as long as the creature holds on to the trapped weapon, it is effectively grappled. Such a creature can use an action on its turn to attempt to escape the grapple and pull the weapon free.

Kama. This sickle-like weapon counts as a monk weapon.

Variant Rules. Whenever you hit with a melee weapon attack using a kama, you can choose whether the attack deals slashing or piercing damage.

Kunai. This dagger-like weapon has a leaf-shaped blade with a short hilt and a ring on the pommel. Its edges are unsharpened, but its point is sharp enough to be used for piercing.

Kunai can be used as pitons, but only in soft surfaces such as plaster and wood. One could also be used as a crowbar or to dig small holes.

If a rope is tied to the ring on the pommel, it can also be used as a grappling hook. However, the kunai lacks hooks for proper grip, and therefore requires something to wrap around in order to hold weight.

This weapon counts as a monk weapon.

Mancatcher. A mancatcher is a metal collar set on the end of a pole, with two prongs on the collar that allow a creature to slide in, but prevent it from coming off. The collar has small spikes on its inner rim. It is used primarily for taking prisoners, as opposed to killing.

A Large or smaller creature hit by a mancatcher is grappled and restrained until it is freed, as the collar entraps one of its limbs. On a critical hit, the collar instead entraps the creature's neck. A mancatcher has no effect on creatures that are formless, or creatures that are Huge or larger. A creature can use its action to make a DC 20 Strength (Athletics) or Dexterity (Acrobatics) check, freeing itself or another creature within its reach on a success. If the check fails, the grappled creature takes 1d4 piercing damage.

While you have a creature grappled using a mancatcher, you can use an action to automatically do 1d4 piercing damage to the grappled creature.

When you use an action, bonus action, or reaction to attack with a mancatcher, you can make only one attack regardless of the number of attacks you can normally make. Attacks with a mancatcher are made with disadvantage, and a mancatcher can grapple only one creature at a time. Usually, a mancatcher has an associated key, such that the grappled creature can be freed without the possibility of damaging it.

Meteor Hammer. This weapon consists of two fist-sized metal weights, connected by a long stretch of chain. Attacking with it involves whirling both heads around the body; usually one is used offensively, while the other is used defensively to block and parry attacks. Its design makes it difficult to defend against. Grappling and shoving are quite effective with a meteor hammer, especially at a distance.

If you take the Attack action on your turn and to attempt to grapple a creature, and then succeed, you can choose to grapple the creature with the meteor hammer instead of with a free hand. While you have a creature grappled in this way, the meteor hammer can't be used to attack another target.

If you then use an attack to shove the creature you have grappled (which need not be on the same turn), the attempt automatically succeeds and the grapple ends.

Nunchaku. This weapon counts as a monk weapon.

Rope Dart. This weapon consists of a large sharp dart on the end of a long rope. Attacking with it involves twining the rope (usually around an arm or other limb), throwing the dart, and then using the rope to pull it back and ready another attack. Learning to use a rope dart is difficult, but its speed and accuracy often surprises enemies of its wielder.

Because of the attack patterns required with a rope dart, attacking creatures adjacent to you requires a slashing motion, rather than a straight throw. When you hit a creature within 5 feet of you with a rope dart, the attack deals slashing damage instead of piercing damage.

Despite being a melee weapon, you must use your Dexterity modifier for attack and damage rolls with a rope dart. The weapon relies on precision and agility rather than strength.

This weapon counts as a monk weapon.

Sai. This weapon looks much like a long dagger, but the blade is more like a blunt baton than a blade.

If you are two-weapon fighting with a sai in each hand, you can use your reaction on your turn to defend against attack. If you do, you gain a bonus to your AC against the next melee weapon attack against you. This bonus is equal to your Dexterity modifier.

Urumi. This weapon consists of a sword-like hilt, though the blade is flexible and used like a whip as opposed to a conventional sword. Often, multiple blades can be attached to a single handle. If a single handle has more than two blades attached, its damage increases to 3d4 slashing damage, but it loses the light property. If a single handle has more than four blades attached, its damage increases to 4d4 slashing damage, and it gains the heavy property. For each additional blade you add, the weapon weighs an additional 1/2 pound.

Techniques that use the urumi are vastly different from that of any other weapon. Learning to control the flow and momentum of the blades is crucial and difficult, and revolves around spins and other agile maneuvers. A single mistake often means accidentally hitting yourself.

If you roll a 1 on the d20 for an attack roll with an urumi, the attack hits you, regardless of your Armor Class.

Variant Rules. In order to effectively wield an urumi, your Strength and Dexterity scores both need to be 13 or higher. If you do not meet this requirement, you have disadvantage on attacks with an urumi.

RANGED WEAPONS

Shuriken. A shuriken is a throwing star. In addition to being used as a ranged weapon, shuriken could be used in other ways, including: being embedded in soft ground, injuring those who step on it, or being thrown as a distraction.



WEAPON/ARMOR QUALITY

Not all weapons and armor are created equal. The skill of the smith, the materials used in the item's construction, and the time taken to finish it are all factors in a completed item's quality. Most weapons and armor are assumed to be of mediocre quality; that is, there isn't anything special about them, but they're not bad quality either. Masterwork weapons and armor are above average quality items, and shoddy weapons and armor are below average quality items.

Because the quality of the item isn't magical in nature, the properties of shoddy and masterwork items aren't suppressed by effects such as *antimagic field*.

A weapon of a particular quality (shoddy, mediocre, or masterwork) can't be modified into another quality by any means. Once a weapon is crafted, it stays at its particular quality. The properties of shoddy and masterwork weapons and armor are described below.

SHODDY WEAPONS AND ARMOR

Shoddy weapons and armor are crafted hastily, with little (if any) attention to detail, and using materials that are mediocre at best. Usually shoddy items are the product of a learning apprentice, but isolated villages or tribes might be consigned to such items out of necessity.

A shoddy weapon imposes a -1 penalty on attack and damage rolls made with it.

The shoddy quality reduces a weapon's price by as much as half of the weapon's original price. Ammunition can also be crafted with the shoddy quality.

A shoddy set of armor or a shoddy shield imposes a -1 penalty on the Armor Class that the item normally offers.

The shoddy quality reduces a set of armor's price by at least half of the armor's original price, and they might be found as cheap as a quarter of the item's original price.

Magic items are never shoddy. Artificers and crafters never bow to such levels when crafting magic items.

MASTERWORK WEAPONS AND ARMOR

Masterwork weapons and armor are crafted by the best smiths using only the best materials. It takes many years to achieve such skill, and smiths of this caliber are well respected (and paid). Often, they have places in the courts of kings and warlords; hiring one might not be easy.

A masterwork weapon grants a +1 bonus on attack and damage rolls made with it.

The masterwork quality adds at least 150 gp to the price of the weapon, but especially skilled smiths may ask for as much as an additional 300 gp.

Ammunition can also be crafted with the masterwork quality. A single piece of masterwork ammunition costs 10 gp.

Many magic weapons are masterwork weapons, but not all of them are. If a weapon is both magical and masterwork, its bonuses to attack and damage rolls don't stack with each other.

Masterwork armor is more resistant to the rigors of battle. Whenever a creature wearing masterwork armor takes nonmagical bludgeoning, piercing, or slashing damage, that damage is reduced by 1. This cannot reduce the damage below 1.

Masterwork quality armor normally costs at least 50% more than a normal set of the same armor. For example,

normal splint armor costs 200 gp, so a set of masterwork splint armor would cost at least 300 gp.

Magic armor is nearly always masterwork armor.

CRAFTING SHODDY AND MASTERWORK ITEMS

Both the *Player's Handbook* and *Dungeon Master's Guide* provide rules for crafting items during downtime, including weapons and armor. You can use these variant rules to represent the difficulty of crafting masterwork weapons and armor.

Shoddy Weapons and Armor. As stated in the *Player's Handbook* and in *Xanathar's Guide to Everything*, crafting an item takes a number of days equal to the item's gp cost divided by 5, and costs half as much as the item's selling cost. Shoddy weapons and armor cost less, and therefore require less time to craft. It doesn't require an ability check to craft shoddy weapons and armor.

For example, an apprentice blacksmith wants to craft a shoddy greatsword. A greatsword's normal selling cost is 50 gp, and the shoddy quality reduces its price by as much as half. We'll say for this example that a shoddy greatsword sells for 30 gp, but the DM makes the final call at the table. The greatsword takes a number of days to craft equal to its gp cost divided by 5, so this greatsword takes 6 days to craft, and the materials cost 15 gp (half of the item's selling cost).

Masterwork Weapons and Armor. Masterwork weapons and armor cost more than mediocre weapons and armor, and therefore require more time and money to craft. First, figure the final selling price of the masterwork item, and then figure the time in days and cost of crafting it as above.

For example, if a character wants to craft a set of masterwork splint armor, first figure the final selling cost of masterwork splint (at least 300 gp). Then divide that cost by 5 to get the number of days it will take to craft (60 days). By spending 150 gp (half the item's selling cost) and 60 days, the character can craft the masterwork splint armor.

However, not just any smith can create masterwork weapons and armor; if they could, such items would be commonplace. At the end of the crafting time, the smith must make a DC 20 ability check using smith's tools. If the check succeeds, the crafting is successful. If the check fails, the item is completed, but is of mediocre quality. If the check fails by 15 or more, something went horribly wrong, and the item is completed, but is of shoddy quality.

The smith automatically succeeds the check if it has at least 1 level in the battlesmith prestige class. Consider allowing the following feat for aspiring masterwork smiths:

MASTERWORK BLACKSMITH

Prerequisites: proficiency with Smith's Tools, must spend at least one year under the tutelage of another creature with this feat or at least 1 level in the battlesmith prestige class

You are a skilled weaponsmith and armorsmith, having studied with a master. This grants you the following benefits:

- Increase your Constitution score by 1, to a maximum of 20.
- Your proficiency bonus is doubled for any ability check you make that uses smith's tools.
- You automatically succeed on ability checks with smith's tools made to craft masterwork weapons and armor.

MAGIC ITEMS

This section includes a list of magic items that could be dropped into any campaign, but especially have a place in a campaign full of combat and large-scale battles.

The 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.

TABLES

The table below classifies the magic items presented in this section according to rarity, type, and attunement.

MAGIC ITEMS

Item	Type	Rarity	Attune?
Bandages of Regeneration	Wondrous Item	common	No
Elixir of the Bloodhound	Potion	common	—
Elixir of the Hawk	Potion	common	—
Fog Goggles	Wondrous Item	common	No
Returning Sword	Weapon	common	No
Singing Sword	Weapon	common	No
Boots of Charging	Wondrous Item	uncommon	No
Flail of Doom	Weapon	uncommon	No
Helm of the Boar	Wondrous Item	uncommon	No
Potion of Death Communion	Potion	uncommon	—
Vial of Blood	Wondrous Item	uncommon	No
Banner of the Fallen	Wondrous Item	rare	No
Banner of the Horde	Wondrous Item	rare	No
Chalice of Blood	Wondrous Item	rare	Yes
Cloak of the Bear	Wondrous Item	rare	Yes
Consecrated Symbol	Wondrous Item	rare	Yes
Deathwhisper Gauntlet	Wondrous Item	rare	No
Desecrated Symbol	Wondrous Item	rare	Yes
Divine Weapon	Weapon	rare	Yes
Projecting Sword	Weapon	rare	No
Ring of Haste	Wondrous Item	rare	Yes
Rod of Bad Luck	Rod	rare	Yes
Rod of Leadership	Rod	rare	Yes
Rod of Luck	Rod	rare	Yes
Rod of Splendor	Rod	rare	No

Item	Type	Rarity	Attune?
Shadow Talisman	Wondrous Item	rare	Yes
Summoned Weapon	Weapon	rare	Yes
Unholy Weapon	Weapon	rare	Yes
War Drums of Conquest	Wondrous Item	rare	Yes
Anarchic Weapon	Weapon	very rare	No
Blessed Ankh	Wondrous Item	very rare	No
Chalice of Life	Wondrous Item	very rare	Yes
Infernal Weapon	Weapon	very rare	Yes
Lawbringer	Weapon	very rare	No
Shattered Sword	Weapon	very rare	Yes
Talisman of the Pyromancer	Wondrous Item	very rare	Yes
Talisman of the Storm	Wondrous Item	very rare	Yes
Thunderous Weapon	Weapon	very rare	Yes
Vile Blade	Weapon	very rare	Yes
War Drums of Savagery	Wondrous Item	very rare	Yes
Amulet of Invulnerability	Wondrous Item	legendary	Yes
Caladbolg	Weapon	legendary	Yes
Elixir of Death	Potion	legendary	—
Rod of Cancellation	Rod	legendary	No
Soulbound Amulet	Wondrous Item	legendary	Yes
Staff of Asphyxiation	Staff	legendary	Yes
Staff of the Medusa	Staff	legendary	Yes
Trollbrew	Potion	legendary	—
Weapon of Bloody Rage	Weapon	legendary	Yes

AMULET OF INVULNERABILITY

Wondrous Item, legendary (requires attunement)

You have resistance to nonmagical damage while you wear this amulet.

Invulnerability. You can use an action to cast *invulnerability* from the amulet. Once you do so, you cannot use this property again until the next dawn.

You can attempt to use the amulet without being attuned to it. To do so, make a DC 20 Wisdom saving throw. On a failed save, you gain vulnerability to nonmagical weapon attacks until the amulet is removed, and you cannot remove the amulet until a *remove curse* spell or similar magic is cast on it. On a successful save, you gain resistance as above, but cannot use the other properties of the amulet until you are attuned.

ANARCHIC WEAPON

Weapon (any melee weapon), very rare

You gain a +1 bonus to attack and damage rolls made with this magic weapon.

This weapon is suffused with the energy of chaos. If a lawful-aligned creature attempts to make an attack with the weapon, it must succeed on a DC 20 Wisdom saving throw or take 7 (2d6) psychic damage and be unable to make attacks with the weapon until the start of its next turn.

On a hit, the weapon deals an extra 1d6 damage of a random damage type. Roll on the table below to determine this damage type. If the target of the attack is lawful-aligned, the extra damage increases to 2d6.

ANARCHIC DAMAGE TYPE

d10	Damage Type	d8	Damage Type
1-2	the weapon's damage type	6	force
3	acid	7	lightning
4	cold	8	poison
5	fire	9	psychic
		10	thunder

BANDAGES OF REGENERATION

Wondrous item (bandages), common

These bandages are imbued with healing magic. If you expend hit dice to regain hit points during a short rest, you can use these bandages to double the hit points you regain from hit dice until the end of that short rest. Once you use these bandages, they become nonmagical.

BANEFUL WEAPON

Weapon (any martial melee weapon), rare

You gain a +2 bonus to attack and damage rolls made with this magic weapon.

The blade of this weapon passes straight through all non-living matter without harming it, which makes it exceptionally deadly to living foes. If you target a creature with an attack using this weapon, that creature gains no benefit from nonmagical armor or shields against the attack. Its effective Armor Class against this weapon is equal to 10 + its Dexterity Modifier, regardless of the kind of nonmagical armor or shield it is wearing.

Creatures still benefit from Natural Armor, Unarmored Defense, or other similar traits and features, or from magic items such as a *Cloak of Protection*, against this weapon.

Because of the nature of the weapon, it cannot harm non-living material. As a result, constructs, undead, and all objects are immune to damage from this weapon. This immunity cannot be bypassed in any way.

BANNER OF THE FALLEN

Wondrous item (banner), rare

This battered banner hangs atop an old 10-foot tall pole. It stands as a reminder of those who have fallen, and what they fell for.

As an action, you can raise the banner to rally your allies. For the next minute, each creature of your choice regains 1d6 hit points at the start of each of its turn if it is within 30 feet of the banner and can see it. You can't use this property again until you finish a long rest.

BANNER OF THE HORDE

Wondrous item (banner), rare

This battered banner depicts the insignia of an orc or goblin tribe, a hobgoblin host, or another monstrous legion. It can be carried on a staff or pole. As an action, you can present the banner and shout a war cry. Each creature of your choice within 60 feet of you must succeed on a Wisdom saving throw (save DC = 8 + your proficiency bonus + your Charisma modifier) or be frightened of you for one minute. An affected creature can attempt the save again at the end of each of its turns, ending the effect on itself on a success. In addition, for one minute after you present the banner, you and all of your allies within 60 feet of the banner and that can see it have advantage on checks made to overrun or shove a creature.

BLESSED ANKH

Wondrous item (ankh), very rare

This golden ankh is about the size of a small knife. If you die with the ankh on your person, the ankh explodes with a brilliant flash of life-giving light. Instead of dying, you regain a number of hit points equal to half of your hit point maximum, and each creature within 10 feet of you must make a DC 15 Dexterity saving throw, taking 11 (2d10) radiant damage on a failed save, or half as much damage on a successful one. Once the ankh is used in this way, it is destroyed.

The ankh's healing has no effect on creatures that die of natural causes such as disease or old age, or on constructs, fiends, or undead.

BOOTS OF CHARGING

Wondrous item, uncommon

While you wear these boots, if you move at least 10 feet straight toward a creature, you have advantage on Strength checks you make to overrun or shove that creature. In addition, once on each of your turns, if you move at least 20 feet straight toward a creature and then hit it with a melee weapon attack, you can force the target to make a DC 15 Strength saving throw. On a failed save, you can push the creature up to 10 feet away from you.



CALADBOLG

Weapon (claymore), legendary (requires attunement)

This massive sword is forged of adamantine. Any hit that *Caladbolg* scores against an object is automatically a critical hit.

You gain a +3 bonus to attack and damage rolls made with this magic weapon. *Caladbolg* also has all the properties of a sword of sharpness (see Chapter 7, "Treasure," of the 5th Edition *Dungeon Master's Guide*), and the following additional properties.

Earthshaper. You can use the power of the blade to cast the *terraform* spell without requiring material components or expending a spell slot, but only if *Caladbolg* wills it to be done. When you cast the spell in this way, you can't do so again until 7 days have passed. (Refer to Chapter 4 for spell descriptions.)

Sentience. *Caladbolg* is a sentient lawful neutral weapon with an Intelligence of 12, a Wisdom of 19, and a Charisma of 16. It has hearing and darkvision out to a range of 120 feet.

The weapon can speak, read, and understand Common, and can communicate with its wielder telepathically. Its voice is masculine and commanding. While you are attuned to it, *Caladbolg* also understands every language you know.

Personality. During combat, *Caladbolg* has a habit of telepathically shouting obscenities and insults. The wielder often mistakes this as anger directed at it, but really *Caladbolg* means to insult those its wielder is fighting against, having lost itself in the glory of combat.

It is said that a powerful lord, divine or mortal in nature, desired the power to level mountains and armies alike, and so *Caladbolg* was forged for that purpose. The blade deeply desires destruction and combat, but only in a lawful and honorable manner. If its wielder participates in wanton destruction or fights in an unhonorable manner using the sword, *Caladbolg* immediately initiates a conflict (see page 216 of the 5th Edition *Dungeon Master's Guide*). The sword doesn't care about good and evil, it only cares that it shed blood, as long as the fight is fair.

Caladbolg has no allegiance for its original or past owners, and it remains fiercely loyal only to its attuned wielder. That changes, of course, if its wielder acts contrary to its ideals.



CHALICE OF BLOOD

Wondrous item (chalice), rare (requires attunement)

This silver chalice is studded with rubies and has a sharp rim. Any creature to hold the chalice has the sudden urge to cut itself on the rim, but the temptation is easy to resist.

Give to Receive. When given life force, the chalice can channel that life force back into you. When you finish a long rest, you can choose to cut yourself on the rim of the chalice. If you do so, you can expend up to half of your maximum number of hit dice. Roll each hit die. Your hit point maximum is reduced by an amount equal to the total you rolled, and the chalice fills with your blood and gains a number of charges equal to the number of hit dice you expended. The blood is magically held within the chalice and cannot be removed from it in any way.

While the chalice has charges and is on your person, if you start your turn with fewer hit points than your hit point maximum, you can choose to expend a charge, regaining 2d6 hit points and gaining the same number of temporary hit points. When the chalice runs out of charges, the chalice is empty.

The next time you finish a long rest, your hit point maximum is restored, and the chalice empties itself by consuming any blood left in it.

Bloodlust. The chalice wants a steady supply of blood. If you choose not to cut yourself on the chalice two long rests in a row, you must make a DC 15 Wisdom saving throw. On a success, you take 2d6 psychic damage. On a failure, you take 4d6 necrotic damage, and your hit point maximum is reduced by an amount equal to the damage taken. This damage cannot be reduced or negated in any way. A creature whose hit point maximum is reduced to 0 dies. Your hit point maximum is restored when you finish a long rest.

Each time you succeed this save, the save DC increases by 2, both psychic and necrotic damage increase by 1d6, and you must attempt the save again at the end of each long rest if you choose not to cut yourself. If you fail the save or if you cut yourself on the chalice, the save DC resets to 15 and the damage resets to its base values as above.

CHALICE OF LIFE

Wondrous item (chalice), very rare (requires attunement)

This gold chalice is studded with sapphires and has ornate handles depicting branches and leaves. Any creature to hold the chalice has the sudden urge to drink from it, though it is empty.

The chalice has the ability to fill itself with life-giving dew when it is needed. The chalice has 3 charges. You can use an action and expend 1 charge to drink from the chalice and regain a number of hit points equal to 3d4 + 4. In addition, this ends the poisoned condition and you are cured of any disease.

Alternatively, you can use an action and expend 2 charges to pour magical dew from the chalice into the mouth of a creature that has died within the past minute. That creature returns to life with 1 hit point, unless it died of natural causes, assuming its body is intact. The creature doesn't regrow lost limbs.

The chalice regains all expended charges daily at dawn, but only if it is in direct sunlight.

CLOAK OF THE BEAR

Wondrous item, rare (requires attunement)

This cloak is crafted from the hide of a bear, with a hood that looks like a bear's head.

Bear's Resilience. While you are wearing this cloak, you can choose to gain 10 temporary hit points when you roll initiative. Once you use this property, you can't do so again until the next dawn.

Bear's Strength. While you are wearing this cloak, your Strength score becomes 19, unless it was already higher.

Menacing Presence. While you are wearing this cloak with the hood up, you have advantage on Charisma (Intimidation) checks.

CLIMBING BOLT

Weapon (bolt), uncommon

A *climbing bolt* is used to help overcome tall walls or other such obstacles. It resembles a heavy crossbow bolt, capped with metal prongs and hooks. When the bolt is shot, it embeds itself into the surface it hits. The bolt cannot target a creature, and any attempt to do so results in a miss. The bolt trails an ethereal glowing chain connected to the crossbow. While you are holding the crossbow, you can speak the bolt's command word to retract the chain. When you first say the command word, and on each of your turns thereafter, you are pulled 30 feet toward the bolt. The chain stops retracting when you reach the bolt, when you let go of the crossbow, when you say the command word again, or when the chain is broken. The chain can support 500 pounds, and has an AC of 17 and 20 hit points. Once the chain is fully retracted, the bolt can be used again. If the chain is broken, the *climbing bolt* becomes a nonmagical bolt, but regains its power in 24 hours.

CONSECRATED SYMBOL

Wondrous item, rare (requires attunement by a good-aligned cleric, paladin, or crusader with the templar subclass)

This small symbol of divine power can be an emblem of any good god. You can use it as a holy symbol. While using this symbol as a holy symbol, you have a +1 bonus on spell attack rolls and to the saving throw DCs of your spells.

Bless. While the symbol is on your person, you can use an action to cast one of the following spells from it: *beacon of hope*, or *bless* (as a 3rd-level spell). Once you use the symbol to cast a spell, you can't cast that spell from it again until the next dawn.

Channel Divinity. If you are a cleric or paladin, you can use an action to present the symbol and use any of your Channel Divinity options without expending a use of your Channel Divinity. Once you use this property, you can't use it again until you finish a long rest.

DEATHWHISPER GAUNTLET

Wondrous item, rare

This gauntlet is forged of black iron with depictions of screaming ghouls and gory deaths. It gives off an aura of necromancy, and a creature that wears it can sometimes hear unintelligible ghostly whispers.

Commune with the Dead. While you are wearing the gauntlet, you can cast the spell *speak with dead* from the gauntlet at will, without requiring material components.

Death Spectator. While you are wearing the gauntlet, you can use an action to touch the gauntlet to a corpse or the remains of a corpse. You then watch the last minute of the creature's life before it died, from the creature's point of view. During that minute, you are deaf and blind with regard to your own senses, but you can end the effect whenever you wish, no action required. You perceive the creature and its surroundings in detail, but other creatures appear only as indiscernible shadows. You cannot target an undead or a construct with this property. Once you use this property, you can't use it again until you finish a short or long rest.

DESECRATED SYMBOL

Wondrous item, rare (requires attunement by an evil-aligned cleric, paladin, or crusader with the templar subclass)

This small symbol of divine power can be an emblem of any evil god. You can use it as a holy symbol. While using this symbol as a holy symbol, you have a +1 bonus on spell attack rolls and to the saving throw DCs of your spells.

Bane. While the symbol is on your person, you can use an action to cast one of the following spells from it: *bane* (as a 3rd-level spell), or *bestow curse*. Once you use the symbol to cast a spell, you can't cast that spell from it again until the next dusk.

Channel Divinity. If you are a cleric or paladin, you can use an action to present the symbol and use any of your Channel Divinity options without expending a use of your Channel Divinity. Once you use this property, you can't use it again until you finish a long rest.

DIVINE WEAPON

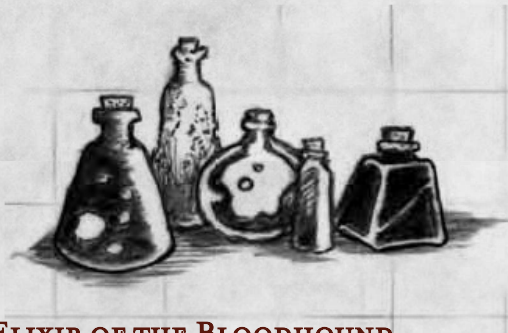
Weapon (any martial melee weapon), rare (requires attunement by a creature of good alignment)

This magic weapon has been imbued with divine power by a celestial being. It deals an extra 1d8 radiant damage to any fiend or undead it hits.

Detect the Unholy. You can use an action to call upon the power of the weapon to detect unholy. Until the end of your next turn, you know the location of any celestial, fiend, or undead within 60 feet of you that is not behind total cover. You know the type (celestial, fiend, or undead) of any being whose presence you sense, but not its identity. Within the same radius, you also detect the presence of any place or object that has been consecrated or desecrated, as with the *hallow* spell. Once you use this feature, you cannot do so again until you finish a long rest.

Hallowed. You can cast *hallow* from the weapon (save DC 15), but you can only choose the courage, daylight, energy protection, everlasting rest, or tongues effects. Once you cast the spell from the weapon, you cannot do so again until 7 days have passed.

Let there be Light. You can use a bonus action to speak this weapon's command word, causing the weapon to shine with brilliant golden light. The weapon sheds bright light in a 30-foot radius and dim light for an additional 30 feet. While the weapon is shining, it deals an extra 1d8 radiant damage to any creature it hits.



ELIXIR OF THE BLOODHOUND

Potion, common

This potion is deep crimson, and has small flakes that float within. When ingested, for 1d4+1 hours, you gain advantage on Wisdom (Perception) checks that rely on smell. In addition, you gain a +2 bonus on attack rolls against frightened creatures.

ELIXIR OF DEATH

Potion, legendary

This potion is impenetrable black, always fills the entirety of its container, and has a potent acrid scent. When shaken, ghostly whispers emanate from the potion and the visage of a skull stares from the liquid, though it disappears afterward. A creature who ingests this potion must succeed on a DC 25 Constitution saving throw or die.

ELIXIR OF THE HAWK

Potion, common

This potion is sky-blue, and if you hold it up to light, you can see the silhouette of a feather floating within. After ingesting this potion, for 1d4+1 hours, you gain advantage on Wisdom (Perception) checks that rely on sight, and in conditions of clear visibility, you can make out details of even extremely distant creatures and objects as small as 2 feet across.

FLAIL OF DOOM

Weapon (flail), uncommon

You gain a +1 bonus to attack and damage rolls made with this magic weapon.

As an action, you can speak the flail's command word and begin spinning it overhead. The flail then extends and grows in size as it spins. Each creature within 5 feet of you must succeed on a DC 15 Dexterity saving throw or take 3d8 force damage from the flail. On each of your turns thereafter, you can use your action to maintain this effect. As soon as you use your action to do anything else, the effect ends. While using the flail in this way, your movement speed is reduced by half.

Once this special action has been used, it cannot be used again until the next dawn.

FOG GOGGLES

Wondrous item, common

These crystal lenses fit over the eyes. While wearing them, you can see perfectly through fog, whether it is magical or not.

HELM OF THE BOAR

Wondrous item, uncommon

This menacing helm has two large horns that mimic the tusks of a large boar. While you are wearing this helm, if you take the Attack action on your turn, you can make one of your attacks with the helm's tusks, which count as magical weapons. On a hit, the tusks deal 1d8 piercing damage. Strength is your ability modifier for the attack and damage rolls. If the attack hits, the target must also succeed on a DC 15 Strength saving throw or be knocked prone.



INFERNAL WEAPON

Weapon (any martial melee weapon), very rare (requires attunement by a creature of evil alignment)

This magic weapon was forged within the court of an archdevil for its devils in their endless conquest within the Nine Hells and across the multiverse. It is constructed of black iron and leather crafted from demon hide, and it is always warm to the touch.

Celestial Slayer. The weapon deals an extra 1d8 necrotic damage to any celestial it hits.

Devil's Sight. While the weapon is on your person, you have darkvision with a radius of 120 feet. Magical darkness does not impede your darkvision.

Flames of the Nine Hells. You can use a bonus action to speak the weapon's command word, causing the weapon to become wreathed in black flames. While these flames are present, it deals an extra 1d6 fire and 1d6 necrotic damage on a hit. The flames last until you use an action to speak the command word again or until you drop or sheathe the sword.

Hellish Rebuke. You can cast *hellish rebuke* (save DC 15) from the weapon. Once you cast the spell from the weapon, you cannot do so again until you finish a long rest.

LAWBRINGER

Weapon (any polearm or sword), very rare

You gain a +2 bonus to attack and damage rolls made with this magic weapon.

This weapon is suffused with the energy of law. If a chaotic-aligned creature attempts to make an attack with the weapon, it must succeed on a DC 20 Wisdom saving throw or take 7 (2d6) psychic damage and be unable to make attacks with the weapon until the start of its next turn.

On a hit, the weapon deals an extra 1d6 damage to chaotic-aligned creatures.

Martial Order. While you are wielding Lawbringer and take the Attack action on your turn, you can choose to take a 10 on one of your attack rolls instead of rolling. You must make this decision before you roll, and you can only use this property once per round.

Order in All Things. If Lawbringer is on your person, you can choose to take a 10 on any ability check that you make instead of rolling. You must make this decision before you roll. Once you use this property, you must finish a long rest before you can use it again.

POTION OF DEATH COMMUNION

Potion, uncommon

When you drink this potion, you can cast the *speak with dead* spell at will for 1 hour. Agitating this thin black liquid brings the grinning visage of a skull to the surface, though the skull disappears when the potion is drunk.

PROJECTING SWORD

Weapon (any sword), rare

You gain a +1 bonus to attack and damage rolls made with this magic weapon.

This sword has the ability to project a clone of itself made of force energy. This clone exactly mimics the sword's movement 5 feet in front of you. The clone can be manifested or dismissed at will, no action required.

While the clone is present, the weapon's reach increases by 5 feet, and if you hit a creature more than 5 feet away, the sword deals force damage rather than piercing or slashing damage.

RETURNING SWORD

Weapon (any sword), common

This magic sword has a magically attuned sheathe. If you are ever disarmed of the sword or are otherwise forced to drop it, the sword instantly teleports back into its sheathe.

The sword also teleports in this way if you can no longer see the sword and aren't holding it.

RING OF HASTE

Wondrous Item, rare (requires attunement)

The ring has 3 charges and regains 1d3 expended charges daily at dawn. At the start of your turn, you can choose to expend one charge. When you do so, you can take an extra action on this turn, but that action can only be used to take the Attack (one weapon attack only), Dash, Disengage, Hide, or Use an Object action. In addition, your speed doubles, you gain a +2 bonus to Armor Class, and you gain advantage on Dexterity saving throws. These bonuses last until the start of your next turn.

If you are under the effect of a *haste* spell, the bonuses to speed and Armor Class don't stack, but the extra actions do.

ROD OF ANIMATION

Rod, rare (requires attunement)

The rod has a flanged head, and functions as a magic mace that grants a +1 bonus to attack and damage rolls made with it. While holding the rod, you can cast *animate objects* from the rod. Once you use the rod to cast this spell, you can't cast it from the rod again until the next dawn.



ROD OF BAD LUCK

Rod, rare (requires attunement)

This rod looks and feels like a Rod of Luck, and casting *identify* reveals it to be so, even when a creature attunes to it. You suffer a -1 penalty to saving throws while you are attuned to the rod.

Curse. The rod is cursed, which is not immediately apparent. Until the curse is broken, you cannot end your attunement to the rod. When the curse is broken, the rod becomes a Rod of Luck.

Bad Luck. While the rod is on your person and you are attuned to it, you can call on its luck (no action required) to reroll one attack roll, ability check, or saving throw you dislike. You must use the lowest roll. This property can't be used again until the next dawn.

Bountiful Bad Luck. While attuned to the rod, you have 3 luck points. Whenever a creature other than you within 30 feet of you that you can see makes an attack roll, ability check, or saving throw, you can use your reaction and spend one luck point to roll a d20. If the creature is hostile, it uses the higher number, but if the creature is friendly, it uses the lower number. If more than one creature spends a luck point to influence the outcome of a roll, the points cancel each other out; no additional dice are rolled. The rod regains all expended luck points daily at dawn.

ROD OF CANCELLATION

Rod, legendary

This rod possesses the power to permanently drain an item of all magical properties. You can use an action to touch the rod to a magical item. If the item has a Wisdom score, it must make a DC 20 Wisdom saving throw. On a success, it resists the effects of the rod. On a failure, or if the item doesn't have a Wisdom score, the item loses all magical properties and becomes nonmagical, and the rod becomes brittle and nonmagical. Most artifacts are immune to the powers of the rod.

If the item is held by a creature, that creature must succeed on a Dexterity saving throw (DC = 8 + your proficiency bonus + your Dexterity modifier) to avoid the rod's touch. On a failure, the rod touches the item, and the item is affected as above.

ROD OF LEADERSHIP

Rod, rare (requires attunement)

The rod has 6 charges. While holding this rod, if one of your allies within 30 feet of you makes an attack roll or saving throw, you can use your reaction to expend one charge and allow the creature to add 1d4 to the roll. The rod regains 1d6 expended charges daily at dawn.

ROD OF LUCK

Rod, rare (requires attunement)

You gain a +1 bonus to saving throws while the rod is on your person.



Lucky. While the rod is on your person, you can call on its luck (no action required) to reroll one attack roll, ability check, or saving throw you dislike. You can choose to use either roll. This property can't be used again until the next dawn.

Bountiful Luck. You have 3 luck points. Whenever a creature other than you within 30 feet of you that you can see makes an attack roll, ability check, or saving throw, you can use your reaction and spend one luck point to roll a d20. Then choose whether the creature uses their own roll or yours. If more than one creature spends a luck point to influence the outcome of a roll, the points cancel each other out; no additional dice are rolled. The rod regains all expended luck points daily at dawn.

ROD OF SPLENDOR

Rod, rare

This rod is made of precious metals and studded with jewels, and has the appearance of a grand scepter. While the rod is on your person, your Charisma score becomes 19, unless it was already higher.

Garb of Kings. While holding the rod, you can use an action to magically clothe yourself in kingly apparel. You choose the appearance of the clothes, which can be any combination of the greatest fabrics with adornments of furs and jewels. These clothes last for 12 hours. If any part of the outfit is removed from you by any means, the effect ends immediately and all created clothing disappears. Once you use this property, you can't use it again until you finish a long rest.

Tent of Kings. While holding the rod, you can use an action to magically create a palatial tent made of silk up to 60 feet across. You can also create temporary furnishings and food within the tent, sufficient to entertain as many as 100 people. The tent and all of its furnishings last for 24 hours. At the end of that time, the tent and everything created with it, including everything brought outside of the tent, disappears.

SHADOW TALISMAN

Wondrous Item (talisman), rare (requires attunement by a sorcerer, warlock, or wizard)

This talisman can be used as an arcane focus. While the talisman is on your person, you gain a +1 bonus on spell attack rolls if the spell deals necrotic damage. In addition, when you cast a spell that deals necrotic damage, you can add your spellcasting ability modifier to one damage roll of the spell.

One with Shadow. The talisman has 5 charges. While holding the talisman, you can use an action to expend one or more of its charges to cast one of the following spells from it, using your spell save DC: *darkness* (2 charges), *darkvision* (1 charge), or *invisibility* (2 charges). The talisman regains all expended charges daily at midnight.

Raise Shadow. While the talisman is on your person, you possess the ability to animate your slain enemies as living shadow. If you reduce a creature to 0 hit points with a spell that deals necrotic damage, a **shadow** (see the 5th Edition *Monster Manual*, page 269) rises in that creature's space under your control on the creature's next turn. The shadow lasts for one hour or until it is reduced to 0 hit points. You can only have one of these shadows at a time; if you create another shadow while one is still under your control, the previous shadow withers and is destroyed.

SHATTERED SWORD

Weapon (dagger), very rare (requires attunement)

All that remains of this sword is the hilt with a shard of the broken blade. It can still be used as a dagger. You have a +1 bonus to attack and damage rolls made with this magic weapon.

When the sword's wielder fell in battle, its soul, livid at its defeat and aching for revenge, fell into the shattered remains of its weapon. Though the soul has passed on, remnants of its power and will remain. If an attuned creature nears death, the sword's energy attempts to preserve the life of its owner.

If you have less than one quarter of your maximum hit points, but have at least 1 hit point, attack rolls against you have disadvantage. If an attack still hits you, the sword uses its reaction to cast *shield*, if doing so would cause the attack to miss. You don't have to be wielding the dagger to gain these benefits, but the dagger must be on your person.

SINGING SWORD

Weapon (any sword), common

This sword sings whenever it is used to deal damage to a creature. Each sword seems to have a different personality (though none are sentient), depending on who it was crafted by or how it came to possess its musical power. Elvish singing swords sing softly, with beautiful lilting melodies, while orc blades chant with deep, violent tones.

SOULBOUND AMULET

Wondrous item (amulet), legendary (requires attunement)

When you become attuned to this amulet, your soul is bound to it in a way similar to a lich's phylactery, but its magical power is vastly different.

When you are reduced to 0 hit points, you can choose to activate the amulet, even if you are killed outright. If you do, your body dies, and your soul appears in the unoccupied space closest to your body. While in this form, you look like you did in life, including all of your clothing and possessions, though you are transparent, and you have resistance to all damage except psychic. Your current hit points equals half of your hit point maximum, and you cannot regain hit points. You otherwise move, attack, and interact normally with objects and creatures.

You can stay in this form for one minute. If you are reduced to 0 hit points, you die and your soul passes on to the afterlife. However, if you are still in this form after that minute passes, you die and your soul passes on to the afterlife. To survive, you must spend three consecutive rounds returning to your body. To do so, you must be within 5 feet of your remains and use your action to return. If you use your action in this way, you can't take bonus actions or reactions, your movement speed is reduced to 5 feet, and you can't maintain concentration on spells or other effects. If at any time you are not within 5 feet of your body or you use your action to do anything else, you must start the process over from the beginning. At the end of your third consecutive turn spent in this way, you successfully return to your body, you are restored to life, and your current hit points are reset to half of your hit point maximum.

You can use this property even if your body is destroyed by lingering near your remains. If you left no remains, you must instead linger within 5 feet of the space you died. In these cases, when you successfully return to your body, a new body identical to the original is created for you to inhabit, including all of your clothing and possessions.

Once you use this property, the amulet loses its magic and is destroyed.

STAFF OF ASPHYXIATION

Staff, legendary (requires attunement by a sorcerer, warlock, or wizard)

This staff can be wielded as a magic quarterstaff that grants a +2 bonus to attack and damage rolls made with it.

The staff has 14 charges for the following properties. It regains 2d6 + 2 expended charges daily at dawn.

Spells. While holding the staff, you can use an action to expend some of its charges to cast one of the following spells from it, using your spell save DC and spellcasting ability: *asphyxiation* (2 charges), or *mass asphyxiation* (6 charges).

Air Absorption. You can use an action to expend 10 charges and choose a point within 120 feet of you. The staff absorbs all of the oxygen in a 30-foot cube centered on that point. Each creature in that area gains one level of exhaustion. Whenever a creature starts its turn there or enters the area for the first time on its turn, it gains another level of exhaustion. A creature who gains 4 levels of exhaustion as a result of this ability is reduced to 0 hit points and is dying. If an affected creature ends its turn outside the area, one level of exhaustion it gained as a result of this property is removed from the creature. Constructs and undead, as well as other creatures that don't need to breathe air, are immune to this effect. The effect lasts for as long as you maintain concentration (as if concentrating on a spell), for up to one minute.

STAFF OF THE MEDUSA

Staff, legendary (requires attunement by a sorcerer, warlock, or wizard)

This staff can be wielded as a magic quarterstaff that grants a +2 bonus to attack and damage rolls made with it.

The staff has 12 charges for the following properties. It regains 2d4 + 2 charges daily at dawn.

Flesh to Stone. While holding the staff, you can use an action and expend 3 charges to cast *flesh to stone*, using your spell save DC and spellcasting ability.

Visage of the Medusa. While holding the staff, you can use an action and expend 9 charges to give your gaze the petrifying ability of a medusa for the next minute. When a creature that can see your eyes starts its turn within 30 feet of you, you can force it to make a Constitution saving throw (using your spell save DC) if you aren't incapacitated and can see the creature. If the saving throw fails by 5 or more, the creature is instantly petrified. Otherwise, a creature that fails the save begins to turn to stone and is restrained. The restrained creature must repeat the saving throw at the end of its next turn, becoming petrified on a failure or ending the effect on a success. The petrification lasts until the creature is freed by the *greater restoration* spell or similar magic.

Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it can't see you until the start of its next turn, when it can avert its eyes again. If the creature looks at you in the meantime, it must immediately make the save.

SUMMONED WEAPON

Weapon (any), rare (requires attunement)

This magic weapon grants a +1 bonus to attack and damage rolls made with it.

When you become attuned to this weapon, you create a magical bond with it that can only be broken by ending the attunement. If you are on the same plane of existence as the weapon, you can use an action to summon it, instantly teleporting it to your hand.

TALISMAN OF THE PYROMANCER

Wondrous item, very rare (requires attunement by a sorcerer, warlock, or wizard)

This talisman can be used as an arcane focus. While you are using the talisman as an arcane focus, you have a +1 bonus to spell attack rolls and to the saving throw DCs of your spells that deal fire damage.

Empowered Flame. Whenever you cast a spell of 1st level or higher that deals fire damage, you can add 1d8 to one of the spell's damage rolls.

Flame Resistance. While the talisman is on your person, you have resistance to fire damage.

Flame Touch. You can use your action to make a special attack with the talisman. Make a melee spell attack against a creature you can reach. On a hit, the talisman deals 2d8 fire damage. This damage increases as you level up in your spellcasting class: 3d8 (5th level), 4d8 (11th level), and 5d8 (17th level).

Spells. While the talisman is on your person, you can use an action to cast one of the following spells from it, using your spell save DC: *burning hands*, *fireball*, or *wall of fire*. Once you use the talisman to cast a spell, you can't cast that spell from it again until the next dawn.

TALISMAN OF THE STORM

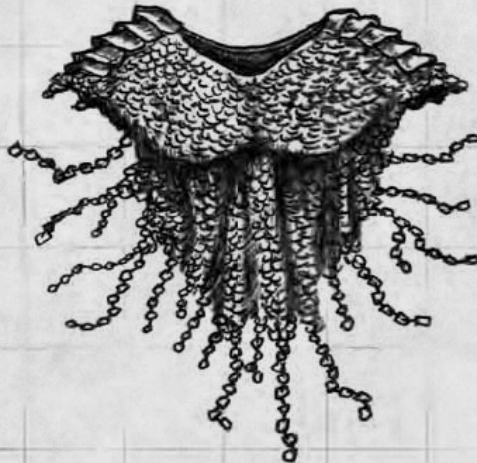
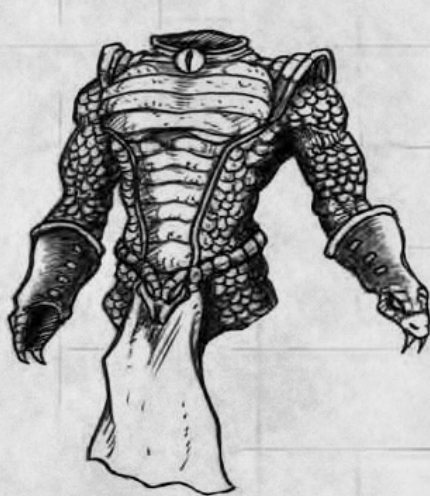
Wondrous item, very rare (requires attunement by a sorcerer, warlock, or wizard)

This talisman can be used as an arcane focus. While you are using the talisman as an arcane focus, you have a +1 bonus to spell attack rolls and to the saving throw DCs of your spells that deal lightning or thunder damage.

Empowered Lightning. Whenever you cast a spell of 1st level or higher that deals lightning damage, you can add 1d8 to one of the spell's damage rolls.

Storm Resistance. While the talisman is on your person, you have resistance to lightning and thunder damage.

Windspeed. While the talisman is on your person, your walking speed increases by 10 feet, and you gain a flying speed of 30 feet. If you already have a flying speed, it increases by 10 feet.



Spells. While the talisman is on your person, you can use an action to cast one of the following spells from it, using your spell save DC: *control winds*, *gust of wind*, *lightning bolt*, or *wind wall*. Once you use the talisman to cast a spell, you can't cast that spell from it again until the next dawn.

THUNDEROUS WEAPON

Weapon (any martial melee weapon), very rare (requires attunement)

You have a +1 bonus to attack and damage rolls you make with this magic weapon. On a hit, the weapon deals an extra 1d6 thunder damage.

Humming. This weapon audibly hums while in your hands. If you are holding the weapon, creatures within 15 feet of you have advantage on Wisdom (Perception) checks that rely on hearing to find you.

Thunder. The weapon has 6 charges. While holding the weapon, you can use an action to expend some of its charges to cast one of the following spells from it: *thunderous smite* (1 charge, but only on this weapon), or *thunderwave* (2 charges). You can expend extra charges when you cast *thunderwave*, raising the spell's level by one for every extra charge expended (max 5). The weapon regains all expended charges daily at dawn.

You can also use an action to cast *thunderclap* from the weapon without using any charges.

TROLLBREW

potion, legendary

This viscous liquid is the consistency and color of mud, and it bubbles and steams, belching a noxious odor. It tastes horrendous. If a creature can move past these obstacles, the potion bestows a measure of a troll's regenerative ability because of the troll blood contained within.

For one minute after consuming the potion, you regain 4d4 hit points at the beginning of each of your turns. If you take fire or acid damage at any point during the round, you do not regain hit points on your next turn.

UNHOLY WEAPON

Weapon (any martial melee weapon), rare (requires attunement by a creature of evil alignment)

This magic weapon has been imbued with unholy power by an evil or fallen god. It deals an extra 1d8 necrotic damage to any celestial it hits.

Desecrate. You can cast *hallow* from the weapon (save DC 15), but you can only choose the darkness, energy vulnerability, extradimensional interference, fear, or silence effects. Once you cast the spell from the weapon, you cannot do so again until 7 days have passed.

In addition, while the weapon is on your person, you have advantage on checks with *dispel magic* made to dispel a holy effect, such as the *hallow* spell.

Detect the Holy. You can use an action to call upon the power of the weapon to detect holy (and unholy) power. Until the end of your next turn, you know the location of any celestial, fiend, or undead within 60 feet of you that is not behind total cover. You know the type (celestial, fiend, or undead) of any being whose presence you sense, but not its identity. Within the same radius, you also detect the presence of any place or object that has been consecrated or desecrated, as with the *hallow* spell. Once you use this feature, you cannot do so again until you finish a long rest.

Spells. While the weapon is on your person, you can use an action to cast one of the following spells from it: *darkness* or *silence*. Once you use the weapon to cast a spell, you can't cast that spell from it again until the next dusk.

VIAL OF BLOOD

Wondrous item (vial), uncommon

This small crystal vial utilizes the same power as the Chalice of Blood, though its power isn't as potent.

As an action, you can prick yourself on the vial's sharp edge. The vial then fills with your blood, and you take 2d6 necrotic damage. This damage cannot be reduced or negated in any way.

While your blood is in the vial, you can use a bonus action to drink from the vial and regain 2d4 hit points. If another creature's blood is in the vial when you drink it, you regain no hit points and are poisoned for one minute. After 3 uses, the vial is empty.

VILE BLADE

Weapon (any sword), very rare (requires attunement)

This magic sword reeks of necromancy, and is constructed of humanoid bones and skins. It feels cold to the touch. It deals an extra 1d6 necrotic damage to any creature it hits that isn't undead.

Dominate Undead. As an action, you can target an undead creature within 60 feet of you whose challenge rating is equal to or less than your level divided by 3 (rounded down). That creature must succeed on a DC 15 Wisdom saving throw or be dominated by you as if by the *dominate monster* spell. If the creature is already under another creature's control (such as by the *animate dead* spell), you instead must make a Charisma (Deception or Persuasion) check contested by the controlling creature's Charisma (Deception or Persuasion) check. If you succeed, you take control of the creature.

Vile Strike. When you take the Attack action on your turn, you can choose to make one of your attacks as a Vile Strike. If the attack hits, it deals an extra 1d6 cold damage. If a creature is killed by a Vile Strike, it rises on its next turn as a **specter** (see the 5th Edition *Monster Manual*) under your control.

WAR DRUMS OF CONQUEST

Wondrous item, rare (requires attunement by a goblinoid, orc, half-orc, or bard)

These drums are outfitted with a leather harness so that a creature can play them and still move comfortably. If you are a bard, you can use the drums as a spellcasting focus.

You can use an action to play the drums and cast one of the following spells from them: *bane* (3rd-level), *compulsion*, *confusion*, *dominate person*, *enemies abound*, *heroism* (5th-level), and *hold person*. Once the drums have been used to cast a spell, they can't be used to cast that spell again until the next dawn. The spells use your spellcasting ability and spell save DC. If you aren't a spellcaster, your spellcasting ability for these spells is Charisma (spell save DC = 8 + your proficiency bonus + your Charisma modifier).

WAR DRUMS OF SAVAGERY

Wondrous item (drums), very rare (requires attunement by an orc, half-orc, barbarian, or bard)

These drums are outfitted with a leather harness so that a creature can play them and still move comfortably. If you are a bard, you can use the drums as a spellcasting focus.

You can use an action to play the drums and imbue those around you with primal savagery. Each of your allies that are within 60 feet of you and that can hear the drums gain the following benefits:

- it gains a +2 bonus on damage rolls made with melee weapons
- it gains advantage on Strength ability checks and saving throws

- it cannot be frightened or charmed
- if it takes the Attack action on its turn, it can make one additional melee weapon attack as a bonus action.

A creature gains these benefits only as long as it stays within 60 feet of you. As soon as it leaves that area, the effects end for that creature, though the effects resume for it as soon as it re-enters that area.

These effects last as long as you continue to use your action to play the drums, and you cannot concentrate on another spell or effect while maintaining this effect. If your playing is interrupted for any length of time, the effects immediately end.

Once you use this property of the drums, you can't use it again until you finish a long rest.

WEAPON OF BLOODY RAGE

Weapon (any melee weapon), legendary (requires attunement)

This magical weapon becomes more powerful as you lose blood. You have a bonus to attack and damage rolls that you make with it. This bonus is based on your current hit points, as specified in the table below.

Current Hit Points	Bonus
Maximum	+0
Less than maximum	+1
3/4 of maximum or less	+2
1/2 of maximum or less	+3
1/4 of maximum or less	+4





COMBAT OPTIONS

The options in this section provide alternative ways to handle combat, or additional rules to give players and monsters additional options during combat. The main risk of adding some of these rules is slowing down play.

HELPLESS CREATURES

In some cases, creatures may be totally unable to defend themselves, and at the mercy of another creature. Use the following guidelines to determine if a creature is helpless, though the DM ultimately determines whether or not a creature is helpless:

- A helpless creature is at the mercy of another creature. Unconscious creatures are helpless. Restrained or incapacitated creatures may be helpless, depending on the nature of their restraints or incapacitation. Sleeping creatures are unconscious, and therefore helpless.
- A creature is not helpless if it has at least one ally within 5 feet of it, and that ally is capable of helping the creature (e.g. it is capable of taking actions).

If a creature is determined to be helpless, use the following condition to illustrate the effects:

HELPLESS

- A helpless creature gains no benefit from its Dexterity modifier to its Armor Class, regardless of its armor, traits, or features.
- Another creature adjacent to the helpless creature can perform a *coup de grace* against the helpless creature.

COUP DE GRACE

A *coup de grace* is a special attack that can be used to quickly eliminate helpless opponents. A creature adjacent to a helpless creature can use an action to perform a *coup de grace* against the helpless creature.

The following restrictions apply when performing a *coup de grace*:

- A *coup de grace* can only be done with a melee weapon to a helpless creature. A bow or crossbow can be used to deliver a *coup de grace*, but only if the attacking creature is within 5 feet of the helpless creature.
- It takes an action to perform a *coup de grace*, and you can't make another attack on your turn aside from the *coup de grace*, by any means.
- If any allies of the target threaten you in any way, you cannot perform a *coup de grace* against the target.
- A *coup de grace* cannot be performed against a creature that is immune to critical hits, against undead, or against a creature with no discernable anatomy or obvious vital areas. A gibbering moulder, for example, would fall into this category.

WHY THE STIPULATIONS?

Coup de Grace is not meant to be something that happens mid-combat. It is meant to be something that a character or creature can prepare for, representing time spent preparing a lethal strike (things like finding the weakest point in armor, placing your blade against a throat, or other similar things).

That's the reason for the "threatening allies" stipulation on the coup de grace and helpless conditions. If there are other creatures that pose a threat to you, such as ogres within melee range or hobgoblins with bows and direct line of sight to you, then you can't perform a coup de grace because your attention is focused on defending yourself.

Without this stipulation, the game could become a cycle of the wizard casting *hold person*, with the rogue following up with a coup de grace, effectively one-hit-killing every monster in the encounter (just as an example scenario; there are many ways this could be taken advantage of).

Larger monsters may be impossible to kill with a coup de grace. For example, a wizard casts *hold monster* on a goristro, and the demon fails the save. You could rule that a coup de grace is impossible to perform on the goristro, because the rogue can't reach a potentially vital area on its body, such as its neck or heart. Even if the rogue (or another character) somehow could reach it, you could rule that the goristro's skin is too tough or thick for the weapon to do lethal damage. In these cases, the goristro is not helpless, but is paralyzed like normal.

The bottom line is that a coup de grace is situational and shouldn't be taken advantage of. As the DM, you ultimately make the call.

When you perform a *coup de grace*, the attack automatically hits and is a critical hit. If the creature survives the damage, it must make a Constitution saving throw. The save DC is equal to the damage dealt. If the creature was conscious and fails the save, it is reduced to 0 hit points and is dying. If the creature was unconscious and fails the save, it dies.

If the creature rolls a 20 on the d20, it automatically succeeds the save, regardless of the damage done.

COUP DE GRACE AND POWERFUL VILLAINS

As a DM, if you don't want your powerful villains "coup de graced," then don't put them in positions where they can be taken advantage of.

The same goes for powerful monsters. Most powerful monsters are perceptive enough to wake up when something is amiss in their lair. If one of your powerful villains or monsters gets "coup de graced," it's because you let it happen.

COUP DE GRACE AND PLAYER CHARACTERS

If you decide to use this optional ruleset, you need to ask yourself if the Player Characters can be the target of a *coup de grace*. This is a personal decision on the part of the DM.

Every possible action that the Player Characters can take comes with a risk. Running in and swinging a greataxe involves getting close and comfortable with the orcs. Casting *spirit guardians* means the cleric can't protect himself with *shield of faith*. You get the picture.

In the case of coup de grace, this is the knowledge that a *coup de grace* could potentially be used against the PCs. Of course, from the other side of things, it is no fun at all to be rendered helpless and then killed in one hit. It's frustrating and embarrassing.

If you do decide that PCs can be victims of *coup de grace*, then give them ways to avoid or counter it, so that the above situation doesn't become reality (i.e. a frustrated and embarrassed player at the table).

ACTION OPTIONS

This section provides new action options for combat. They can be added as a group or individually to your game.

CHARGE

This option makes it easier for combatants to close the distance before attacking.

As an action, a creature chooses another hostile creature that it can see, and to whom it has a straight path clear of obstacles and difficult terrain (including other creatures). The charging creature gains extra movement for the current turn, as if it had taken the Dash action. However, it can only use its movement to move toward the chosen creature, and must move in a straight line. If the charging creature ends its movement in a space adjacent to the creature it chose, it can use its bonus action to make a melee weapon attack against the creature. As soon as it makes this attack, its speed is reduced to 0 until the end of the current turn.

FEINT

A creature can use a melee weapon attack to attempt to mislead an opponent in melee combat. The attacker makes a Charisma (Deception) check, contested by the target's Wisdom (Insight) check. If the attacker wins the contest, the attack causes no damage or other ill effect, but the attacker has advantage on the next melee weapon attack it makes against the target before the end of its next turn. If the defender adds its Dexterity modifier to its AC, it gains no benefit from its Dexterity modifier against that attack.

Feinting against a nonhumanoid is very difficult to do. If the target of the feint is not a humanoid, the attacker has disadvantage on its check, and the defender has advantage on its check. If the target has an Intelligence of 3 or less, it automatically wins the contest.

PARRY

This option allows combatants to focus on defense over offense.

A creature can use a melee weapon attack to attempt to defend itself. The creature chooses another creature that it can see within 30 feet of it. The chosen creature has disadvantage on the first melee weapon attack it makes against the parrying creature.

SUNDER

This option allows combatants to target objects and weapons held by other creatures.

A creature can use a melee weapon attack to damage a nonmagical weapon or other nonmagical item held by another creature. There are two methods to resolving this, depending on the targeted item:

Targeting a Weapon. The attacker makes an attack roll contested by the target's attack roll. A creature wielding a weapon with the heavy or two-handed property makes the roll with advantage; if the weapon has the light property, the roll is made with disadvantage. If the defender wins the contest, it can use its reaction to make a melee weapon attack against the attacker. If the attacker wins the contest, the defender's weapon takes a permanent and cumulative -1 penalty to attack and damage rolls. If its penalty drops to -5, the weapon is destroyed.

If you are using the Equipment Durability rules (detailed later in the chapter), consider rolling on that table when the attacker is successful, instead of applying the penalty.

A weapon sized for a Large or larger creature can't be targeted with this attack.

Targeting a Shield or Item. The attacker chooses any nonmagical object that the defender is wearing or carrying, and makes an attack roll against the object's AC. For this attack, the object's AC includes the Dexterity modifier of its wearer or carrier. If the attack hits, it deals damage to the object and is resolved like any other normal attack. If the attack misses, the defender can use its reaction to make a melee weapon attack against the attacker. The DM assigns the object's Armor Class and hit points (as well as a possible Damage Threshold), as appropriate.

An item sized for a Large or larger creature is more difficult to break, which should be represented by additional hit points, a higher Armor Class, or a Damage Threshold.

CALLED SHOTS

This option allows Player Characters, NPCs, or any other creature to attempt to target specific parts of another creature in combat.

Several options for implementing the rules for called shots are given below. No matter what rules you choose to use (if you choose to use them at all), hitting with a called shot doesn't do extra damage, nor does it impose conditions, give automatic critical hits, or make it possible to kill creatures in one hit. Such mechanics would nullify the carefully constructed combat system and nearly eliminate the need for hit points, which are an abstraction representing a creature's "physical and mental durability, will to live, and luck" (5th Edition *Player's Handbook*, page 196). Therefore, in a way, hit points already account for called shots.

If you decide to implement house rules that allow the aforementioned effects, be aware that modifying the existing combat rules and introducing so many new variables has the potential to unbalance everything. A DM might have to come up with location and body part specific Armor Class values for each monster the players ever fight. Powerful enemies might become as easy to kill as a shot in the eye, or powerful Player Characters might be as easy to kill by the same means. While such maneuvers might be realistic, they can slow down combat immensely and ultimately take away from the spirit of the game, which is fast-paced, intense, high-fantasy combat.

Thusly, the rules below are simple. Though perhaps not as powerful as some players would like them to be, they keep combat simple, fast, and balanced.

GOOD STORYTELLING

The easiest (and some would say best) way to implement called shots is through good storytelling. A creature can attempt attacks as normal, calling a shot whenever it wants, and all attacks deal normal damage. If the target of the attack still has more than 0 hit points left, the called shot wasn't effective enough to kill or maim it.

For example, a ranger is shooting a longbow at a hobgoblin captain. "I want to shoot it in the eye," the player says. The attack hits and deals damage, but the hobgoblin still has more than 0 hit points left. "The arrow shoots through the air, straight and true," the DM could say, "but at the last second the hobgoblin turns his head to the side and the arrow cuts along his cheek. Blood seeps from the fresh wound."

Alternatively, if the attack dealt enough damage to reduce the hobgoblin to 0 hit points or less, the DM could reply, "The arrow whizzes straight for the hobgoblin's head, piercing through its eye and sinking up to the fletching. Blood bursts from the wound, and continues to dribble down its face as the body thumps to the rocky ground."

This way, the player is satisfied; even if the attack doesn't kill the hobgoblin, at least it left a mark. If the attack killed it, all the player knows is that the called shot worked, because players don't usually know how many hit points a monster has left. Good storytelling creates the illusion of powerful called shots, without the addition of any rules or further complications.

AS A PLOT DEVICE

With this option, which goes hand-in-hand with good storytelling, called shots have the potential to shape the course of a creature's destiny.



This option works similarly to Lingering Injuries or Equipment Durability (see the section later in this chapter), in that the DM can choose to implement a called shot at any time, but only in a moment that will enhance story and/or character. In a moment of unrighteous fury, a paladin might let her anger get the better of her and smite off the leg of a rival, forcing her to rethink her values and commitment to her oaths. In the first encounter with the "Big Bad," the baddie might be forced to retreat after his arm is severed at the elbow, only to return later with a weaponized prosthetic.

With this option, called shots become much more rare and significant, and can leave a lasting impression on players.

USING INSPIRATION

It is assumed that, whenever a creature makes an attack roll, it is aiming for whatever it can hit. Most of the time, this is the defender's main body or center of gravity. Attempting to hit a particular body part is much more difficult, and therefore requires more patience, skill, and luck in order to be successful. One way to represent this is through Inspiration.

The rules for Inspiration are found on page 125 of the *Player's Handbook* and page 240 of the *Dungeon Master's Guide*. Using this optional rule, a Player Character must expend Inspiration in order to make a called shot. When a character makes a called shot in this way, it doesn't suffer any disadvantages as a part of the attack (i.e. disadvantage or penalties to the attack roll), nor does it gain advantage on the attack (as it normally would with Inspiration), but it gains the benefits of a called shot if the attack hits. See the "As an Attack" rules below for a description of these benefits.

USING CRITICAL HITS

As an alternative, you could use critical hits to simulate a called shot. Whenever a creature scores a critical hit against another creature, the attacker can forgo dealing extra damage to instead choose where the attack hits. The target of the attack suffers the effects of a called shot, depending on where the attack hits.

AS AN ATTACK

Using this option, creatures can attempt a called shot to attempt to weaken another creature by aiming for certain body parts. This option introduces a new set of rules for determining the advantages and disadvantages of a called shot, while staying within the confines of the rules of combat and hit points.

These rules do complicate and slow down combat, especially if these options are used on every turn. While they might introduce an element of realism, ask yourself if the realism is worth the slower gameplay.

If a creature takes the Attack action on its turn, it can choose to make one of its attacks as a called shot. It must declare the attack a called shot before the attack is made, and declare where it is aiming. The creature suffers a penalty to the attack roll, determined by the body part it is aiming at. Consult the Called Shot Locations table for possible locations and the penalties associated with them. Ranged attacks are much more difficult to call than melee attacks, and thusly have a higher penalty. Ranged attacks can't be called shots if the target of the attack is outside of the weapon's normal range.

If the attack hits, the target suffers an effect determined by where it was hit. The effects of each location are detailed after the table. If the attack is critical, the target suffers the normal effects of a critical hit. Performing a called shot otherwise does not increase damage, impose conditions, or automatically kill creatures in any way.

Some locations can't be targeted if the target of the attack is properly armored. A helmet, for example, would make it impossible to hit the ears, or possibly the eyes. An arm and hand holding a shield would be well-protected by the shield.

Monsters without armor might be invulnerable to some effects. The DM could rule that a beholder's eyelid is thick enough to deflect arrows (thus making it immune to called shots against its eyes), or that skeletons are immune to called shots because of their lack of muscle or inability to feel pain.

Monsters that are large enough might be immune to called shots from smaller weapons. For example, a Huge dragon could be immune to called shots from Medium creatures, simply because their weapons aren't large enough to deal debilitating damage to it.

Creatures that are immune to critical hits or that don't have a discernable anatomy are immune to called shots.

CALLED SHOT LOCATIONS

Location	Melee Attack Roll Penalty	Ranged Attack Roll Penalty
Arm	-2	-5
Ear	-8	-10
Eye	-10	-10
Foot	-8	-10
Hand	-5	-8
Head	-5	-5
Leg	-2	-5
Neck	-8	-8
Vitals	-5	-5

Arm. Arms include any manipulating limbs of a creature, including tentacles, tails, and wings.

A creature hit by a called shot to the arm suffers a -2 penalty on attack rolls and ability checks using that arm until the end of its next turn.

If the limb is a wing, the creature's flying speed is reduced by 5 feet until the end of its next turn.

Ear. An ear constitutes an organ used to hear. Creatures without visible ears are immune to called shots to the ear.

An ear hit by a called shot is temporarily deafened. The target has disadvantage on Wisdom (Perception) checks that rely on hearing until the end of its next turn, when the deafness ends. If all of a target's ears are deafened, the target is deafened until the end of its next turn.

Eye. Eyes include whatever organs a creature uses to see, including eyeballs. A called shot to the eye could also be used to target organs such as antennae, potentially affecting blindsight. A creature with lots of eyes isn't affected by a called shot to the eye. A hit also doesn't necessarily mean that the eye itself is hit or damaged; it could mean the hit was close, but blood streaming into the eye or a similar effect causes the effects.

An eye hit by a called shot is temporarily blinded. The target has disadvantage on Wisdom (Perception) checks that rely on sight until the end of its next turn, when that blindness ends. If the target had only one functioning eye prior to the called shot, it is instead blinded until the end of its next turn.

Foot. For the purposes of a called shot, a foot is any appendage at the end of a leg on which a creature stands. A creature with more than two legs and feet is immune to the effects of a called shot to the foot.

A creature hit by a called shot to the foot has disadvantage on ability checks and saving throws made against being knocked prone until the end of its next turn.

Hand. Hands include extremities used for fine manipulation.

A creature hit by a called shot to the hand must make a Strength or Dexterity saving throw (the creature's choice). On a failed save, it drops whatever it was holding in that hand.

Head. Most creatures have the instincts to protect their head during battle, making it a difficult target to hit. Some creatures lack a proper head at all (like beholders and purple worms), and thus are immune. Creatures with multiple heads are immune to called shots to the head.

A creature hit by a called shot to the head is dazed, and can't take reactions until the start of its next turn. If it is concentrating on a spell or other effect, it must make a DC 15 Constitution saving throw or lose concentration.

Leg. For the purposes of a called shot, a leg is any limb on which a creature stands. If a creature has five or more legs, it is immune to called shots aimed at its legs.

A creature hit by a called shot to the leg has its movement speed on foot reduced by 10 feet if it has two legs, or 5 feet if it has three or four legs.

Neck. If a creature lacks a proper head, chances are it lacks a neck as well.

A creature hit by a called shot to the neck can't speak above a hoarse whisper until the end of its next turn. If the creature attempts to cast a spell with a verbal component, there is a 20% chance that the spell fails. Attempts to activate a magic item by means of a command word or phrase also have a 20% chance of failing. The creature might also be unable to consume potions, issue commands, or communicate effectively.

Vitals. For the purposes of a called shot, vitals include any place on the body with organs that aren't well-protected by bone. On humanoids, this includes the abdomen and groin.

A creature hit by a called shot to the vitals has disadvantage on the first attack roll or ability check it makes until the end of its next turn.

AS AN INJURY

If you are using the optional Injuries rules detailed later in this chapter, you could rule that a called shot that hits (by using the rules given above) instead inflicts an injury appropriate to the location of the called shot. For example, a hit to the hand might inflict a broken finger, a hit to the foot could inflict a sprained ankle, or a hit to the head could knock a few teeth out.

WEARING HELMETS

If your game focuses on realism, consider using this optional rule concerning helmets in combat.

In general, going into battle without a helmet is suicide. Leaving your head unprotected is like asking to have it bashed in. A creature wearing armor without a helmet suffers a -1 penalty to Armor Class.

Most helms worn while on foot are open-faced, including barbutes, nasal helms, and kettle hats. These helms offer a good balance between mobility, visibility, and protection, and therefore don't offer inherent advantages or disadvantages.

Other helms offer more protection at the cost of visibility and head/neck mobility. These helms are most often worn while on horseback, as there is less need for situational awareness, but more need for protection from spears, lances, and polearms. Such helmets include (but aren't limited to) great helms, bassinets, close helms, and frog-mouth helms. These helmets provide a +1 bonus to Armor Class, because of their superior protection, but impose disadvantage on all ability checks that rely on sight.

It takes an action to don or doff a helmet.

Prices. Small helms made of leather might be only 2 or 3 gp. Open-faced helms likely cost between 5 to 15 gp, while visored and closed-face helms might cost as much as 50 gp. Of course, this is only relevant if a character decides to buy a helm separate from an armor set.

Armor Sets. Most sets of armor automatically come with a helmet. Leather armor might come with a cap, chain armor with a nasal helm, and plate with a visored or open-faced helm.



Spellcasters. Spellcasters usually aren't proficient in armor. Are they always at risk without head protection? The short answer is yes. The long answer is "not necessarily." The DM could rule that spellcasters, who aren't weighed down by armor of any kind, are more agile, and therefore more able to avoid otherwise fatal blows to the head. Another ruling could be that their magic grants them protection from such attacks (especially if under the effect of *mage armor* or a similar spell).

Called Shots. If you are using the optional rules for called shots, attacks aimed at the unarmored head of a humanoid are made with advantage, if the creature doesn't have natural armor, unarmored defense, or a similar trait or feature. This represents the lack of protection that a helmet would otherwise provide.

Injuries. If you are using the optional rules for injuries, consider inflicting head injuries more frequently on combatants without helmets.

If you use these rules for helmets, here is a magic item to go along with them:

HELM OF AWARENESS

Wondrous Item (helmet), uncommon

This helm is normally one that would restrict visibility in battle, but provide more protection. However, when the visor is down, the wearer can see through it as if it were made of glass.

A creature wearing this heavy helm does not have disadvantage on Wisdom (Perception) and Intelligence (Investigation) checks that rely on sight as a result of wearing the helm.

HITTING SHIELDS

You can use this optional rule to determine if an attack hits a creature's shield.

First determine whether the attack hits or misses. If it misses, then determine whether the attack would have hit the creature without the shield. If the attack roll falls within a range low enough to miss the target but high enough to strike the target if there had been no shield, the shield is struck.

If the attack hits, but is no more than 2 higher than the creature's AC, then the creature attempts to block the attack with its shield and fails. If you are using the optional Equipment Durability rules, this is a good time to see if the shield takes damage.

MISSING A RANGED WEAPON ATTACK

When a ranged weapon attack misses, the ammunition or weapon doesn't disappear into the air; it keeps travelling until it falls or hits something. You can use this optional rule to determine what happens when a ranged weapon attack misses.

Ammunition Weapons. If the missed ranged weapon attack used ammunition (such as a bow or crossbow), the ammunition continues in a straight line. It is assumed to travel through the intended target's space and into the spaces directly behind in a straight line, until it either hits something or travels a number of feet from the target equal to its normal range (at which point it falls to the ground).

If the ammunition passes into a creature's space beyond the intended target, the creature must make a DC 10 Dexterity saving throw. On a failure, the creature takes damage from the ammunition, which stops when it hits the creature, but the attacker doesn't add its ability score modifier to the damage roll. On a successful save, the creature dodges the ammunition, which continues on its path.



Thrown Weapons. If the missed ranged weapon attack used a thrown weapon (such as a dart or javelin), the weapon lands in a space within 5 feet of the intended target (or 10 feet if the attack roll was a 1 on the d20). Roll 1d8, assigning each number to a compass direction (north, northeast, east, etc.). The result is where the thrown weapon lands. For example, if you assigned 1 to north, and then rolled a 1 on the d8, the weapon would land 5 feet north of the intended target.

If there is a creature in that space, it must succeed on a DC 10 Dexterity saving throw or be hit by the weapon. If it hits, the attacker doesn't add its ability score modifier to the damage roll.

ARMOR WITH A DEXTERITY MODIFIER

Many characters and creatures gain a bonus to their Armor Class from their Dexterity modifier, whether as a result of unarmored defense, natural armor, wearing light armor, or some other feature. This bonus represents the creature's ability to quickly dodge out of the way of attacks, which they wouldn't be able to do in heavy armor. What happens when they are unable to dodge, held fast in a spider's web, or unconscious? This optional rule addresses that question.

If a creature is paralyzed, petrified, restrained, stunned, or unconscious, it doesn't gain its Dexterity modifier as a bonus to its Armor Class.

RANGED ATTACKS WHILE MOUNTED

Riding on the back of any mount and simultaneously attempting to shoot a bow or throw javelins is extremely difficult and requires great skill. This option requires creatures to be practiced in this respect, or not be as effective while mounted.

If a creature is mounted and the mount moves on its turn, the mounted creature has disadvantage on ranged weapon attacks until the end of that turn.

There are two options available to players and creatures to combat this disadvantage. This first (aside from simply not moving) is to add the following benefit to the Mounted Combatant and/or Sharpshooter feats (found in the 5th Edition *Player's Handbook*):

- You don't have disadvantage on ranged weapon attacks as a result of being mounted, even if your mount moves on your turn.

This benefit could also be added to the Weapon Master feat (also in the *Player's Handbook*) as a substitute for one of the weapon proficiencies.

Alternatively, the Cavalry Fighter Archetype (detailed in Chapter 1) has a class feature that could be useful. Refer to the Archery Cavalry Training sidebar in that chapter for details.

SLEEPING IN ARMOR

These rules build on those presented in *Xanathar's Guide to Everything*.

Light Armor. Sleeping in light armor has no adverse effect on the wearer.

Medium Armor. When you finish a long rest during which you slept in medium armor, you regain only one quarter of your spent Hit Dice (minimum of one die). If you have any levels of exhaustion, the rest doesn't reduce your exhaustion level.

Heavy Armor. When you finish a long rest during which you slept in heavy armor, you regain only one quarter of your spent Hit Dice (minimum of one die). If you have any levels of exhaustion, the rest doesn't reduce your exhaustion level. In addition, you must succeed on a DC 10 Constitution check or gain one level of exhaustion.

EQUIPMENT DURABILITY

If you would like to add an extra element of realism to your games, consider implementing these optional rules for equipment durability.

It is assumed that Player Characters, as well as NPCs, take care of their weapons, armor, and other equipment. Weapons and armor, if properly maintained and treated, should last for a lifetime, let alone the span of a campaign. Therefore, natural wear and tear is not the focus of these rules; instead, they focus on defining and elaborating events that can result in broken weapons and armor (which happens often in combat).

In addition, these rules revolve around the Player Characters. The rules could still easily apply to monsters and NPCs, but the purpose is to apply more risk for the PCs during combat or while accomplishing certain tasks.

Ultimately, it's up to the DM to decide when to check equipment's durability. A weapon might become damaged under the following circumstances:

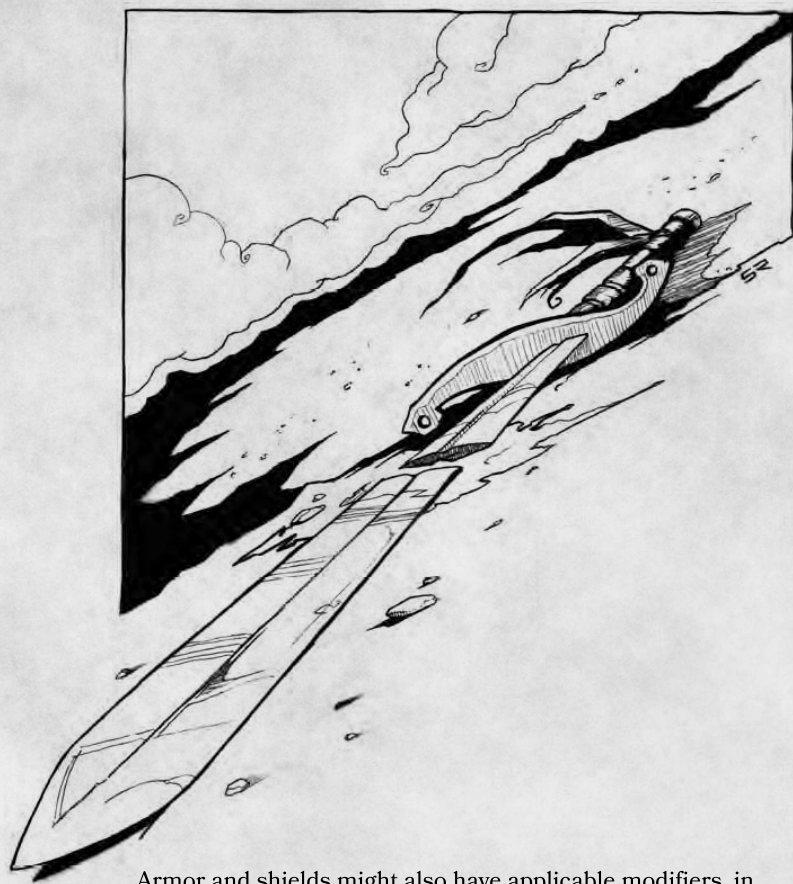
- When the creature wielding it rolls a 1 for an attack roll with the weapon
- When it is used to make an attack against a stone or metal object or structure
- When tremendous stress is placed on it (like using a spear to prop open a portcullis)
- When it is targeted by an attack or spell effect while it isn't being held

Armor and shields might sustain damage under the following circumstances:

- When the creature wearing it drops to 0 hit points
- When the creature wearing it takes a critical hit
- When the creature wearing it is hit by a spell or attack that reduces it to half of its hit point maximum
- When the creature wearing it takes immense damage from a single attack or effect (as determined by the DM)

The Weapon Damage table can be used to determine the damage that a weapon sustains, and the Armor Damage can be used to determine the damage that armor sustains. Some weapons and armor might not exactly fit the damage descriptions; for these outliers, improvise a consequence of similar caliber. These rules don't apply to ranged weapons.

Durability Modifiers. Modifiers might apply to a given weapon that is damaged. For example, a warhammer is more durable than a katana, and hence can withstand more punishment. See the Weapon Durability Modifiers table for details. If a weapon doesn't have a modifier listed, then it has no applicable modifier.



Armor and shields might also have applicable modifiers, in the Shield Material or Weapon/Armor/Shield Quality tables.

Normally only artifacts are completely immune to damage, though magic would certainly reinforce weapons and make them more resilient.

If more than one modifier applies (such as an uncommon magical masterwork warhammer), apply them all to the roll on the applicable damage table. This warhammer, for example, would gain a +9 to the roll: Bludgeons/Picks (+3), Masterwork (+3), and magic (uncommon) (+3).

REPAIRING WEAPONS AND ARMOR

If a weapon, set of armor, or shield takes a penalty to damage rolls or the AC it offers, a creature proficient in smith's tools can spend 1 hour repairing it. The repairs cost 10% of the item's original cost. At the end of that hour, the creature makes a DC 15 Wisdom check using smith's tools. On a success, the penalty is reduced by 1 (so a weapon with a -3 penalty to damage rolls would now have a -2 penalty). When the penalty reaches 0, the item is completely repaired.

If damaged armor is made of leather or a similar material, make the check using leatherworker's tools instead.

Optional Rule: Destroyed Sections. At the DM's discretion, when a set of armor takes a permanent and cumulative -1 penalty to the AC it offers, a part of the armor could be destroyed. A gauntlet might be smashed, or a helm could be cloven.

If you use this rule, it is up to the DM to determine when a section of armor might be destroyed. Alternatively, each time armor takes this penalty, there is a 10% chance that either a gauntlet, greave, pauldron, or helm is destroyed. A destroyed section of armor must be replaced rather than repaired, but the replacement costs the same as a repair (as above).

This optional rule pairs well with the "wearing helmets" optional rule.

DESTROYED WEAPONS AND ARMOR

If a weapon is destroyed, perhaps it could still be used. For example, a spearhead salvaged from a broken shaft or a broken sword could still be used like a dagger. If the weapon could still feasibly be used to attack, but no longer resembles a weapon, use the Improvised Weapon rules in the 5th Edition *Player's Handbook*.

If a creature is wearing armor when the armor is destroyed, it is still wearing it after it is destroyed. Destroyed armor must be doffed (but it takes half as long as a set of intact armor; see page 146 of the *Player's Handbook* for donning/doffing rules). Until then, the creature wearing it calculates its AC as if it wasn't wearing armor.

WEAPON DURABILITY MODIFIERS

Weapon Type	Weapon Durability Modifier
Soft Swords (katana)	-5
Thrusting Swords (rapier)	-3
Curved Swords (scimitar)	-1
Other (unlisted)	+0
Axes/Daggers/Polearms	+1
Bludgeons/Picks (mace)	+3
Fist Weapons (cestus)	+5

Weapon/Shield Material	Weapon/Shield Durability Modifier
Leather/Hide/Bone	-8
Wood	-5
Wood reinforced with metal	-2
Iron/Steel	+0
Mithral	+2
Adamantine	+5

Weapon/Armor/Shield Quality	Applicable Durability Modifier
Shoddy	-3
Mediocre	+0
Masterwork	+3
Magic (common)	+1
Magic (uncommon)	+3
Magic (rare)	+5
Magic (very rare)	+8
Magic (legendary)	+10



WEAPON DAMAGE

d20	Damage Sustained
1	Broken. The weapon is destroyed beyond repair. A sword's blade might shatter, a spear's shaft might splinter, or a warhammer might split asunder.
2	Bent Blade. A weapon with a bent blade imposes disadvantage on attack rolls made with it. Bending the blade back without using smith's tools takes an action and has a 50% chance of breaking it (see Broken above). If it doesn't break, there is a 50% chance that bending it back creates an Integral Flaw (see Integral Flaw below). The blade can be repaired with no chance of breaking it with smith's tools and 1 hour of work. If the weapon doesn't have a blade that can bend, it instead suffers a Large Notch (see below).
3-5	Integral Flaw. The weapon acquires a hairline crack or another flaw, which might not be immediately noticeable. Each time the weapon is used to make an attack roll and the attack hits, there is a 20% chance that the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is Broken (see above).
6-7	Large Notch. The weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is unusable and beyond repair.
8-10	Chipped Blade. The weapon acquires a large chip, and takes a -1 penalty to damage rolls while the chip is present. The chip can be ground out with 1d4 hours of work using smith's tools.
11-13	Loose Part. A part is jarred loose on the weapon. The part could be a guard or pommel, the wrapping of the hilt or handle, or even the attachment of the blade itself. The weapon can be repaired with 2d10 minutes of work using smith's tools.
14-15	Major Flaw. The weapon acquires a large scratch or dent, or a very small chip, which doesn't have any adverse effect. It can be polished or ground out of the weapon with 4d20 minutes of work using smith's tools.
16-18	Minor Flaw. The weapon acquires a small scratch or dent, which doesn't have any adverse effect. It can be polished or ground out of the weapon with 4d10 minutes of work using smith's tools.
19-20	Dull Blade. The weapon needs sharpening, which can be done with 2d10 minutes of work using a whetstone. If the weapon deals piercing or slashing damage, it imposes a -1 penalty on attack rolls made with it. If the weapon deals bludgeoning damage, the weapon is undamaged.

ARMOR DAMAGE

d20	Damage Sustained
1	Compromised. The armor is destroyed beyond repair. Mail might be ripped to shreds, leather armor could be torn apart, or plate armor could be sundered in multiple places.
2	Sundered. Part of the armor is split open, and it suffers a permanent and cumulative -2 penalty to the AC it offers. The armor is destroyed if the penalty reduces its AC to 10 or lower.
3-4	Cut Strap. One of the straps that keeps your armor on or together is cut, and part of the set falls off. The armor suffers a permanent and cumulative -2 penalty to the AC it offers, but isn't destroyed by this penalty. After the strap is replaced and repaired, which requires 10 gp and 1 hour of work, the -2 penalty disappears.
5-7	Bent Part. A connecting rivet might bend out of place, or perhaps an entire section of plate could bend inward. The bent part makes it difficult or painful to maneuver. While you wear the armor, you suffer a -2 penalty on weapon attack rolls.
8-9	Large Crack or Tear. The armor suffers a permanent and cumulative -1 penalty to the AC it offers. The armor is destroyed if the penalty reduces its AC to 10. Each time you are hit by an attack while wearing the armor, there is a 10% chance that the large crack or tear widens, and the armor becomes Sundered (see above).
10-11	Small Crack or Tear. The armor's integrity is beginning to fail. Every time you are hit by an attack while wearing the armor, there is a 10% chance that the small crack or tear becomes a Large Crack or Tear (see above). This can be repaired with 10 gp worth of materials and 1 hour of work using smith's tools.
12-13	Loose Part. A part of the armor is knocked loose. A pauldron could hang low, the straps might keep coming undone and flailing about, or perhaps a loose stud rattles incessantly. The distraction imposes a -1 penalty on weapon attack rolls made while you wear the armor.
14-16	Major Flaw. The armor acquires a large scratch or dent, which doesn't have any adverse effect. It can be polished or pounded out of the armor with 4d20 minutes of work using smith's tools.
17-20	Minor Flaw. The armor acquires a small scratch or dent, which doesn't have any adverse effect. It can be polished or pounded out of the armor with 4d10 minutes of work using smith's tools.

SHIELD DAMAGE

d10 Damage Sustained

1	Destroyed. The shield is destroyed beyond repair. Hide and thin metal might rip, bone and wood could shatter, and thick metal might warp or crunch.
2	Sundered. The shield is heavily damaged, and it suffers a permanent and cumulative -1 penalty to the AC it offers. The shield is destroyed if the penalty reduces its AC bonus to 0.
3-4	Loose Straps. The straps used to hold the shield have come loose, which makes it distractingly difficult to handle. While you wield the shield, you suffer a -1 penalty to attack rolls. If the shield doesn't have straps, the shield instead acquires a Major Flaw (see below).
5-6	Major Flaw. The shield acquires a large scratch or dent, which doesn't have any adverse effect. It can be polished or ground out with 4d20 minutes of work using smith's tools.
7-10	Minor Flaw. The shield acquires a small scratch or dent, which doesn't have any adverse effect. It can be polished or ground out with 4d10 minutes of work using smith's tools.

INJURIES

This section expands on the optional rules for injuries on page 272 of the 5th Edition *Dungeon Master's Guide*.

It's up to the DM to decide when to check for a lingering injury. A creature might sustain a lingering injury under the following circumstances:

- When it takes a critical hit
- When it drops to 0 hit points but isn't killed outright
- When it fails a death saving throw by 5 or more
- When it falls more than 50 feet and takes damage from the fall

To determine the nature of the injury, roll on one of the following Lingering Injuries tables. Each table is associated with a different damage type, so roll on the table that corresponds to the damage type that caused the damage. The Lingering Injuries (Generic) table is designed to work for most situations; use it by default or for force damage. These tables assume a typical humanoid physiology, but you can adapt the results for creatures with different body types.

Each Lingering Injuries (Damage Type) table references at least one injury from another table. Rather than explain it again, each duplicate injury includes a reference to that injury.

If you get a result that doesn't make sense with the situation, roll again.

If you are using the Equipment Durability rules, it is possible for a creature to suffer an injury in addition to incurring weapon damage at the same time.

Instead of using the effect described in the table, you can put the responsibility of representing the character's lingering injury in the hands of the player. Roll on one of the Lingering Injuries tables as usual, but instead of suffering the effect described for that result, that character gains a new flaw with the same name. It's up to the player to express the lingering injury during play, just like any other flaw, through roleplay.

LINGERING INJURIES (GENERIC)

d100 Injury

- 1-3 **Lose an Eye.** You have disadvantage on Wisdom (Perception) checks that rely on sight and on ranged attack rolls. Magic such as the *regenerate* spell can restore the lost eye. If you have no eyes left after sustaining this injury, you're blinded.

d100 Injury

- 4-6 **Lose a Leg or Foot.** Your speed on foot is halved, and you must use a cane or crutch to move unless you have a peg leg or other prosthesis. You fall prone after using the Dash action. You have disadvantage on Dexterity checks made to balance. Magic such as the *regenerate* spell can restore the lost appendage.
- 7-9 **Lose an Arm or Hand.** You can no longer hold anything with two hands, and you can hold only a single object at a time. Magic such as the *regenerate* spell can restore the lost appendage.
- 10-12 **Broken Foot or Leg.** Your speed on foot is halved, and you must use a cane or crutch to move until the injury heals. You fall prone after using the Dash action. You have disadvantage on Dexterity checks made to balance. Magical healing of 5th level or higher, such as *mass cure wounds*, heals the injury. Alternatively, the injury heals after someone sets the bone with a DC 20 Wisdom (Medicine) check and you spend forty days doing nothing but resting.



d100 Injury

13-15 **Broken Arm or Hand.** You can no longer hold anything with two hands, and you can hold only a single object at a time. Magical healing of 5th level or higher, such as *mass cure wounds*, heals the injury. Alternatively, the injury heals after someone sets the bone with a DC 15 Wisdom (Medicine) check and you spend forty days doing nothing but resting.

16-19 **Lose a Finger.** You lose 1d3 fingers. You have disadvantage on ability checks and saving throws made to hang on to an item with that hand (including being disarmed). Magic such as the *regenerate* spell can restore the lost fingers. If you lose all the fingers from one hand, then it functions as if you had lost a hand.

20-24 **Broken Finger.** You have disadvantage on Dexterity (Sleight of Hand) checks and Dexterity checks to use tools (such as thieves' tools) using the hand with the broken finger. The injury heals if you receive magical healing. Alternatively, the injury heals after someone sets the finger with a DC 10 Wisdom (Medicine) check and you spend ten days doing nothing but resting.

25-29 **Teeth Knocked Out.** You lose 1d4 teeth. When you cast a spell with a verbal component, roll 1d20. If the roll is equal to or lower than the number of teeth you're missing, the spell fails and the casting is lost. Fake teeth can be bought for 10 gp, or you can regrow the lost teeth by means of the *regenerate* spell.

30-34 **Internal Injury.** Whenever you attempt an action in combat, you must make a DC 15 Constitution saving throw. On a failed save, you lose your action and can't use reactions until the start of your next turn. The injury heals if you receive magical healing or if you spend ten days doing nothing but resting.

35-44 **Broken Ribs.** This has the same effect as Internal Injury above, except that the save DC is 10.

45-49 **Festering Wound.** Your hit point maximum is reduced by 1 every 24 hours the wound persists. If your hit point maximum drops to 0, you die. The wound heals if you receive magical healing. Alternatively, someone can tend to the wound and make a DC 15 Wisdom (Medicine) check once every 24 hours. After ten success, the injury heals.

50-54 **Sprained Ankle.** Your speed on foot is halved, and you must use a cane or crutch to move. You fall prone after using the Dash action. Magical healing of 3rd level or higher heals the sprain. Alternatively, the injury heals after someone sets the ankle with a DC 10 Wisdom (Medicine) check and you spend five days doing nothing but resting.

55-59 **Sprained Wrist.** You can no longer hold anything with two hands, and you can hold only a single object at a time. Magical healing of 3rd level or higher heals the sprain. Alternatively, the injury heals after someone sets the wrist with a DC 10 Wisdom (Medicine) check and you spend five days doing nothing but resting.

60-64 **Pulled Leg Muscle.** Your speed on foot is halved, the amount of weight you can carry, push, lift, or manipulate is halved, and if you take the Dash action, you must make a DC 15 Dexterity saving

throw or fall prone. You have disadvantage on ability checks and saving throws made to balance or to keep from being knocked prone. The muscle heals if you receive magical healing, or if you spend ten days doing nothing but resting.

65-69 **Pulled Arm Muscle.** You have disadvantage on Strength-based attack rolls, Strength checks, and Strength saving throws. The muscle heals if you receive magical healing, or if you spend ten days doing nothing but resting.

70-74 **Major Concussion.** You have no memory of the encounter that led to your injury, or of the hour before. You experience nausea, headaches, and sensitivity to light and sound. Your Intelligence, Wisdom, and Charisma scores each are reduced by 1d4, and you have disadvantage on ability checks and saving throws made to maintain concentration. You may forget events or people, even after just experiencing or meeting them. *Greater restoration* or similar magic heals the injury. Alternatively, the injury heals naturally in 2d6 days. When the injury heals, you regain your memory and ability scores.

75-79 **Minor Concussion.** You have no memory of the encounter that led to your injury. You experience nausea and headaches, and you may forget events or people, even after just experiencing or meeting them. *Lesser restoration* or similar magic reverses the injury and restores your memory. Alternatively, the injury heals naturally in 1d4 days.

80-84 **Limp.** Your speed on foot is reduced by 5 feet. You must make a DC 10 Dexterity saving throw after using the Dash action. If you fail the save, you fall prone. Magical healing removes the limp.

85-88 **Heroic Scar.** You are disfigured to the extent that the wound can't be easily concealed, but it has an appearance or severity that inspires awe rather than fright. You have advantage on Charisma (Persuasion) checks. Magical healing of 6th level or higher, such as *heal* and *regenerate*, removes the scar.

89-93 **Horrible Scar.** You are disfigured to the extent that the wound can't be easily concealed. You have disadvantage on Charisma (Persuasion) checks and advantage on Charisma (Intimidation) checks. Magical healing of 6th level or higher, such as *heal* and *regenerate*, removes the scar.

94-100 **Minor Scar.** The scar doesn't have any adverse effect. Magical healing of 6th level or higher, such as *heal* and *regenerate*, removes the scar.



LINGERING INJURIES (BLUDGEONING)

d20 Injury

- 1 **Broken Foot or Leg.** See the Generic table.
- 2 **Broken Arm or Hand.** See the Generic table.
- 3-4 **Teeth Knocked Out.** See the Generic table.
- 5-6 **Internal Injury.** See the Generic table.
- 7-11 **Broken Ribs.** See the Generic table.
- 12 **Major Concussion.** See the Generic table.
- 13-15 **Minor Concussion.** See the Generic table.
- 16 **Limp.** See the Generic table.
- 17 **Horrible Scar.** See the Generic table.
- 18-20 **Minor Scar.** See the Generic table.

LINGERING INJURIES (PIERCING)

d10 Injury

- 1 **Lose an Eye.** See the Generic table.
- 2-4 **Festering Wound.** See the Generic table.
- 5-7 **Shrapnel.** A small sliver of the weapon (or whatever caused the piercing damage) becomes embedded in your body. It causes mild discomfort at times. There is a 20% chance that it becomes infected in 1d4 days, causing a Festering Wound (see above). Another creature can remove the shrapnel with a successful DC 15 Wisdom (Medicine) check. If it becomes infected, you can't be healed of the Festering Wound until the shrapnel is removed.
- 8 **Horrible Scar.** See the Generic table.
- 9-10 **Minor Scar.** See the Generic table.

LINGERING INJURIES (SLASHING)

d20 Injury

- 1 **Lose a Leg or Foot.** See the Generic table.
- 2 **Lose an Arm or Hand.** See the Generic table.
- 3-5 **Lose a Finger.** See the Generic table.
- 6 **Lose an Ear.** You have disadvantage on Wisdom (Perception) checks that rely on hearing. Magic such as the *regenerate* spell can restore the lost ear.
- 7 **Festering Wound.** See the Generic table.
- 8-9 **Deep Wound.** The wound bleeds profusely. At the start of each of your turns, you take 1d4 necrotic damage from blood loss. Magical healing closes the wound. Alternatively, you or another creature within 5 feet of you can use an action to make a DC 15 Wisdom (Medicine) check, closing the wound on a success.
- 10-11 **Limp.** See the Generic table.
- 12-13 **Heroic Scar.** See the Generic table.
- 14-15 **Horrible Scar.** See the Generic table.
- 16-20 **Minor Scar.** See the Generic table.

LINGERING INJURIES (ACID)

d20 Injury

- 1 **Lose a Leg or Foot.** See the Generic table.
- 2 **Lose an Arm or Hand.** See the Generic table.
- 3-4 **Horrible Disfigurement.** Part of your head and/or torso was dissolved. You can't hold your breath, and a creature that scores a critical hit against you triples the damage dice of the attack, rather than doubles it. The injury also functions as a Horrible Scar (see below). Magical healing of 6th level or higher, such as *heal* and *regenerate*, heals the injury.
- 5-9 **Leg Muscle Loss.** Part of your leg was dissolved. This has the same effect as a Pulled Leg Muscle (see the Generic table), but magic used to heal the injury must be of 3rd level or higher. When it heals, it leaves a Horrible Scar (see below), unless the healing was of 6th level or higher.
- 10-13 **Arm Muscle Loss.** Part of your arm was dissolved. This has the same effect as a Pulled Arm Muscle (see the Generic table), but magic used to heal the injury must be of 3rd level or higher. When it heals, it leaves a Horrible Scar (see below), unless the healing was of 6th level or higher.
- 14-18 **Horrible Scar.** See the Generic table.
- 19-20 **Minor Scar.** See the Generic table.

LINGERING INJURIES (COLD)

d10 Injury

- 1 **Hypothermia.** Your Dexterity and Wisdom scores each decrease by 2. You have disadvantage on attack rolls, and on Strength and Dexterity ability checks and saving throws. Magical healing of 3rd level or higher, or spending at least 30 minutes doing nothing but warming yourself with a source of heat, heals the injury. If left untreated, you freeze to death 2 hours after sustaining the injury.
- 2-3 **Severe Frostbite.** Your hands or feet begin to turn black as they are frozen. The injury heals if you receive magical healing, or if another creature with a source of heat tends the injury and succeeds on a DC 20 Wisdom (Medicine) check. If it is not healed within 1 hour of sustaining the injury, you Lose a Leg or Foot, or Lose an Arm or Hand (see the Generic table). There is a 50% chance that you also Lose an Ear (see the Slashing table).
- 4-5 **Frostbite.** Some of your fingers turn black as they are frozen. The injury heals if you receive magical healing, or if another creature with a source of heat tends the injury and succeeds on a DC 15 Wisdom (Medicine) check. If it is not healed within 1 hour of sustaining the injury, you Lose a Finger (see the Generic table). There is a 50% chance that you also Lose an Ear (see the Slashing table).
- 6-7 **Horrible Scar.** See the Generic table.
- 8-10 **Minor Scar.** See the Generic table.

LINGERING INJURIES (FIRE)

d20	Injury
1	Lose a Leg or Foot. See the Generic table.
2-3	Lose an Arm or Hand. See the Generic table.
4-7	Lung Damage. Your breathing becomes hoarse and noisy, and you develop a severe cough. You have disadvantage on Constitution saving throws. You can take either an action or a bonus action on each of your turns, but not both. The injury heals if you receive magical healing of 3rd level or higher, or if you spend 10 days doing nothing but resting.
8-12	Blisters. This has the same effect as Horrible Burns below, except that it lasts for 2d6 days.
13-16	Horrible Burns. The burns are painful for 1d6 days, during which time you have disadvantage on ability checks. Though the pain leaves, the burns then turn into a Horrible Scar (see the Generic table). Magical healing of 3rd level or higher heals the burns, but doesn't stop them from turning into a Horrible Scar. Magical healing of 6th level or higher, such as <i>heal</i> and <i>regenerate</i> , heals the burns and prevents the scar.
17-20	Minor Burns. The burns are initially painful, but have no other adverse effect. This injury functions as a Minor Scar (see the Generic table).

LINGERING INJURIES (LIGHTNING)

d10	Injury
1	Amnesia. You can't remember the encounter in which you sustained the injury, and you have no memory of the 2d6 months that led up to the encounter. You also have difficulty remembering information for long periods of time. <i>Greater restoration</i> or similar magic heals the injury and restores your memory.
2	Severe Headaches. At least once every 1d4 days, you are plagued by an incapacitating headache, which lasts for one minute. While the headache lasts, you are stunned. Magical healing ends a headache. <i>Lesser restoration</i> or similar magic heals the injury.
3-4	Short-Term Memory Loss. You have difficulty remembering the encounter in which you sustained the injury, and you are prone to forgetting events and people, even after just experiencing or meeting them. <i>Lesser restoration</i> or similar magic heals the injury and restores your memory.
5-6	Horrible Scar. See the Generic table, and the description for Minor Scar below.
7-10	Minor Scar. See the Generic table. The scars caused by lightning often have an entrance and an exit wound, and are shaped like lightning bolts, showing the lightning's path from the entrance to the exit.

LINGERING INJURIES (NECROTIC)

d10	Injury
1-2	Dead Eye. Though you may have survived, one of your eyes did not. This has the same effect as Lose an Eye (see the Generic table).
3	Withered Arm or Hand. You can no longer hold anything with two hands, and you can hold only a single object at a time. Magical healing of 6th level or higher, such as <i>heal</i> and <i>regenerate</i> , heals the injury.
4-5	Cold Skin. Your skin is cold and clammy to the touch, but the injury doesn't have any adverse effects. It heals if you receive magical healing of 3rd level or higher.
6	Horrible Scar. See the Generic table.
7-10	Minor Scar. See the Generic table.

LINGERING INJURIES (POISON)

d10	Injury
1	Brain/Nerve Damage. This has the same effect as Amnesia (see the Lightning table).
2	Hemorrhage. The poison in your system keeps your blood from clotting. Whenever you take slashing damage, you gain a wound. At the start of each of your turns, you take 1d4 necrotic damage (from blood loss) for each wound you have. You or another creature within 5 feet of you can use an action to make a DC 15 Wisdom (Medicine) check, closing all wounds on a success. Magical healing also closes all wounds. <i>Protection from poison</i> or similar magic heals the injury. Alternatively, once every 24 hours, you can attempt a DC 15 Constitution saving throw. After five successes, the injury heals.
3-5	Lung Damage. See the Fire table.
6-7	Poisoned Blood. You take 3 (1d6) poison damage every 24 hours. Your hit point maximum is reduced by an amount equal to the poison damage you take. If your hit point maximum drops to 0, you die. <i>Protection from poison</i> or similar magic heals the injury. Alternatively, once every 24 hours, you can attempt a DC 15 Constitution saving throw or another creature can attempt a DC 15 Wisdom (Medicine) check. After five successes, the injury heals.
8-10	Rashes. The rashes are horribly itchy, but don't have any adverse effects. Magical healing removes the rashes; otherwise they heal naturally in 1d10 days.



LINGERING INJURIES (PSYCHIC)

d10 Injury

- 1 **Broken Mind.** Your Intelligence score is reduced by 2d6, and your Wisdom or Charisma score (50% chance of either) is reduced by 1d4. If any of your ability scores is reduced to 0, you die. If your Intelligence is reduced to 3 or less, you can't cast spells, activate magic items, understand language, or communicate in any intelligible way. You can, however, identify your friends, follow them, and even protect them. *Greater restoration* heals the injury and restores your ability scores.
- 2-3 **Severe Headaches.** See the Lightning table.
- 4-5 **Short-Term Memory Loss.** See the Lightning table.
- 6 **Major Concussion.** See the Generic table.
- 7-10 **Minor Concussion.** See the Generic table.

LINGERING INJURIES (RADIANT)

d10 Injury

- 1 **Blindness.** You are blind. *Greater restoration* or similar magic heals the injury and restores your sight.
- 2-3 **Feebleness.** Your Strength score is reduced by 1d6. If your Strength score is reduced to 0, you die. *Greater restoration* heals the injury and restores your ability score.
- 4-6 **Blurred Vision.** You have disadvantage on Wisdom (Perception) checks that rely on sight and on ranged attack rolls. The injury heals if you receive magical healing. Alternatively, the injury heals after you spend three days doing nothing but resting.
- 7-8 **Horrible Scar.** See the Generic table.
- 9-10 **Minor Scar.** See the Generic table.

LINGERING INJURIES (THUNDER)

d6 Injury

- 1 **Deafness.** You are deaf. *Greater restoration* or similar magic heals the injury and restores your hearing.
- 2-3 **Burst Eardrum.** You have disadvantage on Wisdom (Perception) checks that rely on hearing. The injury heals if you receive magical healing of 3rd level or higher.
- 4-6 **ringing Ears.** You have disadvantage on Wisdom (Perception) checks that rely on hearing. The injury heals if you receive magical healing. Alternatively, the injury heals if you spend 3 days doing nothing but resting.



DEATH AND DYING

This section offers different ways to handle death and dying.

For these options, the rules for instant death, falling unconscious, death saving throws, and stabilizing a creature (as given in the 5th Edition *Player's Handbook*) are unchanged, unless stated otherwise.

NEGATIVE HIT POINTS

This option is simple, and uses the rules for instant death, death saving throws, and stabilizing a creature that are given in the 5th Edition *Player's Handbook*. It emphasizes stabilizing creatures as opposed to healing them, and takes the focus off of healing spells such as *healing word*.

Using this variant, a creature can go below 0 hit points. Whenever the creature takes damage when it has 0 hit points or lower, it suffers a death saving throw failure. If the damage is from a critical hit, it suffers two failures instead. Track the damage as normal, continuing to subtract hit points as it goes below 0.

If the creature reaches a negative hit point total equal to its hit point maximum, it dies.

Healing. With negative hit points, powerful healing becomes much more valuable and expensive. In order for a creature with 0 hit points or fewer to regain consciousness, it must regain enough hit points such that it has at least 1 hit point.

Stabilizing a Creature. A creature with negative hit points can be stabilized as normal. When a creature with negative hit points is stabilized, it immediately regains enough hit points such that it is stable and at 0 hit points.

BLEEDING OUT

This option doesn't include death saving throws, and a fallen creature relies on allies to save its life before time runs out. It is more forgiving to creatures who only go down once, but continually falling to 0 hit points spells doom.

Death Points. Death points measure how close a creature is to death. The first time a creature is reduced to 0 hit points, it starts with 0 death points. Once the creature has 10 death points, it dies. A creature's death point total resets to 0 when it finishes a long rest.

A creature gains death points in two ways:

- A creature that starts its turn with 0 hit points and isn't stable gains 1 death point
- Whenever a creature with 0 hit points takes damage, it gains 1 death point, or 2 death points if the damage was from a critical hit

Even if the creature is stabilized or regains consciousness, it retains its death point total.

Healing Death Points. Whenever a creature that has at least 1 death point receives magical healing, it can choose whether that healing goes toward its hit points or its death points. For every 5 hit points of healing that go toward death points, the creature's death point total is reduced by 1.

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

A stable creature doesn't gain death points at the start of each of its turns, but it does remain unconscious and it retains its death point total. The creature starts accruing death points again if it takes any damage. A stable creature that isn't healed regains 1 hit point in 1d4 hours.

Instant Death. This option follows the normal rules for instant death from massive damage.

ONE-HIT KILL

This option makes falling unconscious at 0 hit points extremely dangerous. It can also be combined with the "Bleeding Out" option and pairs well with the "Coup de Grace" optional rules.

A creature with 0 hit points and that isn't stable makes death saving throws as normal, but dies instantly if it takes damage from any source. If the creature is stable, it follows the normal rules for taking damage while at 0 hit points.



COMBAT EVENTS

No two battles are the same, for a multitude of reasons. This section introduces a new concept called combat events, which can be used to make combat encounters more interesting, or just to shake things up.

Combat events should be relatively rare; only once per combat, at maximum. You (the DM) could roll a d20 at the start of every round, deciding that an event happens on a roll of 20. Alternatively, you can choose when an event happens (or script them into the campaign).

When a combat event occurs, roll or choose on the Combat Events tables below.

SMALL-SCALE ENCOUNTERS

Small-scale encounters are the encounters that your average party of adventurers will run into. If the battle can be resolved with the adventurers in normal combat, it's a small-scale encounter.

These are generally fast battles, over in under a minute. Combat events are quite rare during these encounters, simply because they don't last long enough for more things to happen.

LARGE-SCALE ENCOUNTERS

Large-scale encounters are battles involving armies or very large numbers of monsters. These battles are long and drawn-out, and can take minutes or even hours of in-game time.

As a result, combat events might be more likely to happen during a large-scale encounter.

COMBAT EVENTS (SMALL-SCALE)

d8 Resulting Event

- 1 Inclement Weather
- 2 Innocents
- 3 Magic Surge
- 4 Miraculous Recovery
- 5 Morale Boost
- 6 New Challenger
- 7 Reinforcements
- 8 Trap

COMBAT EVENTS (LARGE-SCALE)

d8 Resulting Event

- 1 Fatigue
- 2 Inclement Weather
- 3 Innocents
- 4 Miraculous Recovery
- 5 Morale Boost
- 6 New Challenger
- 7 Reinforcements
- 8 Structural Collapse

FATIGUE

The battle is particularly grueling, exhausting the participants. Each creature in the combat encounter must succeed on a DC 15 Constitution saving throw or gain one level of exhaustion. This exhaustion disappears the next time the creature finishes a short or long rest.

INCLEMENT WEATHER

The weather takes a turn for the worst during the course of the battle. Choose one of the following options, staying within the bounds of the terrain and temperature of the location.

Dust Devil. A Large whirlwind appears in a random location. On initiative count 20 of each round, the dust devil moves 1d6 x 5 feet in a random direction. A creature that starts its turn in the dust devil must make a DC 15 Dexterity saving throw or be blinded until the start of its next turn.

If the dust devil passes over loose sand, dust, loose dirt, or light gravel, it sucks up the material and its area becomes heavily obscured.

The dust devil lasts for one minute.

Heavy Precipitation. Everything within the area of heavy rain or heavy snowfall is lightly obscured, and visibility is reduced to 60 feet. Creatures in the area have disadvantage on Wisdom (Perception) checks that rely on sight.

Heavy rain also extinguishes open flames and imposes disadvantage on Wisdom (Perception) checks that rely on hearing.

Lightning Strike. If it was already heavily raining, lightning could strike during the battle.

If the encounter happens someplace with tall objects (such as a forest or town), lightning strikes one of the tall objects. The bright flash might be surprising and intimidating, but it is (mostly) harmless. If it strikes a tree, each creature within 10 feet of the tree must make a DC 15 Dexterity saving throw, taking 7 (2d6) piercing damage from the exploding wood shrapnel, or half as much damage on a successful save.

If the encounter happens someplace flat without a tall object to absorb the lightning, the lightning strikes a random combatant (likely the tallest one). That creature must make a DC 20 Dexterity saving throw, taking 11 (2d10) lightning damage on a failed save, or half as much damage on a successful one.

Light Precipitation. Everything within the area of light rain or snowfall is lightly obscured. Creatures in the area have disadvantage on Wisdom (Perception) checks that rely on sight.

Strong Winds. The winds impose disadvantage on ranged weapon attack rolls and Wisdom (Perception) checks that rely on hearing. A strong wind also extinguishes open flames, disperses fog, and makes flying by nonmagical means nearly impossible. A flying creature in a strong wind must land at the end of its turn or fall.

A strong wind in a desert can create a sandstorm that imposes disadvantage on Wisdom (Perception) checks that rely on sight.

INNOCENTS

An innocent party accidentally stumbles into the battle. The innocent is a noncombatant or weak enough that it could be easily overpowered. While traveling, this could be a group of hunters, escaped prisoners or slaves, merchants, or even other adventurers.

MAGIC SURGE

A random burst of magical energy with unknown origins suddenly flashes. The next spell or cantrip cast during the battle automatically triggers a Wild Magic Surge (roll on the table on page 104 of the 5th Edition *Player's Handbook*).

MIRACULOUS RECOVERY

A creature who was thought to be defeated rises again. Each creature with 0 hit points (even dead ones) rolls a d20. The creature with the highest roll regains 1 hit point and is conscious, even if that means it is brought back to life (unless it is missing an essential organ or body part).

MORALE BOOST

One side in the battle gains a sudden increase in morale, helping them to fight throughout the coming round. Each creature on each "team" in the battle rolls a d20. Average each team's results. The team with the higher average gains the bonus of the morale boost.

Each creature on the team that won the contest gains advantage on one attack roll or saving throw of its choice. If this isn't used by the start of the next round, it is wasted.

NEW CHALLENGER

A new creature or group of creatures of the DM's choice enters the battle. It could be a large beast drawn by the sounds of combat, a curious scouting party of goblins, or perhaps scavengers looking to make an easy meal of the dead.

REINFORCEMENTS

Creatures of the DM's choice arrive to help one side of the battle. NPCs might have heard of the players' plight and come to assist, or perhaps an orc raiding party returns to camp and joins the fight.

STRUCTURAL COLLAPSE

The structure upon which the PC's fight, or a nearby one, is structurally compromised and collapses. The culprit could be a projectile from a siege weapon, a stray spell, or the work of a burning infrastructure. Each creature within the collapsing structure must make a DC 15 Dexterity saving throw, taking 11 (2d10) bludgeoning damage on a failed save, or half as much damage on a successful one. If the structure is particularly large or there's a large amount of rubble, increase the damage accordingly.

If the battle is occurring outside, something else could collapse. A tree might fall in a forest, a boulder could fall from a cliff, or a cave-in could occur underground.

TRAP

A previously undiscovered trap of the DM's choice is set off. The trap's severity is a setback (see page 121 of the 5th Edition *Dungeon Master's Guide*). Each creature in the encounter rolls a d20. The creature who rolls the lowest inadvertently sets off the trap.

If the battle occurs outside, the trap could be an old hunting trap or rope trap forgotten by its setters. In a rural environment, it could be a loose animal or wagon. The Chase Complications tables on page 254 of the 5th Edition *Dungeon Master's Guide* can serve as good inspiration for this sort of thing.



DUELS AND CONTESTS

There are times (such as in champion warfare) when characters might need to participate in duels or other contests of strength, will, or other traits. This section outlines options and rules for running these encounters.

DUELS

A duel is a fight between two individuals defined by a set of rules or a code of honor. It is often overseen by a judge or referee, who ensures that the participants stay within the rules during their fight. Rules during a duel might include any of the following, but this list is far from exhaustive:

- No magic spells or abilities
- No magic items
- No "cheap shots"
- No grappling
- Contestants must use the same weapon
- Contestants can't use ranged weapons
- Contestants can't use the Dash action
- Contestants can't attempt to disarm each other

If a duel has a particularly high code of honor, participants might be expected not to take advantage of an enemy's disadvantage, or attack with unfair advantage by any means. While such a thing would quickly attain victory, gaining such an advantage is often seen as dishonorable, though not necessarily against the rules.

Most often, a duel is offered as a challenge to another individual as a contest of honor or to make restitution for some perceived insult or wrongdoing. Occasionally, the contestants might agree to wager something on the duel's outcome (usually money or a valuable weapon). The winner would then receive whatever his opponent wagered.

Occasionally a duel in the moment could be instigated by a moment of passion or injured pride, but usually they are scheduled ahead of time and advertised, as they are a form of entertainment. Consider the presence and location of any dueling rings, and the identities of those who would frequent them in your world.

Duels are rarely to the death, though those do exist. Instead, the duelists or the judge chooses a factor that decides victory. Any of the following could be such factors:

- Drawing blood (a creature begins bleeding when it has half of its maximum hit points remaining or less)
- Scoring a predetermined number of hits
- Disarming the opponent
- Sundering the opponent's shield

Some cultures, cities, or sponsoring arenas might have special rules for victory. For instance, each duelist might receive a flag to hang from the waist, and victory is achieved when one contestant holds the opponent's flag. Perhaps the duelists fight atop a raised platform, and victory is achieved when the opponent falls. A duel could also be a best-two-out-of-three scenario, or higher.

An additional thing to consider is: what happens if/when one of the contestants breaks the rules? Do they automatically concede victory, or must they proceed with a sort of handicap? Does the duel simply start over?

MAGIC DUELS

Magic duels are trickier, because of the nature of magic. They have the potential to be much more dangerous and destructive, and not just to the duelists; onlookers might be in danger of a rogue *fireball*. Therefore, magic duels rarely have to do with damaging spells. Any of the following could decide victory in a magic duel:

- Obtaining the opponent's arcane focus
- Incapacitating the opponent without damage
- Most impressive display of power
- Shapechanging into the most impressive creature
- Opponent rendered incapable of casting spells

Of course, each magic duel would have its own rules as well. A duel in which the contestants aren't allowed to damage each other, but must obtain the other's arcane focus, might make for an entertaining spectacle.

CONTESTS OF WILL

Another form of dueling could take the form of a contest of will or battle of wits. In these contests, the contestants could participate in one of several varieties of contests of will, including (but not limited to) riddles, games of strategy, or good old-fashioned intellectual arguments.

Some cultures may have forms of these contests that they use in lieu of outright fighting. For instance, small tribes competing over land might compete in an insult contest, to avoid shedding precious blood. The winner is the member who gives the most egregious insult. Metallic dragons are known to have contests of knowledge concerning specific subjects, in which the dragon of greater knowledge wins the duel.

Indeed, the nature of the opposition is arguably the most important determining factor in the sort of contest to be had. A guild of highbrowed wizards will run a different contest than a group of conniving gnomes, which will act differently than a powerful beholder, which will act differently than a troll with a headband of intellect.

When determining the nature of the contest, ask yourself what the opposition thinks is clever or smart. Each one of the previous examples will have a different answer. Use that answer to help create the contest.



BATTLE OF WITS

A battle of wits is simply a contest that involves intelligence rather than fighting strength and skill. It could be a match of chess or another strategic game, or it could be a convoluted riddle or a mind game.

For simple contests of strategy, contests of knowledge, or an intellectual argument, the outcome can be determined by a best-of-three Intelligence check contest. Consider allowing a participating creature to add its proficiency bonus if it has intimate knowledge of the subject or is proficient in the applicable skill, tools, or gaming set. If the battle involves quips, sarcasm, or insults, consider making the check Charisma-based instead.

These simple battles might not be as fun for players because it's more a battle of chance than a battle of wits, and there's not much action the players can take to affect the outcome (unless you want to roleplay it instead). To shake things up or allow other characters without those skills to help, consider the following options:

Group Ability Checks. You could use group ability checks to represent the party's combined efforts, such as discussing the answer to a sphinx's riddle or bouncing around strategic ideas. See page 175 of the 5th Edition *Player's Handbook* for more information on group checks.

Outside Skill Checks. Allow the characters to use other skills to influence the contest's outcome. For example, the bard in the party could make himself useful by heckling the opponent, calling for a Charisma (Performance) check against the opponent's Wisdom (Insight) check. If the bard wins, the opponent takes a penalty on its next check. You (the DM) determine the penalty's severity.

This concept is applicable in many facets; the barbarian could attempt to intimidate, one of the spellcasters could attempt to charm, and the rogue could try to filch important notes, all while the cleric looks on and discerns any hint of deception.

Cheating. Allow characters to attempt to cheat or lie, and have them roll to see how successful they are. Determine applicable skills and DCs based on how the character goes about the attempt, but the two most likely skills are Dexterity (Sleight of Hand) and Charisma (Deception). If the attempt is successful, give them a bonus or some other boon on the next contest. If the attempt fails, consider giving them a penalty instead. The nature of their opponent might determine whether or not the attempt exposes them, and if the opponent catches them in the ruse (which is quite likely if they failed the check). Keep in mind that the opposition can cheat as well.

RIDDLES AND CRITICAL THINKING

Other battles of wits might require critical thinking on behalf of the characters (or on yours, as the DM). Which goblet is the poison really in? How does one reach a lever on the ceiling of a room filled with antimagic? Which amulet actually controls the sphere of annihilation? That sort of thing. These might be more fun to roleplay than to slog through with die rolls.

If engaging in a contest of riddles, ask yourself if you want to use real riddles or ability checks. Using real riddles could certainly be more fun, though an intellectual wizard is more likely to solve a riddle than the player behind the curtain. To account for this, consider giving a character a hint if it can succeed on a DC 10 Intelligence check (or higher, for particularly difficult riddles or clever opponents).

There are tons of materials that include heaps and mounds of riddles. The one problem with using real riddles is that if the players can't solve it, they can't progress. That is the point of a contest, however: to outsmart your opponent.

Alternatively, a contest of this kind could be handled abstractly. The creature asking the riddle makes an Intelligence check. The creature attempting to answer the riddle makes a contested Intelligence check. If the answering creature wins the contest, it correctly answers the riddle. If it gets multiple guesses, it could have advantage on the check or make as many checks as it has guesses.

Normally, these contests continue until one party stumps the other. The party who can't answer the riddle loses.

JOUSTING

Jousting is a sort of duel in which contestants ride horses and attempt to unhorse each other with blunted lances. Using these rules, you can simulate a joust. Jousting can have many forms; mix and match the numbers, rounds, and weapons to get a feel that you like.

THE JOUST PROPER

The joust begins with the iconic lance charge. Each duelist dons plate armor and mounts a horse, where he or she is given a shield and lance. At a mark given by a judge or presiding authority, the contestants charge each other at a gallop, each aiming to knock the other off their horse with the lance.



Each contestant makes an attack roll against the other. If the attack hits, the target must make a Strength saving throw. The DC for this save is 8 + the attacker's Strength modifier + the attacker's proficiency bonus. On a failed save, the contestant is knocked off the horse.

If the attack misses by 5 or more, it hits the other contestant's legs. If the attack misses by 10 or more, it hits the horse.

The attack with the wooden lance deals nonlethal damage. If the attack deals more than 6 damage, the wooden lance breaks. If the attack deals more than 10 damage, the lance shatters. This is a common occurrence during a joust, and they keep plenty of lances on hand for this reason.

Points are awarded after each round, based on the quality of the hit that was achieved. Use the following table to determine the number of points. If the opponent was unhorsed, the contestant is only awarded 4 points during that round, regardless of the attack's damage.

There are several rounds during the joust proper, though the most common number of rounds is three or five. The contestant with the most points wins the joust proper. After the joust proper comes the joust duel.

JOUSTING POINTS

Hit Achieved	Number of Points
Miss, hit horse	-2 points
Miss, hit contestant's legs	-1 points
Miss	0 points
Hit, 6 or less damage	+1 point
Hit, 10 or less damage (lance breaks)	+2 points
Hit, more than 10 damage (lance shatters)	+3 points
Hit, opponent unhorsed	+4 points

JOUST DUEL

Traditionally, there are three rounds of a joust duel, each fought with different weapons. The first round is fought with battle axes, the second round with swords, and the third round with daggers.

Each round is fought like a duel, as given above, but the most common criteria for victory are these: the first contestant to win three hits against the opponent is the winner of that round; the first contestant to draw blood is the winner of that round; victory is attained if the opponent is rendered unable to keep fighting (i.e. reaches 0 hit points).

Resting may be in order between rounds to allow contestants to recuperate. In this way, jousts could last days.

The contestant who wins the most rounds wins the joust duel. If one duelist won the joust proper and the other won the joust duel, the contest is officially a draw.

PIT FIGHTING

Pit fighting is different from dueling in that there aren't rules involved, and fights can include multiple variables. Gladiator fighting is a form of pit fighting.

This sort of contest can include multiple creatures or teams, which need not be humanoid. Adventuring parties can use pit fighting to hone their skills fighting together, or to test themselves against other parties.

Unlike honorable dueling, pit fighting usually happens in secret, and is often illegal. To the death is the most common form of pit fighting, but humanoid fighters are spared more often than not, simply because of how expensive they are to replace.

ARCHERY

Archery contests most often consist of archers shooting at a target a particular distance away. It might start easier, at around 30 feet away (AC 10), and progress to as much as 300 feet away (AC 25).

Archers shoot one at a time, and each archer has a set amount of arrows (usually one or three). Each archer takes turns shooting at the target.

If the contestant beats the target's AC, it gains 1 point. If it beats the target's AC by 2, it hits the inner ring and gains 2 points. If it beats the target's AC by 5, it hits the bullseye and gains 3 points. The contestant with the most points wins the contest.



TOURNAMENTS

Whether to talent-scout for guilds, find a fighter worthy of the princess's hand, for entertainment, or simply to attain fame and glory, tournaments are organized to attract adventurers, heroes, and other contestants of all kinds. These rules outline how to easily run a tournament.

First, determine where the tournament is taking place, and who is coming to participate. This has a major impact on the NPCs that the PCs will be participating against. Choose one of the columns on the Tournament Tier table. This represents how big and how difficult the tournament will be.

For example, a tournament that happens at only a village level attracts only the members of that village, and perhaps a few members of the surrounding communities. This is represented by the suggested Challenge Rating at each level of the tournament. So in the fifth round of a tournament in a village, most competitors will be a CR 1/8, while those who reach the finals will be a CR 1. During the actual tournament, a competing Player Character will therefore compete against an NPC of that Challenge Rating at that particular tier.

To continue this example, if a Player Character enters a village dueling tournament, he/she would duel a CR 1/8 NPC during the Fiftths. During the Fourths and Quarter-Finals, the PC would duel a CR 1/4 NPC. During the Semi-Finals, the PC would duel a CR 1/2 NPC, and during the Finals, the PC would duel a CR 1 NPC. This is, of course, assuming that the PC wins every time. This tournament model assumes that a contestant that loses one match is disqualified.

These suggested Challenge Ratings give an approximation for difficulty at each tier. Of course, if something else suits your game or your players, change it as you need.

If the tournament offers a reward to the victor, use the treasure tables in Chapter 7 of the *Dungeon Master's Guide* to help determine the value of the reward. Use the Treasure Hoard table corresponding to the finalist's Challenge Rating, and convert the result to gp, unless you'd rather give out gems and art objects, and round it to the nearest 10. Ignore any magic item results, unless the tournament is particularly prestigious. Alternatively, you could choose to have the prize be a magic item of some sort.

Finalists, Semi-Finalists, and Quarter-Finalists might be eligible for rewards as well, but they amount to be a fraction of the amount rewarded to the tournament champion.



Don't feel like you have to play out every fight; in fact, the purpose of this ruleset is so you don't have to play out every fight. Assume that each CR at a particular tier is the average, and is the one that the PC competes against.

Tournaments work especially well if the PCs (or the participating PCs) are given a rival individual or team to compete against. For the first few rounds of a tournament, the rivals automatically win their matches, but as the tournament progresses, consider playing out the matches. Whatever you do, try to ensure that the rivals make it to a final showdown with the PCs. There's no point in the drama otherwise.

TOURNAMENT TIER

Tier	Competitors	Village	Town	City	Region	Kingdom	World	Multiverse
Final	2	CR 1	CR 3	CR 5	CR 8	CR 11	CR 15	CR 20<
Semi-Final	4	CR 1/2	CR 2	CR 4	CR 7	CR 9	CR 13	CR 18
Quarter-Final	8	CR 1/4	CR 2	CR 3	CR 6	CR 8	CR 11	CR 16
Fourth	16	CR 1/4	CR 1	CR 3	CR 5	CR 7	CR 9	CR 15
Fifth	32	CR 1/8	CR 1/2	CR 2	CR 4	CR 6	CR 8	CR 13
Sixth	64	CR 1/8	CR 1/4	CR 2	CR 3	CR 5	CR 6	CR 10
Seventh	128	CR 1/8	CR 1/8	CR 1	CR 3	CR 4	CR 5	CR 8
Eighth	256	CR 1/8	CR 1/8	CR 1/2	CR 2	CR 3	CR 4	CR 7
Ninth	512	CR 0	CR 1/8	CR 1/4	CR 1	CR 2	CR 3	CR 5

CHAPTER 3

WARFARE

From the cities of mind flayers deep beneath the earth, to the hobgoblins constructing fortresses and leading battalions; from the hoards of devils and legions of demons engaged in the furious Blood War, to the githyanki and githzerai in the Astral Plane and across the cosmos, wars are always raging all across the multiverse. No two are exactly identical, tribute of their differing participants, locales, and incitement, but at the same time all are the same.

This section goes into detail concerning mechanics for large-scale battles, siege tactics, fortifications, war strategies, and naval warfare. Though the focus of this section (and of this supplement as a whole) is high fantasy warfare, much of this content can be applied to other settings.

Even if your games don't involve large-scale battles or the sieging of castles, much of this content could still be applicable to you and your table. Orcs still might light the village on fire, kobolds could line their halls with murder-holes and arrow-slits, and a band of hobgoblins might gain the upper hand by executing a double envelopment. The proper use of fortifications and strategies could mean a very bad day for the Player Characters, no matter how large the battle is.

As always, the material presented here is intended to make life easier for you, as the DM, or to inspire you in creating your own campaigns. This is your reminder that you shouldn't implement anything that doesn't help you or that you (or your players) don't like, and to customize rules that you do use to suit your game.

WHEN ARMIES CLASH

This section details how to run combat for entire armies of creatures. The rules presented here reference the 2015 *Unearthed Arcana*: "When Armies Clash." Some modifications to those rules are presented here as well.

THE NARRATIVE BATTLE

With this option, you don't have to worry about tracking hit points or movement for the armies. You just have to worry about immersing the players and telling a good story.

This method centers around the Player Characters (as all methods really should). You focus on them as they carry out some sort of mission (such as sneaking behind enemy lines or fighting the evil general), or even as they just try to survive on the front lines of combat. However, every so often (perhaps once every round or two), you stop to describe the smell of smoke and blood rising from the battle, the sounds of clanging weapons and shrieking soldiers, the orange glow surrounding burning fields and buildings, and the crash of stone on stone as a trebuchet caves in a section of the wall, leaving a cloud of hanging dust.

This method is good because it focuses on the actions of the characters and puts the clashing armies in the background, though at times it returns to the battle at hand to remind them how big the stakes are. However, that is also this method's weakness, as it tends to fall short in that the actions of the characters don't have as large an impact on the larger scheme of the battle as they could. The front gate was always going to be breached, everyone would have to make a Dexterity saving throw on the fourth round to avoid a stray trebuchet projectile, and the general was going to die six rounds in.

That isn't to say that this method is bad. This could be ideal for lower level characters, to help build a plot or character arc, or to show a measure of gritty realism at the onset of a war-centered campaign.

THE FLUID BATTLE

With this option, the actions of the player characters are separate from the battle, but have a profound impact on the battle's outcome.

This method also centers on the Player Characters, but their actions are more important. For this option, it is vital that the characters have a mission that needs to get done and that victory hinges on the mission's completion. The mission could be to eliminate an enemy leader or powerful monster, to open a fortress's gate from the inside, to place a powerful magic item that allows them to teleport into the defenses, to cut off the enemy's supply lines, or any number of other things. Describe the battle progressing as appropriate. For specific ideas and mission encounters, see the "Battlefield Encounters" section later in this chapter.

If the characters succeed in their mission, the battle is won. If the characters fail in their mission, the battle is lost and they are forced to retreat. For example, if their mission was to open the fortress's gates from the inside, and they succeed as soon as the army arrives, the army bursts into the fortress and quickly eliminates the defenders. But if they can't open the gate within 2 minutes of the army's arrival there, the army takes too many casualties and is forced to retreat.

This method is better than the narrative because it makes the actions of the characters mean something. However, overuse can weary the PCs with repetition or make other NPCs (or the entire army) seem incompetent. Not everything depends on the actions of the PCs, and it is important to remember that other creatures will continue to enforce their own agendas and to succeed or fail, regardless of the actions of the PCs. The war should be the same way. The PCs can't be at every battle, and not every battle can be won by a single miraculous event. To be fair, this point of view assumes a realistic and world-driven campaign. If you are running an epic fantasy game, perhaps it would be appropriate to execute every battle in this manner.

THE COMBAT SYSTEM BATTLE

With this option, the characters can act as generals, and their choices as leaders and as warriors on the front lines will ultimately decide victory or defeat.

For this option, use the combat rules outlined in the 2015 *Unearthed Arcana*: "When Armies Clash." Consider the following possible additions or modifications to those rules.

CAVALRY CHARGE

The cavalry charge can be one of the most effective strategies on the battlefield. Consider using these optional rules to represent the full effect of a cavalry charge.

If a regiment of cavalry moves and attacks another unit on the same turn, each unit targeted by the attack must make a morale check (page 7 of the "When Armies Clash" *Unearthed Arcana*). On a failed check, the unit becomes broken, regardless of the number of surviving stands it has. On a successful check, the opposing unit successfully holds its ground and doesn't break ranks before the charge.

EXHAUSTION

This optional rule introduces an exhaustion mechanic for particularly large and long-winded battles.

War and constant battling are grueling and exhausting. As a result, soldiers often come and go in waves, surging forward to relieve their allies on the front lines, and then falling back when they begin to tire to allow others to take their place. This can be simulated by front-line stands taking the Retreat action and backing out of the fight before they tire themselves too much, while stands in another unit surge forward to fill the spaces and keep up the attack.

Exhaustion. If a stand or solo takes an action other than the Recover action on its turn 5 rounds in a row, it gains one level of exhaustion. This exhaustion lasts until the stand takes the Recover action, or until it finishes a short or long rest.

New Battle Action: Recover. Each stand in the unit lowers its exhaustion level by one, if the stand gained any levels of exhaustion as a result of the battle. This represents a brief

minute of rest, quick binding of wounds, drinking from canteens, and readying for the rest of the battle to come.

If a unit takes another action and a stand in that unit is unable to complete that action, that stand can instead take the Recover action.

At the DM's disgressions, a stand that takes the Recover action could also expend one Hit Die, regaining hit points as if it had taken a short rest and expended only one Hit Die.

SIEGE WEAPONS

As the combat system rules are, very large siege weapons function better as solos. If the siege weapon is Huge or larger, it fights as a solo. This is because such large machines often took so many resources that only a few could be built, let alone enough to fill out an entire stand. This is especially true of siege towers and trebuchets.

Missed Attacks. If a siege weapon makes a ranged attack roll and misses, use the optional "Missed Attacks" rules in the "Siege" section later in this chapter. Those rules help determine where the projectile lands.

SOLOS

As they come, the rules don't offer any special rules for handling stands in combat with solos. Each solo is just that (a solo creature), and each stand represents ten identical creatures, but each has the potential to do the same amount of damage. Therefore, it would mechanically be more advantageous during a battle to have all troops actually be solos, even though that makes no sense for a true battle. This helps address that issue.

Dealing Damage. A solo deals damage as normal to a stand or another solo. As one round constitutes the aggregate results of one minute of fighting, it isn't implausible to say that a powerful solo (such as a Player Character) could wipe out an enemy stand in a single round.

Taking Damage. When a stand makes an attack roll against an unattached solo, the rules for "Handling Mobs" on page 250 of the 5th Edition *Dungeon Master's Guide* prove useful. No matter how many hit points the stand has, assume it still has all ten of its members. Then use the rules given in the "Handling Mobs" section to determine how many of those ten members hit the solo creature, based on their attack modifiers and the target's AC. The attack automatically hits, and deals damage multiplied by the number of the members from the stand that hit the target.

For example, a fighter faces off against a stand of ten orcs. The orcs' attack bonus is +5, and the fighter's AC is 19. The orcs need a roll of 14 or higher on the d20 to hit the fighter. According to the "Handling Mobs" rules, for every three orcs that attack the fighter, one of those three hits. There are enough orcs in the stand for three groups of three, so three orcs hit the fighter and the rest miss their attacks. Therefore, the attack deals damage equal to $1d12 + 3$ (the damage of the greataxe attack) multiplied by 3 (the number of orcs that hit) slashing damage, for an average total of 27 slashing damage for that attack.

This option makes it much more difficult for solos to act effectively alone, and makes it much easier for them to quickly become overwhelmed.

An isolated solo takes double damage from attacks as normal. Thusly, if the poor fighter in the previous example was isolated when it came under this attack, it would take 54 slashing damage, rather than 27.



SOLO VERSUS SOLO

If two opposing solos come into conflict, it might suit your game to put the enormous battle on hold and "zoom in" to the fight between the solos. Because the rounds in large-scale combat represent 1 minute, the solo battle will more than likely be completed before the end of that round.

Assume that engaging in solo combat takes the action of each solo involved in the fight.

Without doing this, fights with other solos can drag on for long periods of time. This option also allows for epic showdowns with powerful enemy leaders and monsters.

STAND HIT POINTS

As the rules are, a stand functions just like an individual version of the creatures that compose it. This optional rule offers an explanation for this function, and offers an additional way to handle this.

As an Individual. With this option, the stand's members act as an individual, in both life and death. The stand functions normally no matter how many hit points it has. When it runs out of hit points, the stand's members lose the ability to fight back, and are all killed at the same time as the stand is overrun.

A stand can regain hit points with this option.

As a Group. With this option, the stand's effectiveness decreases as it loses hit points, representing its loss of members. When a stand has half of its maximum hit points or less, it deals half as much damage with its attacks.

A stand can't regain hit points by normal means with this option, because lost hit points represent lost members. Spells such as *raise dead* performed en masse could restore lost hit points to a stand, at the DM's discretion.

However, two stands that have less than half of their maximum hit points could combine forces. The two stands merge into one stand, combining their remaining hit points and effectively replenishing their missing members.

VOLLEY OF ARROWS

Normally, when very large numbers of troops come to battle, groups of archers don't pick out a particular target; they instead shoot arrows toward the bulk of the enemy's numbers, hoping to fell as many soldiers as they can. Using this optional rule, when a stand takes the Attack action and makes a ranged weapon attack, the attack automatically hits and the target must make a Dexterity saving throw, taking the attack's damage on a failed save, or half as much damage on a successful one. If the ranged attack would have disadvantage, the saving throw is made with advantage.

Indirect Volley. The distance to the target of the attack might require that the volley creates a high arc, so that it can cover the distance. In some cases, this arc might allow the volley to ignore half, three-quarters, or even total cover, depending on the nature of the cover. The DM decides when a volley ignores cover, if at all.

Concentrated Volley. If a stand makes a ranged weapon attack against a solo, that solo must make the Dexterity saving throw as above. However, because the projectiles are more concentrated, the solo is more likely to be hit by multiple projectiles. To represent this, consider using the above "Taking Damage" option underneath the "Solos" optional rules.

MASSIVE BATTLES

The rules presented in the "When Armies Clash" *Unearthed Arcana* provide rules for relatively large battles, where each stand represents 10 creatures of the same type. Even with those numbers, battles could only include soldiers numbering in the hundreds. What about truly massive battles involving armies numbering thousands, tens of thousands, or even more?

Keep in mind that the larger the armies are, the more insignificant the direct influence of the Player Characters. No matter what method you use to represent large-scale battles, it should always center around the PCs and their efforts.

For this reason, especially massive battles are better represented by the Narrative Battle and Fluid Battle options presented earlier. With these options, it is easier to focus on the actions of the PCs, rather than play out a massive battle in which the characters (usually) don't have enough power to influence the outcome.

Another drawback of especially large battles is the drawing of maps and terrain. The scale used in "When Armies Clash" is a good middle-ground, but larger battles means scaling everything down.

If you want to play out massive battles, you can use the following conversion table to figure how many creatures make up one stand, and how that affects the other variables within the combat system. The Space column denotes how much space a single space on a grid represents, and the Round Length denotes how much time a single round represents. Thus, if there are 20 creatures in one stand, then each space represents a 30-foot square, and each round represents the aggregate results of 2 minutes of fighting.

MASSIVE BATTLES CONVERSION

Creatures in a Stand	Space	Round Length
20	30 ft. square	2 minutes
25	40 ft. square	2.5 minutes
30	50 ft. square	3 minutes
50	100 ft. square	5 minutes
100	150 ft. square	10 minutes

Solos. If you decide to have 30 or more creatures in a stand, solos might lose all effectiveness, purely because of the sheer numbers. Under these circumstances, unattached solos can't take the Attack action.

Exhaustion. If you're using the optional Exhaustion rules, the number of rounds a stand can fight before becoming exhausted decreases as the round length increases. If there are 20 creatures in a stand and it takes an action other than the Recover action on its turn 3 rounds in a row, it gains one level of exhaustion. If there are 30 or more creatures in a stand, this is reduced to 2 rounds.

Commanders. If there are 30 or more creatures in a stand, they are plenty large enough to each have their own commanding officer, likely a captain or lieutenant. If this is the case, whenever a unit makes a morale check, that check turns into a group morale check, using the results of all of its component stands. This represents each commanding officer rallying the troops under his/her command.

SIEGE

This section details different tactics of siege, adds rules for burning structures and objects, and adds additional siege weapons to supplement those found in the Dungeon Master's Guide.

SIEGE TACTICS

There are a few different tactics that could be used to execute the siege of a castle or city, aside from a frontal assault (which in most cases isn't the best idea).

ASSAULT

Occasionally, a direct assault on the castle or city is the best direction to go, but this is usually only true if the attackers far outweigh the defenders in numbers, and the defenders have a large allied force close by. Assaults are expensive in terms of lives, so they are rarely executed unless there isn't another option, or the attackers want a swift conclusion.

Most often, an assault revolves around the use of particular siege weapons to get over the defenders' walls or to create gaps in them. In the former case, ladders and siege towers are the most effective choices, while in the latter case, trebuchets are the most effective choice.

In the case of getting over the walls, the attackers would simply have to send enough men onto the wall that they could eventually overrun the defenders. However, the point of this tactic (known as *escalade*) is usually to get enough men into the fortifications to open the gate from the inside, to allow for a more direct attack. In addition, the act of setting up and climbing these ladders is especially dangerous, as it is done in the face of arrow fire from the fortifications above, not to mention other defenses like boiling water or hot sand.

As it turns out, getting through a wall is much more difficult than it might seem at first. Undermining is a much more effective tactic in this regard, though it isn't impossible for trebuchets and other like equipment to bring down sections of defending walls. The problem with this tactic is that if the walls are in range of the attackers' siege weapons, that also means that they are in range of the defenders' weapons. Not to mention that siege weapons (especially the trebuchet) are inaccurate at best.

STARVATION

Perhaps the least risky (and arguably most effective) method of siege is to starve out the defending force, though it also takes the longest amount of time. This tactic can take months or even years against large cities, depending on the size of the defending army and how much food they have stored. Against smaller castles, this could take only a few weeks.

The objective of defenders in this situation is to buy as much time as they possibly can, to allow allied forces to gain strength. Even if the siege is lost, hopefully they will have stalled the enemy for long enough that they have been able to build a force that outnumbers the attackers, or been able to move into a more advantageous position.

If supplies start running low, the defenders might expel some of their own members (usually civilians) out of the fortifications, to help them to hold out longer. The attacking force may or may not slaughter these outcasts, depending on their alignment, nature, and their leaders' orders.

If the defenders have enough powerful spellcasters, this method might prove less effective. *Create food and water* is extremely useful for keeping soldiers fed.

SUBTERFUGE

Subterfuge is the tactic of sneaking forces into the castle in secret, and having those forces open the gates from the inside. Agents of the attackers might disguise themselves as peasants seeking shelter, or as soldiers come to bolster the garrison. Or, they might sneak in through a secret entrance.

This tactic is most effective at night, as the attackers could enter the city or castle and take the defenders by surprise.

UNDERMINING

During an assault, undermining is the tactic of collapsing walls or other fortifications by digging tunnels underneath them, and then collapsing those tunnels. Alternatively, the attacking force could set up a position directly next to a wall, and then begin digging underneath it until it collapsed. Creatures with burrowing speeds could prove especially useful for these kinds of assaults.

Several methods effectively counter undermining. The first and most effective method is to build the castle in a place that makes undermining difficult or impossible, such as on top of a hill or mountain. The terrain and composition of the ground can also put a stop to undermining. If the fortifications are built on solid stone, tunneling becomes much more difficult. Alternatively, they could be built on sandy or water-logged land, making mining nearly impossible. Water-filled moats or other similar defenses, such as artificial lakes, also prove effective, as even if the attackers somehow manage to mine beneath the water and breach the walls, the water makes exploiting the breach very difficult.



BURNING PITCH

Burning pitch is a tar-like substance that can be applied to any bolt, arrow, or other ammunition that proves an effective method of quickly setting fire to structures. Ammunition set aflame in this way does extra fire damage, the amount of which depends on the weapon used to launch it. Consult the Burning Pitch Damage table below to see how much extra fire damage the weapon does.

BURNING PITCH DAMAGE

Weapon Type	Extra Fire Damage
Crossbow, light	3 (1d6)
Crossbow, hand	3 (1d6)
Crossbow, heavy	4 (1d8)
Longbow	3 (1d6)
Recurve Bow	4 (1d8)
Shortbow	3 (1d6)
Ballista	10 (3d6)
Ballista, Dwarven	14 (4d6)
Ballista, Repeating	10 (3d6)
Cheiroballista	3 (1d6)
Petrobolos	14 (4d6)
Scorpio	7 (2d6)
Mangonel	17 (5d6)
Trebuchet	28 (8d6)

Alternatively, barrels can be filled with burning pitch and launched from mangonels, petrobolos, or trebuchets. After the barrel hits, it explodes, covering an area with a 10-foot radius in burning pitch, which then bursts into flame. It burns for 10 rounds, or until extinguished. Any unattended objects or structures in the area ignite. Any creature that starts its turn in the flames or enters the area for the first time on its turn takes 7 (2d6) fire damage. Any creature in the area when the barrel first explodes must succeed on a DC 15 Dexterity saving throw or be covered in burning pitch, and burst into flames. Such an unfortunate creature takes 3 (1d6) damage at the beginning of each of its turns until the flames are extinguished, which can only be done with water or another aqueous liquid.

BURNED TO ASHES

In many cases, it is simpler and better to decide in the moment when or how something occurs. A good example of this is how long it takes something to burn to ashes, but this could also be done with the following rules. If you want numbers to crunch for this kind of thing, this section is the section for you.

The material that an object or building is made out of determines how fast it catches fire and how fast it burns (if at all). Materials are split into five categories: Combustible, Extremely Flammable, Flammable, Barely Flammable, and Not Flammable. Consult the Flammability table below for the flammability of any given material. Each category is detailed afterward.



FLAMMABILITY

Flammability	Example Materials
Combustible	gunpowder, oil
Extremely Flammable	cotton, dry grass, parchment, thin cloth
Flammable	books, dry wood, thatch
Barely Flammable	green plants, wet wood, wool
Not Flammable	stone, metal, most magic items

Combustible. Combustible objects don't just catch fire, they explode! Creatures too close to them take fire damage from the explosion, the amount of which varies depending on the material's amount and how close the creature was standing to it.

Extremely Flammable. When objects and structures of this flammability are exposed to flame, they catch fire instantly (or nearly instantly) regardless of the flame's source. Small or smaller objects in this category are reduced to ashes in only 1d4 rounds. Structures aren't made of extremely flammable materials.

Flammable. Objects and structures of this flammability burn more slowly. From instant effects, such as a red dragon's breath or a *fireball* spell, they catch fire instantly, but by more mundane means (such as a torch), the flame's source must be held under the material for two consecutive rounds to catch fire. Burning pitch also takes two rounds to begin burning these objects or structures. Small or smaller objects of this flammability (such as books) burn for 2d10 rounds before being unusable, and for an additional 2d10 rounds before being reduced to ashes.

HIT POINTS TO ASHES

Instead of tracking how many rounds a structure has been burning, you could track its hit points. This way, a battering ram or other siege weapon has a greater likelihood of smashing through a weakened wall.

Assume that a burning 5-foot square section of wall takes 7 (2d6) fire damage on initiative count 20 of every round. Rather than keep track of every wall's hit points (which would be tedious and obnoxious at best), instead do the math as required when the adventurers come upon it. Figure how many rounds the structure has been burning, and multiply that number by 7. That's how much damage the wall has already taken.

Hit points for structures and walls are detailed in the "Fortifications" section below.

Structures of this flammability are in serious danger of burning to the ground. The round after a point on the structure catches fire, the fire spreads to a 5 ft. square section of wall centered on that point. Every round thereafter, the fire spreads 2.5 feet in every direction (so that after two rounds, all 5 ft. square sections of the wall adjacent to the original are in flames, and after four rounds all 5 ft. square sections beyond that are in flames). Once a 5 ft. square section has burned for 2 minutes, it collapses, potentially causing other sections adjacent to it to collapse as well.

Barely Flammable. Objects and structures of this flammability are partly resistant to fire (though they don't necessarily have resistance to fire damage). From instant effects, such as a red dragon's breath or a *fireball* spell, they catch fire instantly, but by more mundane means (such as a torch), the flame's source must be held under the material for four consecutive rounds to catch fire. Burning pitch also takes four rounds to begin burning these objects or structures. Small or smaller objects of this flammability (such as wool clothing) smolder for 1d6 rounds before catching fire, and then burn for 2d10 rounds before being unusable, and for an additional 3d10 rounds before being reduced to ashes.

Structures of this flammability don't catch fire as easily. After a point on the structure catches fire, it takes the fire three rounds to spread to a 5 ft. square section of the wall centered on that point. It takes the fire two rounds to spread 2.5 feet, so that the fire spreads to another 5 ft. square over the course of 4 rounds. Once a 5 ft. square section has burned for 4 minutes, it collapses, potentially causing other sections adjacent to it to collapse as well.

Not Flammable. Objects and structures of this flammability cannot be burned. Occasionally they can be melted, but temperatures have to get absurdly high in order to melt some metals (especially mithral and adamantine), or even stone.

Keep in mind that structures of this kind are often built around wooden frames (especially stone buildings and walls). While the stone itself isn't flammable, the frame inside, as well as furniture and decor, could be quite flammable. A destroyed frame could quickly collapse a stone or metal structure.

COLLAPSING STRUCTURES

A creature underneath or next to a collapsing section of wall or ceiling must make a DC 15 Dexterity saving throw. On a failed save, a creature takes 5 (1d10) bludgeoning damage and 3 (1d6) fire damage as they are trapped beneath falling debris. While buried, a creature takes 3 (1d6) fire damage at the beginning of each of its turns, and can attempt to escape the debris by using its action to attempt a DC 10 Strength check. On a successful check, the creature frees itself.

If multiple sections collapse simultaneously, the damage increases by 5 (1d10) and 3 (1d6) fire for each additional collapsing section. In addition, the DC for the Strength check to free oneself increases by 2 for each additional collapsing section.

SIEGE EQUIPMENT

Though the main purpose of siege weapons is to destroy walls and other structures, some cities may keep siege equipment atop their walls and towers to help defend against invading armies. Anti-personnel weapons (such as the cheiromballista, bombard, and scorpio) are particularly good choices for these weapons, though larger weapons (such as the ballista or trebuchet) can be effective at taking down opposing siege weapons.

Very large enemies may be able to carry siege weapons. Consider an ogre carrying a ballista or mortar, or an elephant with a ballista on its back.

Some siege weapons utilize gunpowder. For campaigns without gunpowder, perhaps such weapons are arcane weapons that harness magical power, devised by particularly inventive gnomes or wizardly engineers.

Though siege weapons have hit points, a siege weapon doesn't necessarily have to be completely destroyed to be rendered useless. A ballista, for example, could have its drawstring cut, a trebuchet could have its sling burned, or a siege tower could have a wheel or axle destroyed.

The new siege equipment options are listed in alphabetical order.

DAMAGE THRESHOLD

Siege equipment is generally sturdy and well-built, which warrants a damage threshold. The equipment in the *Dungeon Master's Guide* doesn't include a damage threshold. For those siege weapons, consult the Damage Threshold table below.

DAMAGE THRESHOLD

Siege Equipment	Damage Threshold
Ballista	10
Cannon	15
Cauldron, Suspended	None
Mangonel	10
Ram	10
Siege Tower	15
Trebuchet	15

CONSTRUCTION

The largest siege weapons, including the trebuchet and siege tower, are almost always built at the site of the siege, out of range of the enemy's defenses. Taking such a large weapon over great distances would not only slow the army down a great deal, but also potentially wear down the weapon, causing parts or even the weapon as a whole to break and become unusable.

Smaller siege weapons such as cannons and ballista are more easily transported, and materials for larger siege weapons might be transported in carts.

It is assumed that an army building siege weapons would utilize as many workers as would be practical. Building a siege weapon takes 1 day if it is Medium, 2 days if it is Large, 3 days if it is Huge, and 4 days if it is Gargantuan. Only siege weapons made of wood can be constructed in this manner.

Setting up. If a siege engine doesn't have wheels or other capability of moving, it has to be set up. If the equipment is Medium, it takes 30 seconds to set it up. If it is Large, it takes 1 minute to set up. If it is Huge or larger, it takes 10 minutes to set up.

MOVEMENT SPEED

Siege weapons with wheels are usually pulled by beasts of burden, soldiers, or slaves. If a siege weapon can be pulled, assume that a Large or Huge siege weapon has a movement speed of 15 feet, and a Gargantuan siege weapon has a movement speed of 10 feet. Particularly large and cumbersome siege weapons might only have a movement speed of 5 feet.

SIEGE CREWS

In any given battle, siege equipment has a designated siege crew. Each weapon has its own crew, from as few as two to as many as ten creatures. These creatures work together to operate the weapon; assume that each shares the same initiative count. In this way, each can use its action for a different purpose on the weapon, allowing it to be used much faster than if they were working alone.

For example, a trebuchet has a crew of 6 soldiers. The trebuchet takes two actions to load the weapon, two actions to aim it, and one action to fire it. Two members of the crew can use their actions to load the weapon, two more can use their actions to aim it, and one can use its action to fire it, while the last uses the Help action to grant advantage on the attack roll.

SIEGE TOWERS

Of all siege weapons, siege towers have the most room for versatility and variability. Some are built so massively that they can house other siege weapons like catapults (mangonels) and ballista. They can be built to incredible heights to match nearly any wall, but keep in mind that the taller the tower is, the wider its base needs to be for the purposes of balance.

For especially large siege towers, consider increasing its hit points, or perhaps treating it like a mobile fortified tower (see the "Fortifications" section later in the chapter). Perhaps it is so large that hit points are arbitrary, and it can only be stopped by jamming the mechanism that allows it to move forward.

Many siege towers are reinforced with hide or armored with iron, to reduce flammability. One of the easiest ways to combat a siege tower is to burn it down, but this is harder to do with iron shodding or flame-retardant hides in the way.

MISSED ATTACKS

If a trebuchet misses its attack, the projectile doesn't just disappear into the Ethereal Plane; it still lands somewhere. To determine where the projectile lands, roll 1d8, assigning each number to a compass direction (north, northeast, east, etc.). The result of the d8 is the direction the projectile lands, in relation to the target. Then subtract the attack roll from the target's AC, and multiply the result by 5. That result is the number of feet away from the target that the projectile lands.

For example, a trebuchet misses its attack against an ogre. Roll 1d8. For this example, let's say that you assigned 1 to north and rolled a 1 on the d8. Then subtract the attack roll from the target's AC. An ogre's AC is 11. If the attack roll was a 9, the result is 2. Then multiply that result by 5, which is 10. So the projectile lands in the space 10 feet north of the original target.

If the space is occupied by a creature, that creature must make a DC 15 Dexterity saving throw or be hit by the projectile.

If the space is occupied by a structure and the original attack roll would hit, the structure takes the attack's damage.

Targeting Structures. If the target of the attack is a structure, the projectile might have hit the target, but it was deflected or didn't hit hard enough to do any damage.

AREA OF EFFECT

Some siege weapons that throw large projectiles might have an area of effect. These weapons might include mortars, trebuchets, and mangonels.

If one of these weapons makes a ranged weapon attack and the projectile hits the ground, each creature within 10 feet of the point of impact and that wasn't an original target of the attack must make a DC 15 Dexterity saving throw. On a failed save, a creature takes 5 (1d10) bludgeoning damage from the impact and 5 (1d10) piercing damage from flying shrapnel. On a successful save, a creature takes half as much damage.

Rolling Projectiles. Some projectiles might roll after hitting the ground. This could be because of terrain, the projectile's shape, or simply because of the force with which it hits. Determine how far the projectile travels before coming to a stop. Each creature in the projectile's path must make a DC 15 Dexterity saving throw, taking 11 (2d10) bludgeoning damage on a failed save, or half as much damage on a successful one.

SIEGE ENGINE QUALITY

Just as normal weapons, siege weapons can be of shoddy, mediocre, or masterwork quality. A shoddy weapon suffers a -1 penalty on attack rolls, or a -1 penalty to its AC if it doesn't make attacks (such as a siege tower). A masterwork siege engine gains a +1 bonus on attack rolls and its Armor Class.

The quality of siege equipment impacts its price. Shoddy siege equipment might be discounted by as much as half of its base price, and masterwork siege equipment costs about 50% more than its base price.

PRICE

The cost of a siege engine could depend on several variables, including size, what material the engine is made out of, and the availability of that material. In general, the following table could become useful for situations in which the cost of a siege engine becomes relevant:

SIEGE EQUIPMENT PRICES

Equipment Size	Building Cost
Medium	100-250 gp
Large	500-1,000 gp
Huge	1,000-2,000 gp
Gargantuan	2,000+ gp

BALLISTA, DWARVEN

Large object

Armor Class: 19

Hit Points: 75

Damage Immunities: poison, psychic

Damage Threshold: 15

The dwarven ballista is a hardy weapon able to withstand more punishment than a normal ballista. Its bolts also fly farther and hit harder.

Bolt. *Ranged Weapon Attack:* +7 to hit, range 150/600 ft., one target. *Hit:* 22 (4d10) piercing damage.

BALLISTA, REPEATING

Large object

Armor Class: 15

Hit Points: 50

Damage Immunities: poison, psychic

Damage Threshold: 10

A ballista is a massive crossbow that fires heavy bolts. Unlike a normal ballista, this weapon has been outfitted with a magazine of five auto-loading bolts. As long as there are bolts in the magazine, it automatically reloads after it is fired, no action required. It takes one action to aim the weapon, and one action to fire it. Replacing the magazine requires two actions.

Bolt. *Ranged Weapon Attack:* +6 to hit, range 120/480 ft., one target. *Hit:* 16 (3d10) piercing damage.

CHEIROBALLISTA

Large object

Armor Class: 15

Hit Points: 50

Damage Immunities: poison, psychic

Damage Threshold: 10

A cheiroballista is a ballista that, instead of firing a single heavy bolt, fires multiple smaller bolts. It is ineffective against structures (unless the bolts are lit with burning pitch), but is quite effective against large groups of enemies. It takes one action to load the weapon, one action to aim it, and one action to fire it.

Bolt Volley. Choose a point within 200 feet of the cheiroballista. Each creature within 15 feet of that point must make a DC 15 Dexterity saving throw as that area is riddled with bolts, taking 9 (2d8) piercing damage on a failed save, or half as much damage on a successful one.

FIRE SIPHON

Large object

Armor Class: 20

Hit Points: 80

Damage Immunities: poison, psychic

Damage Threshold: 15

A fire siphon is cannon-like apparatus connected to tanks of ammunition via large tubes. Such a weapon can be carried on the back of a large creature and fired from there, though most simply have wheels that allow it to be moved. A fire siphon is well-protected as well, with thick metal plating to prevent disaster in the event of a malfunction (and to prevent the easy severing of tubes or puncturing of tanks).

Flame Cannon. The fire siphon spews fire in a 50-foot line that is 5 feet wide. Each creature in that area must make a DC 15 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save, or half as much damage on a successful one. Unattended objects and wooden structures in the area catch fire.

HARPAX

Large object

Armor Class: 15

Hit Points: 50

Damage Immunities: poison, psychic

Damage Threshold: 10

A harpax is a ballista, but instead of being loaded with arrows, it is specifically designed to shoot grappling hooks attached to long lengths of rope. Instead of dealing damage, the grappling hook latches onto the edge of a wall, gate, or other Large or larger object. Soldiers operating the harpax can then reel in the hook using a built-in winch to pull it taut. Once the hook is in place, ladders can be raised using the ropes or soldiers can move along it to their destination.

A harpax is particularly useful for climbing walls and cliffs, or for latching on to a drawbridge and winching it down (assuming the harpax has a heavy enough counterweight). In ship battles at sea, a harpax could be used to latch on to enemy ships and winch them close enough to board.

The hook itself is made of iron and cannot be destroyed by normal weaponry, and it is too heavy to be lifted off of the target because of the tension on the rope. Because of the length of the iron grapple, the rope cannot be cut without a weapon that has the reach property.

Grappling Hook. *Ranged Weapon Attack:* +10 to hit, range 150/600 ft., one object that is Large or larger. *Hit:* the grappling hook latches on to the target.

HWACHA

Large object

Armor Class: 15

Hit Points: 40

Damage Immunities: poison, psychic

Damage Threshold: 6

A hwacha is a fearsome weapon that uses gunpowder to launch hundreds of fiery arrows. It proves extremely effective against infantry, but nearly useless against buildings. It takes three actions to load the weapon (because of the sheer volume of arrows), one action to aim it, and one action to fire it.

Arrow Storm. The hwacha unleashes a storm of fiery arrows. Choose a point within 300 feet of the hwacha. Each creature within 30 feet of that point must make a DC 15 Dexterity saving throw. On a failed save, a creature takes 4 (1d8) piercing damage and 4 (1d8) fire damage. If a creature fails the save by 5 or more, it takes an additional 4 (1d8) piercing damage and 4 (1d8) fire damage. Unattended objects and wooden structures in the area catch fire.

MANTLET

Large object

Armor Class: 15

Hit Points: 40

Damage Immunities: poison, psychic

Damage Threshold: 10

A mantlet is, put simply, a portable wooden wall. The wall is set on wheels, and has a large beam or lever protruding from its base. At rest, the wall rests on the lever, keeping it in an upright position. When it is time to move, the lever can be lifted and pushed.

The wall protects archers and other soldiers as they encroach on the enemy, whether that is an army or a fortified location. Arrow slits in the mantlet prove quite effective.

MORTAR

Large object

Armor Class: 18

Hit Points: 75

Damage Immunities: poison, psychic

Damage Threshold: 15

A mortar is a weapon that uses gunpowder to hurl ammunition at high velocities, but it shoots in high arcs rather than directly into its targets like a cannon. This allows the mortar to hit targets behind cover, but makes it less accurate.

A mortar is usually supported in a wooden frame with wheels. Before it can be fired, it must be loaded and aimed. It takes one action to load the weapon, one action to aim it, and one action to fire it.

Mortar Shot. *Ranged Weapon Attack:* +5 to hit, range 600/2,400 ft. (can't hit targets within 60 feet of it), one target. *Hit:* 44 (8d10) bludgeoning damage.

PETROBOLOS

Large object

Armor Class: 15

Hit Points: 100

Damage Immunities: poison, psychic

Damage Threshold: 15

A petrobolos is a type of catapult that can throw multiple rocks simultaneously, sacrificing accuracy for quantity. It hurls its projectiles in a high arc, so it can hit targets behind cover. Before the petrobolos can be fired, it must first be loaded and aimed. It takes two actions to load it, two actions to aim it, and one action to fire it.

A petrobolos can be loaded with as many as three heavy projectiles at once. For each projectile above one, both of the weapon's ranges decrease by 20 feet, and the weapon's bonus to attack rolls decreases by 2. Each projectile uses the same attack roll.

Petrobolos Stone. *Ranged Weapon Attack:* +6 to hit, range 200/800 ft. (can't hit targets within 60 feet of it), one target. *Hit:* 22 (4d10) bludgeoning damage.

RAM, GREAT

Huge object

Armor Class: 17

Hit Points: 250

Damage Immunities: poison, psychic

Damage Threshold: 20

A great ram is a massive battering ram only used in the largest battles against the strongest cities. It consists of a moveable, heavily reinforced galley equipped with a heavy log suspended from multiple roof beams with chains. The galley sits on a large set of wooden wheels so that it can be manipulated by soldiers or beasts of burden.

It takes a minimum of four Large creatures to operate a great ram. Because of the gallery roof, these operators have total cover against attacks from above.

Because of the size and weight of a great ram, it must be pulled back before an attack can be made. All operators of the ram must use an action to pull it back. On the next round, they use an action to let it go, and one of them makes an attack roll.

Ram. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one object. *Hit:* 22 (4d10) bludgeoning damage.

RAM, PORTABLE

Medium object

Armor Class: 12

Hit Points: 40

Damage Immunities: poison, psychic

Damage Threshold: 10

A portable ram is a heavy log shod in iron, with handles along its length so that it can be picked up and used. Its use is to batter through doors and barricades.

It takes a minimum of four Medium creatures to properly use a portable ram. The weapon can be used with only three Medium creatures, but attacks are made with disadvantage.

Ram. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one object. *Hit:* 11 (2d10) bludgeoning damage.



USING GRAPPLING HOOKS

Grappling hooks are a useful tool, but they don't have any specific rules governing their usage in 5th Edition.

A creature can throw and secure a grappling hook by making a successful Dexterity (Sleight of Hand) or Strength (Athletics) check. The DC for this check is 10, +2 for every 10 feet the grappling hook is thrown, to a maximum of 20 at 50 feet. If the check fails by 4 or less, the grappling hook fails to catch and falls back down. If the check fails by 5 or more, the grappling hook initially holds, but comes loose after 1d4 rounds of supporting weight. The DM, rather than the player, makes this check in secret, so that the player doesn't know if it will support his/her weight or not.

SCALING LADDER

Large object

Armor Class: 15

Hit Points: 70

Damage Immunities: poison, psychic

Damage Threshold: 10

A scaling ladder is a wide folding ladder set on a sturdy base with a set of wooden wheels. The ladder is manipulated with a series of ropes or chains that, when pulled, extend the ladder to its full height.

When fully extended, the ladder can reach to the top of a 40-foot wall, and sits at a 45-degree angle from the ground. The rungs are wide and flat, to allow for faster climbing. It takes 60 feet of movement to climb the ladder from the base to the top. The ladder is only wide enough for one Medium creature.

It takes 4 actions to fully extend the ladder.

SCORPIO

Medium object

Armor Class: 13

Hit Points: 40

Damage Immunities: poison, psychic

Damage Threshold: None

A scorio is a large crossbow set onto a wooden stand so that a single Medium creature can load, aim, and fire it without holding its great weight. Before the weapon can be fired, it must be loaded and aimed. It is reloaded with a winch that pulls back the drawstring, which can be done as a bonus action. Because of the weapon's freely rotating stand, it can be aimed at will, no action required. It takes one action to fire the weapon.

Bolt. *Ranged Weapon Attack:* +6 to hit, range 120/480 ft., one target. *Hit:* 11 (2d10) bludgeoning damage.

WAR HOWDAH

Large object

Armor Class: 15

Hit Points: 75

Damage Immunities: poison, psychic

Damage Threshold: 10

A war howdah is a compact mobile fort on top of a saddle of sorts. It is meant to sit atop Huge creatures (such as an elephant, giant crocodile, mammoth, or tyrannosaurus rex) and is assumed to have straps and other attachments sufficient to hold it in place.

Up to four Medium creatures can ride in the fort without squeezing (not including the creature steering the creature). Creatures in the fort have three-quarters cover against attacks and effects from outside it. If the creature carrying the war howdah dies, the fort falls on top of the corpse.

Often, creatures inside of a war howdah use ranged weapons to attack others outside the fort, while the creature wreaks havoc on soldiers and structures beneath. Occasionally, a war howdah may also have one or two scorio weapons atop it.

MAGIC SIEGE EQUIPMENT

With proper construction and the utilization of magic users, siege weapons could be rendered magical just like other weapons and equipment. 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.

ADAMANTINE BOLT

Weapon (any ballista or scorpion bolt), uncommon

The tip of this bolt is shod in adamantine. Any hit scored with this ammunition against an object or structure is automatically a critical hit.

ADAMANTINE RAM

Weapon (any battering ram), uncommon

The tip of this ram is shod in adamantine. Any hit scored with this ram against an object or structure is automatically a critical hit.

AMMUNITION, +1, +2, OR +3

Weapon (any siege ammunition), uncommon (+1), rare (+2), very rare (+3)

A siege weapon loaded with this ammunition gains a bonus to attack and damage rolls made with this piece of magic ammunition. The bonus is determined by the rarity of the ammunition. Once it hits a target, the ammunition is no longer magical.

ARMORED ENGINE, +1, +2, OR +3

Siege Engine (any siege equipment), rare (+1), very rare (+2), legendary (+3)

This siege engine gains a bonus to AC. The bonus is determined by its rarity.

DRAGONFIRE RAM

Weapon (any battering ram), rare

The head of this ram depicts a dragon head, with fire flickering at the corners of its mouth. Whenever it is used to deal damage to an object or structure, flame jets out of the dragon's mouth. Melee weapon attacks made with the ram deal an extra 7 (2d6) fire damage.

In addition, if the ram breaks through the object it strikes, it immediately unleashes a 30-foot cone of flame. Each creature in that area must make a DC 15 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much damage on a successful one. Once the ram spews fire in this way, it can't do so again until the next dawn.

ELEMENTAL AMMUNITION

Weapon (any stone siege ammunition), rare

This magical ammunition functions as a normal piece of ammunition for attack and damage rolls. However, after the impact, the stone turns into an **earth elemental** friendly to the creature who made the attack roll.

ELEMENTAL STONE

Weapon (any stone siege ammunition), uncommon

This large stone is filled with elemental energy. When the stone is used to make a ranged attack, it shatters, releasing the elemental energy stored inside. In addition to the attack's normal damage, it deals 9 (2d8) damage to the target, the damage of which is determined by the stone's type. Each creature within 10 feet of the point of impact must make a DC 15 Dexterity saving throw, taking 9 (2d8) damage of the same type on a failed save, or half as much damage on a successful one.

Consult the table for types of stone and their related damage types.

ELEMENTAL STONE DAMAGE TYPES

Stone Type		Damage Type		Stone Type		Damage Type	
Basalt	fire			Obsidian	necrotic		
Quartz	radiant			Marble	psychic		
Skarn	acid			Shale	cold		
Flint	lightning			Chert	force		

EMPOWERED BALLISTA

Siege Engine (ballista), very rare

The ballista is empowered with a certain type of elemental energy. Choose or roll on the table below to determine the energy infused into the weapon. When fired, the ballista expels a 60-foot line of that energy. Each creature in that area must make a DC 15 Dexterity saving throw, taking 17 (5d6) damage on a failed save, or half as much damage on a successful one.

Because this ballista does not use traditional ammunition, it does not take one action to load. It still takes one action to aim and one action to fire. However, if the ballista is used to make an attack during a round, it can't make an attack during the next round.

d4	Damage Type
1	Acid
2	Cold
3	Fire
4	Lightning

SIEGE WEAPON, +1, +2, OR +3

Siege Engine (any siege weapon that requires an attack roll), uncommon (+1), rare (+2), very rare (+3)

This siege engine gains a bonus to attack and damage rolls. The bonus is determined by its rarity.

FORTIFICATIONS

Fortifications are defenses set up to protect cities or other valuable assets. Each fortification offers its own bonuses to the defenders; attackers will find themselves hard-pressed to breach them, even with the aid of siege equipment.

Oftentimes, defenders will employ siege weapons within their walls to bombard attackers. Fortifications that are so armed make particularly formidable fortresses.

These rules are given as ideas and are not meant to confine games in any way. Do not let them constrict your thinking or ideas; use them as a springboard to create your own fortifications for immersive, memorable battles!

ARROW SLIT

An arrow slit is a narrow vertical slit in a wall, through which defenders can shoot arrows. Creatures behind an arrow slit gain three-quarters cover from all attacks and effects on the other side of the arrow slit.

BARRICADE

A barricade is an improvised barrier intended to slow or stop opposing forces. The construction of a barricade depends on the location and available resources. In a fort in the forest, a barricade could be made of felled trees and other bracken. In an urban environment, a barricade could be a pile of chairs, tables, and other furniture, as well as wagons and rocks. In short, a barricade could be made of anything that can be piled up to make a makeshift wall. Usually a barricade is 5 or 10 feet wide, an blocks off a street, passage, gate, or doorway.

A 5-foot square section of a barricade has AC 15, 100 hit points, and immunity to poison and psychic damage. If the barricade has objects made of metal, increase its AC to 17.

The barricade can also be climbed with a successful DC 10 Dexterity (Acrobatics) check, because of its abundance of handholds and footholds, but the area of the barricade counts as difficult terrain.

BATTLEMENTS

A battlement is a defensive structure composed of rectangular stone blocks set on top of parapets, which in turn are on top of walls or towers. The narrow spaces between the blocks, known as crenellations, allow arrows to be shot at attackers down below, without the archers fully exposing themselves. They are often used in tandem with arrow slits and machicolations.

Creatures behind a battlement gain half-cover from all attacks and effects on the other side of the battlement.

CASTLES

A castle is a heavily fortified place of residence for a noble or other political or military leader. It is usually characterized by wood or stone construction, fortified walls, and a keep. Castles are most often built to control the land directly around them; hence, there is often a village or town in close proximity to a castle.

The purpose of a castle is to defend from attackers, though usually if attackers mean to sieze a castle, they succeed. In these cases, the purpose of a castle is to buy time, which is a valuable resource during times of war. The longer the defenders can keep invaders out of a castle, the longer their allies have to organize a larger army and plan a counterattack or escape.

If you need help constructing a castle or filling it with rooms, Appendix A: Random Dungeons in the 5th Edition *Dungeon Master's Guide* is an excellent resource, particularly the "Dungeon: Lair" and "Dungeon: Stronghold" tables.

DOORS

A rudimentary defense, doors can be quite effective if used correctly, especially in combination with the right traps. A door's Armor Class and damage threshold depend on its construction material. Consult the Door Defenses table below to determine a door's defensive capabilities. A door also has immunity to poison and psychic damage, and some metal doors have resistance to thunder damage.

DOOR DEFENSES

Door Material	Armor Class	Damage Threshold
Wood	15	None
Reinforced	17	5
Stone	17	10
Iron/steel	19	10
Mithral	21	10
Adamantine	23	10

A door's hit points can vary, depending on the age, materials, and integrity of the door. In general, a door could have anywhere from 10 to 40 hit points.

Doors that guard chokepoints or particularly important areas may be lined with studs that protrude from their surface. The purpose of these studs is to destroy the weapons that may be used to break them down. If a creature hits a studded door with a nonmagical weapon that isn't adamantine, and that deals piercing or slashing damage, there is a 50% chance that the weapon suffers a permanent and cumulative -1 penalty to damage rolls. If the weapon's penalty drops to -5, it breaks and is destroyed.

Equipment Durability. If you are using the optional Equipment Durability rules discussed in Chapter 2, consider rolling for weapon damage when an attack is made against a studded door.

GATEHOUSE

A gatehouse is usually an outer defense to a city or castle, or even to outer walls or towers. It is a gateway that is heavily fortified, as it usually guards the only way (or one of the only ways) into whatever it is guarding. Following are several options for gates that could be contained in a gatehouse, or that could guard any entrance. A typical gatehouse often includes more than one gate and/or portcullis.

These statistics assume gates that are 10 feet wide and 10 feet tall. You could represent larger or smaller gates in your games by modifying the gate's hit points.

DRAWBRIDGE

A drawbridge is a bridge that normally spans a moat and leads to an entrance. In its most primitive form, a drawbridge is a simple wooden plank that can be picked up and pulled back into the gatehouse. Such a drawbridge has AC 15 and 15 hit points, and breaks if more than 500 pounds of weight is placed on it.

A more sophisticated drawbridge is much larger and can be raised or lowered with a lever or winch connected to a series of chains and pullies. A drawbridge's AC is 15 (or 17 if it is reinforced) and has a damage threshold of 10. However, the greatest obstacle in facing a drawbridge is that there is a large gap (anywhere from 10 to 30 feet wide) that separates the edge of the moat and the raised drawbridge. A drawbridge's hit points depends on its size, but could range from 40 to 100.

GATE

A gate is a large reinforced door that can be shut and barred against intruders. There are several materials that a gate could be made from, each with its own statistics. Consult the Gate Defenses table below to determine the statistics of a particular gate type. Additional descriptions of each type are given afterward.

Any given gate could have anywhere from 50 to 120 hit points, depending on its size and workmanship.

GATE DEFENSES

Gate Material	Armor Class	Damage Threshold
Wood	15	10
Reinforced	17	10
Stone	17	15
Iron/steel	19	15
Mithral	21	20
Adamantine	23	20

Wood. Wooden gates are the easiest to break through. They usually consist of at least two layers of planks held together with iron bolts.

Reinforced. A reinforced wooden gate adds large iron braces to a wooden gate, to give it extra protection and to help it withstand damage.

Stone. Usually found in the halls of the dwarves or duergar, stone gates are extremely difficult to breach. They sit on large hinges of metal.

Iron/Steel/Mithral/Adamantine. Entire gates are very rarely crafted completely from metal; more often they are reinforced wood or stone, or a more common metal, and then shod or plated in more protective metals.

GATE, MAGIC RESISTANT

Some cities or guilds can afford to have their gates made resistant to magic. If a gate is magic resistant, it takes half damage from all spells. Alternatively, give the gate a bonus to AC depending on the power of the spellcasters involved. For powerful gates, do both!

PORTCULLIS

A portcullis is a gate that opens by sliding upward, and consists of a latticed grille made of wood and/or metal. For the Armor Class and damage threshold of each material type, refer to the Gate Defenses table. A lever or winch within the gatehouse or an adjacent wall or room raises and lowers the portcullis. A portcullis could have anywhere from 30 to 80 hit points, depending on its size and the quality of its workmanship.

Creatures behind a portcullis gain three-quarters cover from all effects on the other side.

KILLING FIELD

"Killing Field" is really just a bad term for "courtyard." It describes the open area between the outer wall and inner wall, across which attackers would have to run while under fire from arrows and other projectiles thrown from the inner wall. It proves as an effective second line of defense, should the outer wall be breached.

MOAT

A moat is a deep, broad ditch that is dug around a defensive structure such as a tower, wall, keep, castle, or an entire city. A drawbridge is often used to cross the moat and enter the structure. Moats make it very difficult for siege weapons (such as battering rams or siege towers) to get close to the gates or walls, and filled moats make it impossible to collapse walls by digging underneath them. There are several different kinds of moats, each of which are detailed below.

DITCH

The moat is a plain ditch that has been dug around the structure. It is at least 10 feet deep. A creature in the moat must succeed on a DC 10 Dexterity check in order to climb the side of the ditch and escape.

In some cases, the dirt that has been dug out from the ditch is piled up on the side opposite the structure, to form a sort of natural wall. This effectively hides the ditch until it is too late, and makes the ditch deeper and more difficult to escape, raising the DC of the Dexterity check to 15. This kind of wall is especially effective with spiked ditches.

DITCH, SPIKED

This moat has a layer of spikes at the bottom, usually consisting of sharpened sticks, but occasionally made of forged iron or tipped with poison. A creature who falls into the ditch takes 5 (1d10) piercing damage from the spikes, or 11 (2d10) piercing damage if the spikes are metal. If the spikes are poisoned, a creature also takes 7 (2d6) poison damage. Spikes and poison of particularly powerful overlords might be more deadly, at your discretion.

A creature who moves in the ditch on its turn must succeed on a DC 10 Dexterity saving throw or take the same damage from the spikes. A creature who fails the Dexterity check to escape must make the same saving throw.

LAVA

Within the plane of fire, or in other lands of volcanic activity, a moat could feasibly be filled with lava. Lava is extremely deadly; any creature that falls in or is otherwise immersed in the lava takes 99 (18d10) fire damage.

Creatures immune to fire damage can swim in the lava with no adverse effects. This could potentially give rise to monsters captured or hired to further guard the moat.

SEWAGE

The moat is filled with disgusting sewage and other waste. The smell is overpowering and nauseating. A creature who starts its turn within 10 feet of the moat must make a DC 10 Constitution saving throw or be poisoned until the start of its next turn.

A creature who falls in the moat is poisoned. This condition lasts until the creature is at least 10 feet away from the moat, at which point it can attempt a DC 10 Constitution saving throw at the end of each of its turns, ending the effect on itself on a success.

In addition, a creature who starts its turn in the moat must succeed on a DC 11 Constitution saving throw or contract Sewer Plague (*Dungeon Master's Guide*, page 257).

WATER

Water is likely the most benign kind of moat; at least, at first sight. Water could have all sorts of unseen dangers lurking in its depths, or conditions may have rendered the water acidic (such as the presence of a black dragon).

If the water is acidic, then a creature that starts its turn in the water or enters it for the first time on its turn takes 4 (1d8) acid damage. For more potent acid, increase the damage to 9 (2d8) or even higher.

Some water moats may be filled with creatures. Consider the following: constrictor snake, crocodile, giant constrictor snake, giant crocodile, giant octopus, giant sea horse, giant shark, hunter shark, plesiosaurus, poisonous snake, reef shark, swarm of quippers, water elemental, and water elemental myrmidon.

MACHICOLATIONS

Machicolations are gaps between supporting corbels of a battlement, through which defenders can attack enemy soldiers adjacent to the walls below. Common weapons to use through a machicolation are: arrows, rocks, scalding water, and hot sand. Green slime, acid, boiling oil, or magical attacks could also be used.

A creature above a machicolation has total cover from all attacks and effects that come from the other side of the machicolation.

A creature attacking through a machicolation could possibly use one of the following action options:

Acid. Acid is poured out of a cauldron or similar container, and through the machicolation. Each creature within a 10-foot square area underneath the machicolation must make a DC 15 Dexterity saving throw, taking 9 (2d8) acid damage on a failed save, or half as much damage on a successful one.

Boiling Oil. Boiling oil is poured out of a cauldron or similar container. Each creature within a 10-foot square area underneath the machicolation must make a DC 15 Dexterity saving throw, taking 10 (3d6) fire damage on a failed save, or half as much damage on a successful one.

Rock. The creature dropping the rock through the machicolation uses its Strength modifier for the attack roll, but not the damage roll. On a hit, the rock deals 2 (1d4) damage, or 5 (2d4) if the rock is larger.

Scalding Water. Scalding water is poured out of a cauldron or similar container. Each creature within a 10-foot square area underneath the machicolation must make a DC 15 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much damage on a successful one.

MURDER-HOLE

A murder-hole is a hole in the ceiling of a gateway or passageway, or occasionally in the floor of a parapet, so that defenders can rain down death upon the attackers below. They function identically to machicolations, aside from their location and structure.

The above attacks for machicolations can also be used for murder-holes.

PALISADE

A palisade is a type of wall that is constructed of wooden stakes or vertically aligned logs. It can be constructed much faster than other sturdier walls, but also can be destroyed more easily by fire or siege weapons. As a result, a palisade usually protects new or temporary encampments and outposts. Sometimes, a palisade will be used as a temporary wall around a castle or fortified city, until a stronger stone wall can be built.



A palisade is at least 10 feet high, and could be as high as 20 feet, depending on the availability of trees for logging in the area. The ends of each log are sharpened to discourage attackers from climbing over. Any given 10-foot square section of a palisade has an AC of 15, 30 hit points, and a damage threshold of 10, is immune to poison and psychic damage, and is resistant to piercing damage. Climbing a palisade requires a successful DC 20 Strength (Athletics) check (or DC 25, if the logs have been carved smooth). A creature attempting to climb the palisade must make a DC 15 Dexterity saving throw once it reaches the top. On a failed save, the creature takes 3 (1d6) piercing damage. If the save fails by 5 or more, it falls (taking damage from the fall, if appropriate), landing on the side of its choice.

PARAPET

A parapet is an extension of a defensive wall that extends over the edge of a roof, similar to the structure of an awning. It prevents attackers at the base of the wall from attacking those that are on the wall, though with the help of machicolations and murder-holes, defenders on the wall could still attack creatures beneath them.

STAIRS

Again, a rudimentary defense, but if used correctly, stairs can be a serious tactical advantage (or disadvantage). They create choke-points that can be more easily defended, or could be built specifically to slow attackers.

Stairs can be built with steps that have irregular height and depth. Such stairs are more difficult to traverse. For every foot of movement a creature spends to traverse these stairs, it costs one extra foot of movement.

In addition, some stairs could be trapped with trick stairs or any number of other traps. A rolling sphere (see page 123 of the 5th Edition *Dungeon Master's Guide*) could be especially effective in a narrow staircase.

Slide. This entire staircase is trapped, but the trap doesn't activate until at least 50 pounds is placed on the second-to-last step. When it activates, all of the steps pivot downward and oil or grease covers them to create a greased slide. Each creature on the slide when it activates slides down to the bottom of the staircase, and must make a DC 15 Dexterity saving throw. On a successful save, a creature keeps its footing at the bottom and dodges out of the way of its falling comrades. On a failed save, a creature takes 3 (1d6) bludgeoning damage from the fall. If the creature who activated the trap succeeds the save, it can choose to spring to the top of the staircase instead of sliding down.

Climbing the greased slide requires a successful DC 25 Dexterity (Acrobatics) check.

A nearby lever resets the staircase, though the grease remains until washed away.

Stumble Step. This stone step is designed to make creatures stumble back down the stairs. A successful DC 15 Wisdom (Perception) check allows a creature to notice that the step isn't mortared like the others are. As soon as 50 pounds or more is placed on the step, it falls out from underneath the source of the weight (from underneath the creature's feet, if the source is a creature). If the source was a creature, it must make a DC 15 Dexterity saving throw. On a failure, it stumbles backward and tumbles down the stairs,

taking 3 (1d6) bludgeoning damage from the tumble. If there are creatures behind it, they can attempt to catch the tumbling creature with a successful Strength check or dodge it with a successful Dexterity check. On a failure, or if it opts not to make the check, it is hit by the tumbling creature and also begins to tumble down the stairs, taking the same damage and with the same effects to those behind it. (In this way, an entire squad of soldiers could go down in a domino effect).

The step stays down until it is reset manually.

Trick Step. This stone step is designed to slow creatures that are traversing the stairs. A successful DC 15 Wisdom (Perception) check allows a creature to notice that the step isn't mortared like the others are. As soon as 50 pounds or more is placed on the step, it extends three feet upward. If a creature is in its space, the creature must make a DC 15 Dexterity saving throw. On a failed save, the creature takes 4 (1d8) bludgeoning damage and stumbles backward, its path blocked by the trick step. On a successful save, it takes no damage as it quickly steps over the trick step. The trick step stays extended until it is reset by a nearby lever.

STAKES

Stakes are long poles with sharpened ends or spearheads, which are stuck into the ground and pointed away from the defending force. They are not meant to deter infantry, but rather to kill the horses of cavalry. Usually the area covered in stakes is at least 10 feet wide, and as long as the defending force.

An area covered in stakes is difficult terrain. In addition, a Large or larger creature that starts its turn in the area or moves there for the first time on its turn must make a DC 15 Dexterity saving throw, taking 11 (2d10) piercing damage on a failed save, or half as much damage on a successful one. If a creature moves at least 20 feet before entering the area or takes the Dash action on the same turn, the damage increases to 22 (4d10) piercing damage. This damage is also halved on a successful save.

TALUS

A talus is an architectural feature consisting of a sloping face at the base of a fortified wall. The talus acts as an effective defense against escalades and siege towers. Because of the slope, scaling ladders are forced to adopt angles that make them unable to reach the top of the walls, and that put more stress upon their frames, allowing them to be more easily broken. The talus prevents siege towers from getting close enough to the wall to deposit troops. In addition, defenders can drop large rocks which shatter on the talus, showering attacking troops below with stone shrapnel. A defending creature atop the wall and armed with a sizeable rock gains the following action option:

Stone Shrapnel. The defender drops a large stone, which shatters on the talus beneath. Each creature within 15 feet of the base of the talus directly beneath the defender must make a DC 15 Dexterity saving throw, taking 5 (1d10) piercing damage on a failed save, or half as much damage on a successful one.

TOWER

There are several different kinds of towers, each with their own tactical bonuses. Because of their size, towers usually don't have their own statistics; for the statistics of a given tower, refer to the Wall section.

FORTIFIED TOWER

A fortified tower is a tower built into a castle, wall, or other defensive structure. A tower's shape can have a significant effect on the defense it provides.

Rectangular Tower. The major advantages of rectangular towers are that they are easier to construct than other types, and they provide lots of space for storage. On the other hand, their corners make them vulnerable to undermining.

Round Tower. Because of their shape, round towers are more resistant to projectiles flung from siege weapons. Ranged siege weapons suffer a -3 penalty on attack rolls made to hit a round tower.

Horseshoe Tower. The horseshoe-shaped (or D-shaped) tower provides the bonuses of both a rectangular and a round tower. The hemispherical part of the tower is more resistant to siege weapons, while the other part has a good amount of storage space and a large fighting area. Ranged siege weapons suffer a -2 penalty on attack rolls against the rounded part of a horseshoe tower.

Octagonal Tower. Towers of this type are a sort of hybrid between a rectangular and round tower. It is easier to build and lends itself to better storage than a round tower (though space is still limited), and is tougher to hit with ranged siege weapons than a rectangular tower. Ranged siege weapons suffer a -1 penalty on attack rolls made to hit an octagonal tower.

KEEP

A keep is a large fortified tower used as a place of residence, and as a last resort in the defense of a castle or city. A keep could be quite large and several stories tall, and is well fortified and defended. Some keeps may even have their own gatehouse, portcullis, machicolations, or other defenses.

TURRET

A turret is a small tower that projects from the wall of a larger structure. With the use of arrow slits, turrets are able to help provide covering fire for its adjacent walls. The size of a turret is limited, because of the structural strain it puts on the walls, but occasionally turrets can be taller than the wall they protrude from.

WATCHTOWER

A watchtower is a freestanding tower used to provide a high vantage point from which a guard can observe the surrounding area. A creature on top of a watchtower gains advantage on Wisdom (Perception) checks made to perceive anything in the surrounding area, but not in the tower itself.

Fortified Watchtowers. Watchtowers can be built the same way as fortified towers, and can use the same statistics.

Lookout Tower. A lookout tower is equipped with tons of fuel and fire-starting equipment. A beacon sits on top of the tower, which can be lit to convey messages. Kingdoms could have a long line of lookout towers, each within line of sight of another; in this way, simple messages could be sent overnight across entire regions.

Sentry Watchtowers. Wooden watchtowers can be built very quickly, at the expense of durability. Such towers have a basic structure consisting of one large wooden beam on each corner, held together by criss-crossing beams between them. The platform on top is accessible only by a long ladder.

These watchtowers are more likely to be found with palisades in short-term encampments, or as temporary watchtowers while a fortified watchtower is being built.

A sentry watchtower has an AC of 15, and each of its corner beams has 20 hit points, a damage threshold of 7, immunity to poison and psychic damage, and resistance to piercing damage. If a single beam is destroyed, there is a 50% chance that the tower falls. If two of the corner beams are destroyed, the tower falls and is destroyed.

WALL

A "wall" in this context means a barrier constructed as part of another structure or as a defense to a larger structure. Thusly, these rules can be used or adapted for any structure, from homes and shops to city walls and castles.

The material a wall is made out of determines how difficult it is to damage. Consult the Wall Defenses table to determine a wall's Armor Class and damage threshold based on its construction material. All walls have immunity to poison and psychic damage, and resistance to piercing damage. Stone, concrete, and iron walls are also resistant to slashing damage.

WALL DEFENSES

Wall Material	Armor Class	Damage Threshold
Wood	15	10
Reinforced	17	15
Stone	17	20
Concrete	18	20
Iron	19	20

A wall's hit points can vary, depending on its size, thickness, and workmanship. Consult the Wall Hit Points table below, which details how many hit points a wall has based on those criteria. The table gives approximate hit point values; use the values that best fit you and your game. Given hit points are for a 10 foot square section of wall.

Workmanship has three categories: *Shoddy*, *Mediocre*, and *Masterwork*. *Shoddy* is work done by an untalented craftsmen, or work that was hastily done. *Mediocre* is the quality of most walls, as they aren't particularly good or bad. *Masterwork* is work done by a legendary craftsman or architect.

For particularly weak walls, consider lowering the wall's hit points or damage threshold.

WALL HIT POINTS

Structure Size	Approximate Hit Points
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Large	
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<i>Shoddy</i>	20
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<i>Mediocre</i>	30
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<i>Masterwork</i>	40
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Huge	
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<i>Shoddy</i>	30
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<i>Mediocre</i>	40
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<i>Masterwork</i>	50
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Gargantuan	
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<i>Shoddy</i>	40
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<i>Mediocre</i>	50
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<i>Masterwork</i>	60
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MAGIC DEFENSES

Perhaps the greatest threats to a defending force aren't siege weapons or the size of the force at all; perhaps it is magic that poses the greatest danger. And magical problems require magical solutions.

Several spells can prove as effective defenses, such as *antimagic field*, *counterspell*, *wall of force*, and *prismatic wall*. Perhaps a *contingency* spell tied to one of these could make for a good defense. *Guards and wards* (or a similar spell) can also be an effective deterrent to attackers, while *programmed illusion* could make for a good distraction.

Perhaps the wizards in a particular city are powerful enough that they can create wards that envelop the entire city. Consider some of the following options, or use them to inspire your own ideas.

Antimagic. The entire city or its fortifications are protected by an antimagic zone, as if created with the *antimagic field* spell.

Antipathy. The gate or another fortification is enchanted as if with an *antipathy/sympathy* spell, with the Antipathy effect targeting orcs, red dragons, or whichever creatures the attackers are (or favor). Consider increasing the spell's range for a particularly powerful enchantment.

Force Barrier. A large section of the wall, battlement, or other fortification is protected with an invisible barrier composed of force energy. This barrier might stop only objects from passing through (such as stones and arrows), it could stop spells from passing through (such as a *fireball*), or it could do both. Perhaps certain types of creatures can't pass through the barrier without first succeeding on a Wisdom saving throw.

Illusions. The city or its fortifications are modified by an extremely powerful illusion that disguises it as something else or hides it from view entirely. Alternatively, illusions of powerful foes (such as an ancient dragon) or displays of power could potentially intimidate or demoralize an attacking force.

Teleportation Ward. The city or its fortifications are protected by a ward that prevents teleportation or planar travel of any kind from occurring within them.



WAR STRATEGIES

This section refers to strategies useful for specific battles, as well as strategies that warlords might use in their conquests across entire kingdoms and countries.

In general, it is safe to assume that a general should only engage in a battle when he/she is sure of victory, or has no other option. In place where winters are cold and harsh, war always stops for winter, as the rewards of war aren't worth risking cold and starvation.

Most of the time, when a city or people is defeated, the losers are treated fairly well and allowed to go about their lives. Only rarely are villages razed, entire cities decimated, stores looted, and the countryside burned. The invading armies would often only take what they needed (such as rations, blankets, and clothing), and leave the people as they were. Even conquerors act in this way more often than not, because subjects tend to be more agreeable if you treat them well.

Of course, evil creatures, such as orcs and hobgoblins, might have no need to keep everything alive, and might slaughter and burn everything in their path. On the other hand, hobgoblins could show mercy because of their lawful nature, or might take to alternatives such as ransom.

COMMUNICATION

The first thing to consider when creating a faction or army is: how well does it communicate? If the faction has multiple armies, how do they communicate with each other? The answer to this question can have arguably the largest impact on the outcome of battles (and possibly the war).

At its most basic level, communication happens via messengers, whether with oral or written messages. This isn't as helpful in the midst of the battlefield, however. Other mundane means to convey messages across regions might include smoke signals or watchtowers with beacons; these can communicate messages with surprising speed.

There are other techniques that can be used in a battlefield situation to quickly give orders or spread messages. These could include: the use of horns or other instruments that can be heard across the battlefield; the use of flag positions, which requires the flag bearers to be on a high place where they can be seen (though this comes with its own set of dangers); or the use of magic.

Magic can speed up the process of communication through the use of *sending* spells or similar magic. Perhaps a force of mind flayers has their minds linked and magnified by a mindwitness, so that they can communicate telepathically over great distances.

This is important to consider, because a faction that can't communicate will surely be outmaneuvered and defeated.

PRISONERS

Instead of killing soldiers and leaders, an army might take them prisoner. However, taking prisoners means there are even more mouths to feed, and the army has to spend their precious resources, soldiers, and time to guard and take care of them. If there are enough prisoners, they risk rebellion and a mass breakout. At the same time, letting them go means reinforcement to the opponent's army. The following options outline a few of the possible outcomes concerning prisoners.

Exchange. Prisoners could be kept and exchanged for other prisoners. They aren't always exchanged one-to-one; a faction in a favorable position might be able to make higher demands in return for precious lives.

Execution. Evil armies, or those left with no other option, execute their prisoners. This doesn't necessarily mean they will kill them all; only the ones who prove useless in terms of interrogation and ransom or other areas. Armies might hold a mass execution, lining up and slaughtering their prisoners. Such days are terribly grim.

Interrogation. Some prisoners are kept for their intimate knowledge of the enemy's strategies, leadership, bureaucracy, or strengths and weaknesses. Creatures with such useful information might be tortured to get the information out; during times of war, most are willing to make such moral concessions.

Ransom. More often than not, nobles and other leaders are kept as prisoners so that they can be returned for a ransom. The ones keeping them prisoner might ask for large sums of money, for powerful weapons, or magic items. If the prisoner is particularly renowned or well-loved, they might demand surrender of another leader or of the war entirely.

Occasionally, the ordinary soldier is taken prisoner in hopes that his/her family will be willing to pay a ransom. The ransom is often merciless, and those holding the soldier prisoner try to squeeze every coin they can from those willing to pay to have them back.

TYPES OF BATTLES

The following are possible types of battles that could be employed during a war campaign.

CHAMPION WARFARE

In champion warfare, each army sends forth a champion to fight on behalf of the entire army. Whichever army's champion is victorious wins the battle.

This type of battle is chosen as a means of preserving lives and resources. It also assumes respect and honor for the agreement that was made.

See the "Duels and Contests" section in Chapter 2 for ideas and rulesets governing this sort of thing. In a high fantasy setting, the champions may not be martial champions; the duel could be strictly magical, or perhaps the duel isn't violent at all. The champions could engage in a battle of wits or in another contest of sorts. Or, perhaps, the old beat-them-senseless method would work just as well.

PITCHED BATTLE

A pitched battle is a battle in which both sides choose the time and place of the battle to occur. Either side has the option to withdraw from the battle before it starts or shortly thereafter.

In most fantasy settings, pitched battles are extremely rare.

SIEGE

In this context, a siege constitutes an army attacking a fortified location, such as a fortress, castle, or city. Such locations are invaluable assets; controlling a castle could grant control over the entire surrounding area.

SKIRMISH

In this context, a skirmish is a battle in which two armies clash, and neither has the benefit of fortifications. This type of battle only occurs when it isn't possible for one side to stay sheltered within its fortifications. When possible, armies will always stay where it is safest for them to fight.

A skirmish might occur over a landmark of importance, like a tomb that allegedly holds a legendary weapon, or a bridge that guards the only safe entrance into a region.

THE BATTLEFIELD

As stated previously, a general will only go into battle if he/she believes that victory is assured, or likely at the very least. Therefore, generals always choose to go to battle in places that favor them in some way. This concept also applies to the building locations of cities, castles, and other fortresses.

This concept applies to small battles as well as large ones; terrain and the makeup of the battlefield can be used to great effect by both sides of the conflict, assuming they are familiar with it. Feel free to apply these suggestions to normal combat, in addition to the clashing of armies.

TERRAIN

Different types of terrain lend themselves to different strategies. The following terrain types might become relevant during the span of a campaign. On especially large battle maps, multiple types of terrain could be present.

Desert. The sand dunes of deserts prevent fortifications of any kind from being built. Solid foundations can't be built in the sand, and trenches, makeshift walls, or pits quickly fall back into place. Often the only features in the desert are natural barriers and the dunes themselves.

In rocky deserts, there may be places to build foundations, but the lack of available material restricts construction of fortifications. In any case, food and water are the main concern in a desert.

An army might choose to fight in the desert if it has a means of providing food for itself, if it is accustomed to living in the desert, or if its enemies are ill-equipped to handle the dangers of the desert.

Forest. Forests are very rarely a place where armies line up to do battle. Most often, forests are the location of small skirmishes or raiding parties. Ambushers and armies that employ hit-n-run tactics might hide in a forest, or a fleeing army might take cover there.

Because of the trees and other foliage within a forest, line of sight is restricted, and archers, siege weapons, and other artillery are much less effective. An army might choose to fight in a forest if its enemies rely heavily on archers and artillery, or in order to more efficiently pull off strategic maneuvers like ambushes.

The contents of a forest also provide materials for structures and fortifications. Encampments could quickly and easily be fortified because of the abundance of wood. Usually, defenders who build such fortifications clear out the forest near their walls, so that they can more easily see and attack any invaders.

Hills. Hills provide excellent vantage points, and are sought after as locations for fortifications or commanders, where they can watch the battle as it unfolds below. In addition, in locations with rolling hills or mountains, regiments or even entire armies could hide effectively, allowing for the setup of ambushes.

Hills are often rife with natural barriers, including large rocks, cliffs, and streams or rivers. Once a hill is captured, it is likely that the summit will be used as the location for a fortification of some sort.



Marsh. Most armies stay away from marshes, because they only slow down the army. Fighting within them is a mess, as the water and muck makes it difficult to maneuver, and wounds can send troops down into the bog where they could drown. Fortifications are difficult to build here, even if there are materials that can be used, because the mud and soft ground are always shifting.

Creatures with a swimming speed, or that are accustomed to the conditions, might choose to fight in a marsh. Lizard-folk, for example, would be more than happy to fight in this terrain.

Plains. Plains are the most common site of battles, as they lend themselves to an even fight without the variables of other terrain. Fortifications and other structures of all sorts could line a plains battlefield.

Urban. When the outer defenses fall, the battle could be driven into the streets of the city. The buildings within make for interesting variables in and of themselves. Narrow alleyways could allow for flanking, and archers could hide atop buildings or take cover behind overturned wagons or around street corners.

A defending force in an urban battlefield has a distinct advantage, with the ability to set up barricades, archers, and other defenses wherever it is tactically sound to do so.

BARRIERS

Barriers obstruct movement across the battlefield. Some obstruct attacks as well, but not all of them do. Barriers can offer a distinct advantage during combat, no matter how large the battle is. The usage of archers to shoot over a barrier can be a particularly potent strategy, especially if the enemy isn't expecting it.

There are many different kinds of barriers; the "Fortifications" section earlier in this chapter outlines many different kinds of barriers that can be used to great effect, including barricades, palisades, and stakes.

Natural barriers could include cliffs, crevices, and bodies of water. Fortifications might be built around or on top of these natural barriers. When properly utilized, natural barriers can change the outcome of battles. Long hikes up a series of switchbacks could destroy morale, especially while the troops are exposed to ranged attacks the entire time. Perhaps a fast-flowing river blocks the only way to the watchtower, but losing your footing means certain death by drowning.

Chokepoints. One of the most potent strategies utilizing barriers is that of a chokepoint. A chokepoint essentially funnels an opposing force through a small opening, forcing them to fight with smaller numbers than they actually have. This makes it much easier for smaller forces to defeat larger ones.

OTHER HAZARDS

There are innumerable things that could be placed into a battlefield as hazards: sinkholes, lava, thick undergrowth, geysers, ruins, or even the remains of past battles could pose a danger to combatants, but the list goes on.

For additional ideas concerning hazards, see the "Wilderness Hazards" section on page 110 of the 5th Edition *Dungeon Master's Guide*.

BATTLE STRATEGIES

This list of strategies is by no means complete, but helps to outline possible strategies that might be employed in armies to gain the advantage during a battle. An army could be using (and benefit from) more than one strategy at a time, as long as the two don't contradict each other.

Even if your campaign doesn't deal with outright warfare, these techniques can still be applied to normal combat encounters to make for particularly challenging encounters.

This section assumes the use of rules presented in the 5th Edition *Unearthed Arcana* entitled "When Armies Clash." It is possible to use these strategies without the use of those rules, but the advantage will be purely tactical and won't be represented in a creature's statistics in that case.

AERIAL BOMBARDMENT

Aerial bombardment is a tactic that utilizes flying creatures to attack the enemy from above. Though this could involve magical attacks or things like fire breath, the most common form of aerial bombardment is simply to drop big rocks. Giant eagles or another flying creature could perhaps be trained to carry large rocks, or a platoon of troops could be enchanted with a *fly* spell.

A creature can drop an object it is holding on its turn, no action required (though it requires a free object interaction or the Use an Object action to pick one up). Instead of aiming for a particular creature, the attacker aims for a particular space, and makes an attack roll against AC 10. On a hit, the object falls into the desired space. If the attack misses, use the "Missed Attacks" rules for siege weapons to determine where the projectile lands. If the attacker is 200 feet high or higher, it makes the attack roll with disadvantage.



If the object weighs at least 30 pounds, it deals 1d6 bludgeoning damage for every 10 feet it falls, to a maximum of 20d6. Each creature in the space where the projectile hits must make a DC 15 Dexterity saving throw or take the damage.

AMBUSH

Ambush is a tactic in which one side utilizes concealment and the element of surprise to attack unsuspecting enemies.

If the creatures waiting in ambush go undetected, the creatures they are attacking are surprised when combat begins. (Refer to page of the 5th Edition *Player's Handbook* for the rules regarding surprise.)

Depending on the situation, a Wisdom (Perception) check (or a reference to passive Perception) could be in order to detect the waiting forces.

ARMoured SPEARHEAD

In this strategy, the army's most powerful assets (likely powerful monsters of some sort) lead a charge directly into the opponent's ranks, while other troops follow behind and protect their flanks. Ideally, the opponent will be overwhelmed by the sudden show of force, and crumble before they can reorganize their defense.

This tactic only works if the spearhead is both swift and overwhelmingly powerful, and if the troops following behind effectively protect their flanks. If not, the spearhead can quickly be overwhelmed as it is surrounded.

The units and stands that form the spearhead are most effective in the "March" Configuration (to move ahead quickly), while the units and stands that cover its flanks are in the "Aid" Configuration, to help the spearhead push through, or the "March" Configuration, to keep pace with them more easily.

ATTACKING FROM DEFENSIVE

As the saying goes, "the best defense is a good offense." This tactic restricts defensive action, and encourages a proactive and aggressive offense to gain a strategic advantage.

Units and stands using this strategy are never in the "Defend" Configuration, and usually in the "Aid" Configuration. They usually take the Attack action, and almost never take the Retreat action.

CHARGE

A charge is a tactic in which one side moves toward the other as fast as it is able, in order to engage in close combat as quickly as possible. This is most effective when utilized by cavalry.

A stand of cavalry wielding piercing weapons has the following trait, unless it already has a similar trait:

Charge. If the stand takes the Dash action and then ends its movement adjacent to an enemy stand that it was moving toward, it can make a melee weapon attack as a bonus action. If the attack hits, it deals an additional 11 (2d10) piercing damage.

DECAPITATION STRIKE

This strategy revolves around removing the leadership of the opposition. Without its leadership, a unit or an entire army can quickly fall into disarray and defeat.

This kind of strategy is most effectively done by assigning the Player Characters the task of finding and destroying the opposition's leadership while the battle rages around them.

Alternatively, killing the opposing army's leaders is worth a certain amount of victory points.

ENVELOPMENT

Envelopment is the tactic of flanking an enemy and attacking from multiple sides, cutting off retreat and avoiding their strongest defenses.

Single Envelopment (Flanking Maneuver). In this version of envelopment, only one flank is taken advantage of. Ambush most often uses this form of envelopment, which focuses on avoiding an enemy's offensive power (which is usually located at an army's front).

Double Envelopment (Pincer Movement). In this version, units are moved on both sides of the enemy to flank both sides simultaneously.

Encirclement. Encirclement is a form of envelopment in which the opposition is flanked and completely surrounded. For single stands, use the rules for isolation. For units and larger sections of armies, there are no bonuses or penalties (aside from being completely surrounded.)

This tactic is helpful for forcing a surrender or annihilating entire regiments, assuming that the encircling force has enough soldiers to keep their victims from breaking out. On the other hand, such dire situations can also lend a feeling of heroism to the victims of the envelopment, allowing them to fight even harder for their lives.

If you use the optional Flanking rules (see page 251 of the 5th Edition *Dungeon Master's Guide*), consider applying those flanking rules to units and stands during large-scale battles.



FEIGNED RETREAT

A feigned retreat is a tactic in which one force pretends to retreat, in order to draw the opposing force into a vulnerable position. At this point, the "retreating" force turns and attacks anew.

This tactic requires well-disciplined soldiers. If the enemy presses on the retreat, the retreating men could falter and the retreat could become genuine.

HAMMER AND ANVIL

The hammer and anvil maneuver is simple, but extremely effective, though it relies on the enemy being mostly composed of infantry. It entails engaging the enemy army with infantry, and while they are engaged, ranks of cavalry maneuver behind the enemy to drive them into the lines of friendly infantry. It requires superior numbers of cavalry to be successful.

HIT-AND-RUN

In warfare involving hit-and-run techniques, the objective isn't to seize control of territory. Rather, the objective is to inflict damage on the enemy's troops and then retreat before the enemy can counterattack. Repeated attacks can have detrimental effects on enemy morale. This tactic can be especially effective when used with cavalry archers and combined with Ambush.

Raid. A form of hit-and-run tactics is to raid. Raids are typically more highly specialized, occasionally requiring specially trained troops, and normally have one of the following objectives: to demoralize/confuse the enemy; to ransack/pillage; to destroy specific goods; to free or take prisoners; or to gather intelligence.

OBLIQUE ORDER

Put simply, oblique order is a tactic wherein the army concentrates most of its forces on attacking a single flank, while the rest hold the line. Thusly, it achieves a local superiority in numbers and quickly obliterates that flank, allowing the army to then overwhelm the enemy from that flank.

PARTHIAN SHOT

This tactic is only used by cavalry archers. While in real or feigned retreat, the archers turn and fire on the encroaching enemy.

Units that plan on using this tactic stay in the "March" configuration and are usually Skirmishers.

RECONNAISSANCE

Reconnaissance is a tactic to obtain information about the surrounding terrain and the activities of indigenous people or of other organizations in the area. Scouting and patrolling both fall into this category. Usually, an army has a small force ahead of its main body, the main purpose of which is reconnaissance.

Some spells could substitute for effective reconnaissance, such as *scrying* or *commune with nature*.

While not overtly a military tactic, knowledge of the terrain, as well as the layout of cities, castles, or other defenses, is invaluable information when planning an attack or defense.

DEFENSE IN DEPTH

This tactic is meant to slow down an enemy advance, rather than stop it, by placing the enemy's objective behind several lines of defense. A traditional castle is a good example of defense in depth, because of its multiple walls and other fortifications.

During a skirmish, a defense in depth is executed by slowly retreating, allowing the enemy to take land a step at a time. This tactic often results in more casualties, but also causes the encroaching army to lose momentum, and buys time for the other defenders. One popular way to execute this is to allow the middle lines of the army to retreat, and while the enemy closes in, allow the left and right flanks to surround them.

Properly executed, defense in depth can lead to an excellent counterattack.

Hedgehog Defense. In this variant, the defenders fall back to strongpoints every time they retreat. These strongpoints are fortifications that are designed to weaken and break the momentum of the attackers, such as a redoubt, fort, or trench. The strongpoints are intended to be bypassed, though doing so should be expensive to the attackers, and should expose their formations to counterattack.

FORCE DISPERSAL

This defensive tactic is only effective against forces with large amounts of siege weapons or powerful spellcasters. The army essentially spreads out so that it takes up twice as much room as it normally would. Hence, spells and artillery weapons (such as mortars and trebuchets) hit fewer soldiers and are therefore less effective.

To represent this, Regiments gain the following Configure option:

Dispersed. While a unit is in the dispersed configuration, each stand in the regiment takes up twice as much space as it normally would. Because of this, ranged weapon attacks have disadvantage on attack rolls to hit stands within the regiment, and each stand in the regiment has advantage on Dexterity saving throws. However, because the individuals are so spread out, melee weapon attacks against a stand in the regiment are made with advantage, and each stand in the regiment makes melee weapon attacks with disadvantage.

A regiment in the dispersed configuration moves at its full speed.

FORMATIONS

This section introduces several formations. Units might take on these formations to take advantage of any of their strategies.

Column Formation. In this formation, the number of rows is far greater than the number of columns in the formation. This makes for especially effective charges and for rapid movement, though archers have a more difficult time finding targets in this formation.

Echelon Formation. In this formation, the creatures within stands are arranged diagonally. This offers its members an excellent field of view, and hence allows archers a better shot at enemies. If stands are arranged this way, it allows weakened and fatigued stands to stay back while stronger ones take the forefront, without giving way to the enemy.

Line-Abreast Formation. This formation has a greater number of columns than rows. It sacrifices maneuverability, but offers a greater capacity to make ranged attacks.

Phalanx Formation. In this formation, soldiers are grouped tightly into a square formation. It is especially effective with long spears and polearms, and in defensive scenarios.

Wedge. This V-shaped formation is best utilized offensively for smashing through enemy lines.

Inverted Wedge. In this formation, the units arrange like a triangle with the flat side pointed toward the opposition. Then the leading units can flank the opposition to the left and right, allowing the army to envelop the opposition.

SCORCHED EARTH

Scorched earth is a strategy that involves destroying anything and everything that might be helpful to the opposition while moving through a location, including sources of food and water, other resources, shelters, or even people.

This strategy can be employed by either side; a retreating force might want to keep resources from falling into enemy hands, or an invading force might use this strategy to draw out defenders or render their land destroyed.

SHIELD WALL

A shield wall is created when the front line of soldiers hold their shields such that they overlap with each other, so that each soldier benefits from his shield as well as his neighbors'.

A regiment in the line-abreast formation can use an action to form a shield wall, as long as its members are wielding shields, choosing an edge along which to form the wall. Each stand along the chosen edge gains a +2 bonus to AC until the regiment takes another action or until each stand along the chosen edge is attacked. This action cannot be taken if any hostile stands are adjacent to the regiment.

Testudo Formation. The testudo formation is a variant of the shield wall. In order to form a Testudo formation, each member of the regiment must be wielding a tower shield. The regiment can use an action to form a testudo formation. Soldiers along the edge of the regiment form a shield wall, while soldiers in the middle raise their shields above their heads. Each stand in the regiment gains a +3 bonus to AC until the regiment takes another action. This action cannot be taken if any hostile stands are adjacent to the regiment.

TRAPS

There are two different kinds of traps discussed in this section. The first are the sort that are found in dungeons, which might not have much of a place on the battlefield, but that isn't to say a use couldn't be found for them. Given enough time, a large stretch of land could be rendered quite dangerous with enough pit traps, bear traps, or even *glyphs of warding*. These kinds of traps would be better suited to the defense of a fortified area (like a city or castle).

The other kind of trap is that involving some kind of trick or deception to lure the opposition into some position of vulnerability. By this definition, a feigned retreat is a trap. This kind of trap could involve using something that the opposition wants as bait (easy victory could serve as such bait), luring the opposition into a situation such that they lower their guard (such as a false surrender; see "Perfidy" below), or making a fortified and heavily defended castle seem like an easy target.

UTILIZING TERRAIN

Terrain can be a serious advantage (or disadvantage) in many ways, but the following two are arguably the most important:

High Ground. Obviously, having the high ground is a tactical advantage. The gameplay advantages of this are described on page 3 and 4 of "When Armies Clash." However, high ground also allows those atop it to see the battlefield and plan accordingly. In some cases, it might be important for communication.

Natural Barriers. Mountains, cliffs, bodies of water, and other impassable kinds of terrain count as natural barriers. These barriers can be used to great effect by funneling the opposition into choke-points or trapping them against such barriers.

DECEPTION AND MISDIRECTION

Some of these battle tactics are a bit more underhanded, and therefore might not be used by those of good alignment. However, during times of war, people may make moral concessions if it ultimately means victory.

CAMOUFLAGE

Camouflage protects units of a force from detection and observation. This tactic is more likely employed by scouts or other creatures on reconnaissance missions, but could also be used to disguise and hide siege weapons, supply caches, or other resources.

Consider granting advantage on Dexterity (Stealth) checks to creatures with camouflage, and/or disadvantage on Wisdom (Perception) checks to detect camouflaged objects.



DEMORALIZATION

The objective of demoralization is to cause the enemy to retreat, surrender, or defect, rather than defeating them in combat.

Methods of demoralization include: hit-and-run, propaganda, intimidation, and the use of incapacitating or non-lethal (occasionally torturous) methods, rather than lethal ones.

Disinformation. Disinformation is a deliberate lie, including propaganda or the spreading of false information in any other manner, which is intended to deceive and cause surrender and/or defection. This sort of warfare is psychological.

DIVERSIONS/FEINTING

A tactical diversion is some activity or movement that draws attention away from a force's true army or plan.

A feint is a maneuver that fools the opposition into thinking that the army will perform a particular maneuver or target a particular flank, unit, or fortification.

A feigned retreat is an example of a feint.

ESPIONAGE

Espionage is the act of spying to obtain information. Usually this entails infiltrating hostile cities, politics, or armies, but spies are always behind enemy lines. Espionage is dangerous, and in most cases, illegal.

Soldiers are well aware of this, and may or may not be willing to serve as spies. Does this army have an elite force that serves as spies? Perhaps they hired a thieves' guild to acquire information for them?

Another thing to consider is what happens if/when a spy is caught? Are they tortured for information, magically dominated, or executed on the spot? Such punishments are as diverse as the wars that call for them.

FALSE FLAG

This tactic is a deception designed to blame a particular party, kingdom, nation, or other group for some activity, thus hiding the perpetrator's identity. This is usually done to incite rebellion or to plant the seeds that will grow into war.

Usually, this entails actually flying the flag of another organization (hence the name of the operation), so that the blame will be set on them. In some cases, countries or kingdoms have actually attacked their own people, and then pinned the blame on outside sources.

PERFIDY

This form of deception involves a deal in which one side promises to act in good faith, with the intent of breaking that promise as soon as the other side lowers its guard. Such acts might include agreeing to trade prisoners, raising the flag of truce, or even signing a peace treaty.

SABOTAGE

Sabotage is the act of weakening the opposition by undermining its leaders, government, or plans, whether through disruption or destruction, and is most effective with a spy or elite soldier operating behind enemy lines. This could be as direct and as simple as destroying the wheels on siege weapons or poisoning food stores. Other, more political techniques could include turning a general's advisors against him or assigning important duties to incompetent and inefficient workers. An interesting technique might be to learn the enemy's warhorn patterns for orders, and then copy them during a battle to sow chaos among their forces.

STEALTH

Stealth doesn't play as large a role in warfare (concerning the actual armies) as one might think, because of how long it might take for word to travel. To understand how important stealth is for this particular war or campaign, first determine how well each faction can communicate (see the section on communication earlier in this chapter). If factions are limited to extremely mundane means of communication, like messengers or beacons, stealth shouldn't have much of a role at all, because of how long it will take for word to travel anyway. If factions are capable of communicating nearly instantly by using magic, then stealth may be a bit more important.

Realistically, mundane means of stealth aren't possible with large forces, because of the sheer number of soldiers, animals, wagons, and other things that having an army entails. Smaller forces, like scouts or small raiding parties, might be able to move easily work covertly. Of course, this doesn't mean that an army couldn't potentially take another force by surprise (or ambush). The army would leave an obvious trail in its wake, but in more advantageous terrain might be able to hide, if only for a few days.

However, the use of magic can greatly increase an army's stealth capability. Though the invisibility of an entire army probably isn't plausible (and the opposition could follow the massive trail of footprints and waste left behind), illusions and other magic could still help to hide the army's presence. *Create food and water* is helpful for obvious reasons, but also means that the army doesn't have to raid the countryside for sustenance (though feeding the whole army would require a lot of powerful spellcasters). There are a multitude of spells that could be used to hide or dispose of waste. Spells such as *pass without trace*, or *mirage arcane* could prove useful. Other spells that could be useful in this scenario are detailed in Chapter 3. Of course, there is nothing stopping you from creating your own magical effects, created by powerful spellcasters within the ranks of an army.



NAVAL WARFARE

Not all warfare is done on land; it can also be done on the water. The 5th Edition *Dungeon Master's Guide* outlines rules and statistics for ships and for crews, and operating a ship.

Most often, the objective of naval warfare is not to sink the enemy ship; rather it is to deplete the enemy crew enough that a crew can board an enemy ship and commandeer it. Why sink a ship when you could take it, especially when it took months or years of careful construction to build?

NAVAL WEAPONRY

Ships can be outfitted with nearly any ranged siege weapon, and can have as many as it can fit on board, without interfering with the crew's living space and cargo area. Ships can also be equipped with special naval weapons designed specifically to eliminate or disable enemy ships.

CANNONS

Because of the tremendous power that cannons have, ships must be outfitted specially to carry them. Cannons are heavy and could break through the deck of smaller ships, and their firepower is so great that if they are mounted too high in the ship (such as the forecastle or aftercastle), firing the weapon would rock the ship and threaten to capsize it. Heavy cannons are more practical in lower decks, closer to the water, where there is little to no danger of rocking and capsizing.

If a ship does carry cannons, it likely carries them on its sides: port and starboard (left and right, respectively). Firing all cannons on one side simultaneously is known as a broadside. Cannons can also be carried beneath the forecastle, pointed forward, or in the aftercastle, pointed behind the ship.

CHAIN SHOT

Chain shot is a special kind of a ammunition made for heavy cannons, consisting of two smaller cannon balls connected by a length of chain. It is used to take down the masts and sail rigging on ships to make them less maneuverable, or to disable them entirely. Because chain shot is horribly inaccurate, it is only used at short range.

Chain Shot. *Ranged Weapon Attack.* +2 to hit, range 100/400 ft., one target. **Hit:** 22 (4d10) bludgeoning damage. If the attack roll is a 17 or higher on the d20, the chain shot hits the target ship's rigging instead of dealing damage, slowing the ship's speed by 10 feet. If the attack roll is a 19 or 20 on the d20, the chain shot hits the target ship's mast (or one of them, if there are multiple), and destroys it, reducing the ship's speed to 10. If the ship's speed is already at 10, or if it only had one mast, its speed is reduced to 0, unless it can be propelled by oars.

NAVAL HAMMER

Huge object

Armor Class: 15

Hit Points: 100

Damage Immunities: poison, psychic

Damage Threshold: 10

In its simplest form, a naval hammer is a Large crane-like device used to drop weights onto enemy ships, offsetting the ship's balance or smashing through the deck of smaller and weaker ships. Larger ships are unaffected by this.

In its most sophisticated form, a naval hammer resembles a trebuchet, but with a massive ram instead of a sling or catapult head. When the hammer is released, it swings in a high arc and down over the side of the ship, smashing through the deck of enemy ships like a battering ram through a gate.

After a naval hammer is used to attack, before it can be used to attack again, it must be reset. It takes two actions to reset a naval hammer, during which time the hammer returns to its rest position.

The hammer swings over one side of the ship. The hammer can swivel to swing over the other side of the ship, but doing so takes two actions.

The hammer must be placed in such a way that using it does not damage any masts or sails. These weapons are most effective on low-decked ships with great speed (often with oars), and a ship with a naval hammer rarely has other weapons atop it.

Naval Hammer. *Melee Weapon Attack:* +8 to hit, reach 15 feet., one target that is Huge or larger. **Hit:** 27 (5d10) bludgeoning damage. Any creatures in the area of the hammer's swing must succeed on a DC 15 Dexterity saving throw or take 22 (4d10) bludgeoning damage.

NAVAL RAM

The ship has an underwater elongated ram on its bow, constructed of wood and shod in iron or steel. If the ship moves at least 20 feet straight toward another ship or structure, and then collides with it such that the ram hits the other vessel, the other vessel takes 55 (10d10) bludgeoning damage, and the equipped ship takes no damage from the collision. This attack is ineffective against objects that are Medium or smaller.

The ram is a part of the ship, and hence cannot be attacked without targeting the ship directly.

SWIVEL CANNON

Small object

Armor Class: 19

Hit Points: 40

Damage Immunities: poison, psychic

Damage Threshold: 15

A swivel cannon is a cannon small enough that firing it doesn't threaten the ship's balance or integrity. It sits on a reinforced wooden stand, usually at the edges of the aftercastle, and it can be aimed without requiring an action. The weapon still takes one action to load, and one action to fire.

Cannon Ball. *Ranged Weapon Attack:* +6 to hit, range 300/1,200 feet., one target. *Hit:* 22 (4d10) bludgeoning damage.

BOARDING

Usually, the objective of battles between ships at sea is not to sink the other ship. Rather, it is to kill enough of the crew that the ship can be commandeered. This is done by killing as much of the opposing crew as possible (though not all of them; someone has to sail the ship), and then boarding the ship to "coerce" the remaining crew into service. There are several different techniques to boarding, depending on a ship's weaponry, size, and crew.

CORVA

A corva is a heavy wooden plank with a metal hook on one end, which is used to grapple a ship's edge (usually the prow) and cross the gap. It is most effective against small, fast ships (especially those that use a naval ram as their primary means of damage).

A corva requires at least 2 Medium creatures to manipulate it, because of its size and weight. It cannot stop ships from moving, which is why it is best used against ships that ram (because once a ramming ship hits your ship, it has nowhere to go). It is a 5 foot wide wooden plank that can be anywhere from 10 to 20 feet long, and is usually reinforced with iron. A corva has AC 17, 30 hit points, immunity to poison and psychic damage, and resistance to piercing damage.

If a ship moves while a corva is attached to it, the corva falls off of the ship and into the water.

GRAPPLING & GANGPLANKS (G&G)

Perhaps the most common method of boarding, grappling and gangplanks involves exactly what you'd expect. A number of the crew on one ship throw grappling hooks to the other ship, and pull the ship closer. Once the ship is close enough, the crew pulls out gangplanks, which can be used to bridge the gap between the two vessels.

Once four or more grappling hooks are secured, the creatures holding the hooks can make a group Strength check (DC 15) to pull the ship closer. If there are seven or more grappling hooks, pulling creatures make this check with advantage. If the group check succeeds, the ships move 5 feet closer together.

Once the ships are within 15 feet of each other, gangplanks can be set down to bridge the gap between ships. A gangplank is 2 feet wide and 10 to 15 feet long, has an AC of 15, and 20 hit points. A creature can use its action to pick up a gangplank and move it into place.

HARPAX

A harpax (see the siege equipment section), proves as an extremely effective way of bringing ships close enough to begin boarding. It is recommended to only use it after the enemy ship has been disabled, however; if not, a linked ship may find itself being dragged behind runaway prey (assuming the harpax is strong enough to hold that kind of tension).

ROPE

Perhaps the simplest (but by no means easiest) way of getting to another ship is jumping. However, ships must get uncomfortably close to each other in order to render this technique at all effective.

A better take on this method is to use ropes connected to the masts or sails. Swinging on a rope to get from one ship to another requires a successful DC 10 Dexterity check. If either of the ships are moving, it requires a successful DC 20 Dexterity check. On a failure, the creature hangs on to the rope, but can't make the jump over. If the check fails by 5 or more, the creature falls into the water.

SWIMMING

A creature could feasibly swim to another ship to board it. There are a couple of problems with this option, however: first, the creature would be sopping wet and exhausted from the swim (especially if it was wearing armor); second, if the ship is moving, the creature could entirely miss it or end up underneath it.

DISABLING SHIPS

Though it isn't imperative, ships are usually disabled before they are boarded, to prevent them from making a getaway in the middle of the boarding process. A ship is disabled when its speed is reduced to 10, or after it has only 20% or less of its hit points remaining (at which point its speed is reduced to 10).

SHIPS IN INITIATIVE

For battles between ships, it makes most sense to have the crew of each ship roll initiative and act independently, rather than to have the ship itself roll initiative and make its own attacks. The crewmen of the ship can take actions to fire siege weapons or take their turns as normal. Each ship moves simultaneously on initiative count 20.

SHIPS AND MOVEMENT

Ships, in general terms, are big and bulky. They can't turn, stop, or accelerate quickly. A ship's speed and maneuverability depend on its size and propulsion methods.

The rules in this section reference something called acceleration and deceleration, which represents how quickly a ship can speed up or slow down. If a ship isn't moving, the first turn it moves, it can only move an amount equal to the rate of acceleration given below. The next turn, the ship can either accelerate by the same amount (hence increasing its movement speed by its acceleration rate), decelerate at a rate of 10 feet per round (hence decreasing its movement speed by 10), or stay at the same speed. The maximum speed that a ship can move is given by the Max Speed column of the Ships table.

While moving, a ship can turn 90 degrees in one round.

OARS

Ships whose main method of movement is rowing aren't affected by changes in wind. A ship propelled by oars accelerates at a rate of 10 feet per round. The rowers could also row backward, decelerating the ship by 10 feet per round, or even moving it backward. In addition, a ship that isn't moving can be rotated in the water with oars, rotating 90 degrees in one round.

SAILS

Ships whose main method of movement is sails depend largely on the speed of the wind.

No Wind. If there is no wind, ships with sails can't move without the use of oars. With oars, a ship of this kind can accelerate at a rate of 5 feet per round, and can rotate 45 degrees in one round if it isn't moving.

Light Wind. If there is light wind, ships with sails accelerate at a rate of 10 feet per round. If the ship is sailing against the wind, it accelerates at a rate of 5 feet per round, and its maximum movement speed is halved.

Strong Wind. If there is strong wind, ships with sails accelerate at a rate of 20 feet per round. If the ship is sailing against the wind, it accelerates at a rate of 10 feet per round, and its maximum movement speed is halved.

BOTH

Ships that have both oars and sails can benefit from both. Its maximum speed stays the same, but if there is wind for the sails to catch and the rowers are rowing, the ship's acceleration rate increases by 5 feet.

ANCHORS AWAY!

To slow down faster, a ship could drop its anchor. If the anchor is dropped, it drags along the sea floor, further slowing the ship. A ship with a dropped anchor decelerates at

a rate of 20 feet per round (rather than 10). In addition, every round that the anchor is dropped and the ship is still moving, roll a d20. On a roll of 1, 2, or 3, the anchor catches on a large rock, coral formation, or other solid object. The ship lurches, and every creature on board must make a DC 15 Dexterity saving throw. On a failed save, a creature is knocked prone. In addition, the ship takes 11 (2d10) bludgeoning damage from the sudden stop. This damage ignores the ship's damage threshold.

TYPES OF SHIPS

This section expounds on each of the different kinds of ships, and offers new options to build upon those presented in the Dungeon Master's Guide. Refer to the entry in the Ships table for each ship's statistics.

Barge. A barge is a flat-bottomed cargo ship usually used on rivers that can carry up to 1000 tons worth of cargo, or sometimes even more.

Barque. A barque is a large ship with three masts, the aftmost rigged fore-and-aft while the others are square. These ships can fulfill the role of cargo ships or of warships.

Bilander. A bilander is a small merchant ship with two masts that can carry up to 100 tons of cargo.

Bireme. A bireme is a galley whose propulsion method is rowing. It has two decks, so it travels significantly faster than other single-level galleys.

Birlinn. A birlinn is a ship with a single deck propelled by both sail and oar. It has a single mast and around 16 oars, 8 on each side. Though not a tough vessel, it can be used to ferry troops or supplies.

Brig. A brig is a two-masted sailing ship. It can go quite fast, though in battles it offers a supplementary role to bigger ships.

Carrack. A carrack is a large three-masted sailing ship utilized mostly for carrying large amounts of cargo. It often has several decks, each used for storage (though it could be outfitted with cannons or other weaponry).

Cog. A cog is a small single-masted sailing ship (about 50 feet long) that, despite its size, could carry up to 200 tons of cargo.

Dreadnought. A dreadnought is a huge warship that mainly utilizes magical means to power engines underneath the water. It always carries a terrifying armament of weaponry and is usually constructed of iron, if not some more effective armor. A dreadnought usually serves as a flagship in an armada.

Drekar. A drekar (or "dragon-ship") is a deadly longship propelled by sails on a single mast and by rowers, the single purpose of which is war. It is about 100 feet long, and its sides are lined with iron shields.

Galleon. A galleon is a very large multi-decked warship with three masts or more. They are capable of carrying extreme amounts of passengers and cargo: up to 900 tons.

Junk. A junk is a small single-masted sailing ship of oriental origin. They are often used by fishermen, merchants, or travelers.

Longboat. A longboat is a larger version of a rowboat, propelled with oars. Longboats are used as life boats, should a ship sink, or as small river-boats.

SHIPS

Ship	Cost	Travel Speed	Max Speed	Crew	Passengers	AC	Hit Points	Damage Threshold
Barge	7,500 gp	3 mph	30 ft.	10	40	15	200	15
Barque	10,000 gp	5 mph	40 ft.	40	30	15	300	15
Bilander	6,000 gp	10 mph	80 ft.	15	20	15	200	15
Bireme	10,000 gp	8 mph	60 ft.	130	—	15	300	15
Birlinn	7,000 gp	8 mph	60 ft.	50	20	15	200	15
Brig	20,000 gp	12 mph	100 ft.	16	30	15	300	15
Carrack	15,000 gp	10 mph	80 ft.	30	50	15	350	15
Cog	7,000 gp	6 mph	50 ft.	10	40	15	150	15
Dreadnought	40,000 gp	24 mph	200 ft.	50	300	19	600	20
Drekar	22,000 gp	17 mph	150 ft.	80	120	17	400	20
Galleon	30,000 gp	9 mph	80 ft.	70	300	15	500	20
Junk	3,000 gp	5 mph	40 ft.	6	10	15	100	10
Longboat	1,500 gp	3 mph	30 ft.	10	—	15	100	10
Man-o'-War	35,000 gp	10 mph	85 ft.	80	350	15	600	20
Pentekonter	8,000 gp	6 mph	45 ft.	60	—	15	250	15
Raft	20 gp	2 mph	20 ft.	1	5	11	50	—
Trireme	15,000 gp	10 mph	80 ft.	160	—	15	350	15
War Transport Ship	9,000 gp	5 mph	40 ft.	40	360	15	300	15
Windjammer	35,000 gp	20 mph	180 ft.	30	160	19	400	20

Man-o'-War. A man-o'-war is a very large, very powerful warship with sails atop four masts. It is capable of carrying a ridiculous amount of firepower: up to 56 cannons in each side. It is both faster and stronger than a galleon, and in the absence of a dreadnought, often serves as an admiral's flagship.

Pentekonter. A pentekonter is a galley whose propulsion method is rowing. It has only one deck, so it lies low in the water and is considerably slower than other galleys.

Raft. A raft isn't really so much a ship as it is an improvised floatation device. They are often constructed using improvised materials, so they aren't sturdy, but they get the job done. A raft must be rowed or pushed, unless a makeshift sail rigging can be made.

Trireme. A trireme is a galley whose propulsion method is rowing. It has three banks of oars over two decks, so it travels significantly faster than other galleys, but also requires more manpower. Triremes are often outfitted with naval rams, as are their cousins: the bireme and the pentekonter.

War Transport Ship. This barge is specially designed to transport siege weapons and soldiers. It is built to beach itself on solid land, and then lower a ramp that allows the soldiers and siege equipment inside to disembark.

Windjammer. A windjammer is a very large ship with four masts, with the aftmost mast rigged fore-and-aft rather than square. Windjammers are known for requiring very little crew (a minimum of 10), while withstanding lots of punishment, carrying lots of cargo, and travelling quite fast. Windjammers are constructed of iron rather than wood, which also makes them much more expensive than other ships.



CHAPTER 4

SPELLS

Characters and monsters of all kinds can harness magic in the form of spells. This chapter provides new spell options for these creatures. The Dungeon Master decides which of these spells are available in a campaign and how they can be learned. For example, a DM might decide which spells are freely available within the world and which ones are unknown or waiting to be rediscovered. Quests can provide ways to find new spells, while powerful spellcasters might be able to research and develop new methods of exercising magic.

SPELL LISTS

The following spell lists show which spells can be cast by characters of each class. A spell's school of magic is noted in parentheses. If a spell can be cast as a ritual, the ritual tag also appears in the parentheses.

BARD

1ST LEVEL

Resounding Voice (transmutation)

2ND LEVEL

Bloodlust (enchantment)

Rust (evocation)

3RD LEVEL

Hemorrhage (necromancy)

Windstrider (transmutation)

5TH LEVEL

Animate Siege Engine (transmutation)

Illumination (evocation)

Illusory Wall (illusion)

CLERIC

1ST LEVEL

Fueled Fury (evocation)

Resounding Voice (transmutation)

Status (divination)

3RD LEVEL

Fueled Frenzy (evocation)

5TH LEVEL

Illumination (evocation)

Spirit Warriors (conjunction)

7TH LEVEL

Hallow Battlefield (evocation)

9TH LEVEL

Animate Legion (necromancy)

DRUID

2ND LEVEL

Riptide (evocation)

Rust (evocation)

3RD LEVEL

Windstrider (transmutation)

4TH LEVEL

Decay (necromancy)

Tracelessness (abjuration)

5TH LEVEL

Freeze (evocation)

Illumination (evocation)

6TH LEVEL

Acid Rain (conjunction)

9TH LEVEL

Terraform (transmutation)

PALADIN

1ST LEVEL

Fueled Fury (evocation)

2ND LEVEL

Bloodlust (enchantment)

3RD LEVEL

Fueled Frenzy (evocation)

5TH LEVEL

Illumination (evocation)

RANGER

3RD LEVEL

Windstrider (transmutation)

4TH LEVEL

Tracelessness (abjuration)

5TH LEVEL

Illumination (evocation)

SORCERER

2ND LEVEL

Bloodlust (enchantment)
Riptide (evocation)
Rust (evocation)

3RD LEVEL

Greater Catapult (transmutation)

4TH LEVEL

Decay (necromancy)

5TH LEVEL

Animate Siege Engine (transmutation)
Freeze (evocation)
Illumination (evocation)
Twilight (evocation)

6TH LEVEL

Asphyxiation (necromancy)
Spell Absorption (abjuration)

8TH LEVEL

Mass Asphyxiation (necromancy)

WARLOCK

3RD LEVEL

Hemorrhage (necromancy)

4TH LEVEL

Decay (necromancy)

5TH LEVEL

Twilight (evocation)

WIZARD

1ST LEVEL

Status (divination)

2ND LEVEL

Bloodlust (enchantment)
Riptide (evocation)
Rust (evocation)

3RD LEVEL

Greater Catapult (transmutation)
Hemorrhage (necromancy)
Windstrider (transmutation)

4TH LEVEL

Decay (necromancy)

5TH LEVEL

Animate Siege Engine (transmutation)
Freeze (evocation)
Illumination (evocation)
Illusory Wall (illusion)
Twilight (evocation)



6TH LEVEL

Acid Rain (conjunction)
Asphyxiation (necromancy)
Spell Absorption (abjuration)

8TH LEVEL

Mass Asphyxiation (necromancy)
Plague (necromancy)

9TH LEVEL

Animate Legion (necromancy)
Terraform (transmutation)

VALKYRIE

1ST LEVEL

Fueled Fury (evocation)
Status (divination)

2ND LEVEL

Bloodlust (enchantment)

5TH LEVEL

Spirit Warriors (conjunction)

EYE OF GRUUMSH

1ST LEVEL

Fueled Fury (evocation)

2ND LEVEL

Bloodlust (enchantment)

3RD LEVEL

Fueled Frenzy (evocation)

SPELL DESCRIPTIONS

The spells are presented in alphabetical order.

ACID RAIN

6th-level conjuration

Casting Time: 1 action

Range: 500 feet

Components: V, S, M (a vial of acid)

Duration: Concentration, up to 10 minutes

You stir up a dark stormcloud in the shape of a cylinder that is 10 feet tall with a 60-foot radius, centered on a point you can see 100 feet above the ground within range. The spell fails if you can't see a point in the air where the storm cloud could appear (for example, you are in a room that can't accommodate the cloud).

When you cast the spell, acid rain falls from the cloud. Each creature beneath the cloud takes 1d6 acid damage. On each of your turns until the spell ends, you can use your action to cause the acid rain to fall in this way again.

At Higher Levels. When you cast this spell using a spell slot of 7th or higher level, the cloud's radius increases by 15 feet for each slot level above 6th.

ANIMATE LEGION

9th-level necromancy

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (an onyx worth at least 100 gp)

Duration: Instantaneous

Threads of dark power emanate from your figure and pierce each Small or Medium corpse you can see within range. Each corpse immediately stands up and becomes undead. You decide whether it is a zombie or a skeleton (the statistics for zombies and skeletons are in the *Monster Manual*), and it gains a bonus to its attack and damage rolls equal to your spellcasting ability modifier.

You can use a bonus action to mentally command the creatures you make with this spell, issuing the same command to all of them. To receive the command, a creature must be within 60 feet of you. You decide what action the creatures will take and where they will move during their next turn, or you can issue a general command, such as to guard a chamber or passageway against your foes. If you issue no commands, the creatures do nothing except defend themselves against hostile creatures. Once given an order, the creatures continue to follow it until their task is complete.

The creatures are under your control for 24 hours, after which they become inanimate once more. To maintain control of the creatures, you must cast this spell again before the 24-hour period ends, and this use of the spell reasserts your control only over those creatures that are within the spell's range.

ANIMATE SIEGE ENGINE

5th-level transmutation

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 10 minutes

A siege engine comes to life at your command. Choose one siege engine within range. That siege engine animates and becomes a creature under your control until the spell ends or until reduced to 0 hit points.

As a bonus action, you can mentally command the creature you made with this spell if the creature is within 500 feet of you. You decide what action the creature will take and where it will move during its next turn, or you can issue a general command, such as to attack a particular fortification or regiment. If you issue no commands, the creature only defends itself against hostile creatures. Once given an order, the creature continues to follow it until its task is complete.

The siege engine retains all of its statistics. If it has wheels or another mechanism that enables it to move, it gains a movement speed of 20 feet. It can operate itself efficiently as if it had a full crew to operate it. It can reload itself as a bonus action, regardless of how long it normally takes to reload the weapon. It can aim itself for free, no action required.

ASPHYXIATION

6th-level necromancy

Casting Time: 1 action

Range: 150 feet

Components: V, S, M (an empty vial)

Duration: Concentration, up to 1 minute

You draw the air from the lungs of a creature of your choice within range. That creature must make a Constitution saving throw. Constructs and undead, and creatures that don't need to breathe, are immune to all of this spell's effects and automatically succeed the saving throw. On a failed save, the creature immediately begins suffocating. On a successful save, the creature is poisoned until the end of its next turn.

A suffocating creature can't speak, and must make another Constitution saving throw at the end of each of its turns. If it successfully saves against this spell three times, it is no longer suffocating and the spell ends.

If the creature drops to 0 hit points, it stops making the save, but can't regain hit points or be stabilized until the spell ends. For as long as the spell lasts thereafter, it automatically fails the death saving throw it makes on its turn.

The rules regarding Suffocation are on page 183 of the 5th Edition *Player's Handbook*.

BLOODLUST

2nd-level enchantment

Casting Time: 1 action

Range: Touch

Components: V, S, M (a small vial of blood from an unwilling humanoid)

Duration: Concentration, up to 1 minute

You or a willing creature you touch gains an insatiable desire for bloody combat. For the duration, the target gains a +2 bonus to all weapon attack rolls, and gains a +2 bonus to Armor Class. However, until the spell ends, at the beginning of each of the target's turns, it takes 1d6 necrotic damage. This damage ignores resistance and immunity and cannot be reduced or negated by any means.

DECAY

4th-level necromancy

Casting Time: 1 action

Range: Touch

Components: V, S, M (a dead earthworm)

Duration: Concentration, up to 1 minute

Your touch begins to rot the flesh off of a creature you touch. Make a melee spell attack against a creature within 5 feet of you. On a hit, the target takes 5d8 necrotic damage and begins to decay. For the duration, the target takes 2d8 necrotic damage at the beginning of each of its turns. At the end of each of its turns, it can attempt a Constitution saving throw, ending the effect on itself and the spell on a success.

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

FREEZE

5th-level evocation

Casting Time: 1 action

Range: Range 120 feet

Components: V, S, M (an icicle)

Duration: Instantaneous

A blast of cold air erupts around a creature of your choice within range. That creature must make a Constitution saving throw. On a failed save, the creature takes 3d8 cold damage and is restrained and incapacitated as it is frozen within ice. On a successful save, the creature takes half as much damage and is not restrained or incapacitated.

While frozen in this way, the creature has resistance to all damage except psychic. At the end of each of its turns, the creature can attempt the save again, ending the effect on itself on a success. If the creature has taken bludgeoning, piercing, or slashing damage since its last turn, it has advantage on the save. The effect ends immediately if the creature takes fire damage from any source, after one minute has passed, or if you end the effect as a bonus action.

At Higher Levels. If you cast this spell using a spell slot of 6th level or higher, you can target one additional creature for each slot level above 5th. The creatures must be within 30 feet of each other when you target them.

FUELED FRENZY

3rd-level evocation

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

Holy power radiates from you in an aura with a 15-foot radius, empowering you and friendly creatures with righteous frenzy. Until the spell ends, the aura moves with you, centered on you. While in the aura, each nonhostile creature in the aura (including you), if it takes the Attack action on its turn, can make an additional weapon attack as a bonus action.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the radius of the aura increases by 5 feet for each slot level above 3rd.

FUELED FURY

1st-level evocation

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

You become fueled in combat by your divine purpose. Whenever you take the Attack action, you can make an additional weapon attack as a bonus action.

GREATER CATAPULT

3rd-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: S

Duration: Instantaneous

Choose one object weighing at least 50 pounds within range that isn't being worn or carried. Alternatively, you can cause a 50-pound chunk of earth to erupt from an area of unworked earth or stone on the ground. The object flies in a straight line up to 90 feet in a direction you choose before falling to the ground, stopping early if it impacts against a solid surface. If the object would strike a creature, that creature must make a Dexterity saving throw. On a failed save, the object strikes the target and continues on its path. When the object strikes something, the object and what it strikes each take 6d8 bludgeoning damage, but the object has resistance to this damage. The object stops early if it is reduced to 0 hit points.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the object travels an additional 30 feet for each slot level above 3rd.

HALLOW BATTLEFIELD

7th-level evocation

Casting Time: 24 hours

Range: Touch

Components: V, S, M (herbs, oils, and incense worth at least 1,500 gp, which the spell consumes)

Duration: Until Dispelled

You touch a point and infuse a large area around it with holy (or unholy) power. The area can have a radius up to 120 feet, and the spell fails if the radius includes an area already under the effect of a *hallow battlefield* or *hallow* spell. This spell's effect is that of a *hallow* spell, except as noted here.

A creature slain in the spell's area can't be turned into an undead creature for the duration of the spell, even if it is removed from the area.

HEMORRHAGE

3rd-level necromancy

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

Choose a creature within range that you can see and that has taken damage during the last round. That creature must make a Constitution saving throw. On a failed save, you focus your power on its recent wounds: widening, deepening, and drawing blood from them. At the start of each of its turns, the creature takes 1d4 necrotic damage, plus an additional 1d4 necrotic damage for each instance of damage that it suffered since the end of its last turn, to a maximum of 6d4 damage.

A creature that doesn't have blood (such as a construct or undead) automatically succeeds the saving throw. A creature that receives magical healing is immune to damage from this spell until the end of its next turn. This damage otherwise ignores resistance and immunity.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the base damage and maximum damage both increase by 1d4 for each slot level above 3rd.

ILLUMINATION

5th-level evocation

Casting Time: 1 action

Range: Sight

Components: V, S

Duration: 1 hour

Light spreads from your fingertips, painting an area with a soft yellowish light. Choose up to ten 10-foot cubes within range that you can see. Each cube must be contiguous with another cube. Each cube's area is illuminated with bright light, and sheds dim light for an additional 10 feet.

If any of this spell's area overlaps with an area of darkness created by a spell of 5th level or lower, the spell that created the darkness is dispelled.

ILLUSORY WALL

5th-level illusion

Casting Time: 1 minute

Range: Sight

Components: V, S

Duration: 24 hours

You create a magical wall at a point you choose within range. The wall appears in any orientation you choose, as a horizontal or vertical barrier or at an angle. It can be free floating or on a solid surface. You can shape the wall around objects, and curve it to encircle an area. The wall can be up to 1 mile long and 1 mile high. Alternatively, you can form it into a hemispherical dome with a radius of up to 1000 feet.

You can make the wall appear however you wish. The wall could be made to look like a swamp, hill, mountain, or any other design of your choice, therefore hiding anything (including creatures and structures) on the other side of the wall. You can also portray buildings and other objects on the wall, but the wall cannot portray creatures.

You choose which side of the wall on which the illusion appears. If viewed from the wrong side, the wall and its illusions are invisible.

The illusion does not extend out of the wall. Therefore, you can't disguise creatures or alter the appearance of anything other than the wall.

The wall doesn't block anything from passing through it, and doesn't include audible, tactile, or olfactory elements. Creatures that pass through the wall feel nothing that would indicate its presence, but can suddenly see whatever lies beyond.

Creatures with truesight can see through the wall to whatever lies beyond; however, the creature can still see the wall, so that it knows the wall's location and what it depicts.

MASS ASPHYXIATION

8th-level necromancy

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (an empty vial)

Duration: Concentration, up to 1 minute

You draw the air from the lungs of every creature in a 30-foot cube centered on a point you choose within range. Each creature in that area must make a Constitution saving throw. Constructs and undead, and creatures that don't need to breathe, are immune to all of this spell's effects and automatically succeed the saving throw. On a failed save, a creature immediately begins suffocating. On a successful save, the creature is poisoned until the end of its next turn.

A suffocating creature can't speak, and must make another Constitution saving throw at the end of each of its turns. If it successfully saves against this spell three times, it is no longer suffocating and the effect ends for that creature.

If an affected creature drops to 0 hit points, it stops making the save, but can't regain hit points or be stabilized until the spell ends. For as long as the spell lasts thereafter, it automatically fails the death saving throw it makes on its turn.

The rules regarding Suffocation are on page 183 of the 5th Edition *Player's Handbook*.

PLAGUE

8th-level necromancy

Casting Time: 1 minute

Range: Self

Components: V, S, M (bone powder and a locust wing)

Duration: Instantaneous

You unleash a foul plague upon a city, people, or region. Choose one of the following options.

Locusts. You summon a plague of locusts to destroy crops and food stores. Over the course of the next 24 hours, all unharvested crops within a 1 mile radius of the place where you initially cast the spell are destroyed. Alternatively, you can target stored food that you can see. If you do so, all food stored in that area is destroyed over the next 24 hours as it is eaten by locusts. The locusts disappear after 24 hours.

Pestilence. You summon a virulent disease to plague the local populations. Choose one creature, who must be within 30 feet of you for the entire casting time. That creature is infected with one disease of your choice (see sidebar).

Anything you summon with this spell is not inherently magical and cannot be detected with *detect magic* or similar magic, and it cannot be dispelled with *dispel magic*, *antimagic field*, or similar magic. However, the disease you summon can be cured with any spell or ability that cures disease.

RESOUNDING VOICE

1st-level transmutation

Casting Time: 1 action

Range: Touch

Components: V

Duration: 1 hour

A creature you touch becomes supernaturally loud, and its voice carries over long distances. If the creature speaks or sings, it can be heard clearly up to 120 feet away. If the target enters the area of a *silence* spell or similar magic, the spell ends. The target can choose to speak at normal volume without ending the spell.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the target's voice carries clearly for an additional 30 feet for each slot level above 1st.

RIPTIDE

2nd-level evocation

Casting Time: 1 action

Range: 50 feet

Components: V, S

Duration: Concentration, up to 1 minute

You magically create a stream of water that shoots from your hands in a 50-foot line that is 5 feet wide. Choose one of the following effects.

Blasting Tide. When a creature enters the spell's area for the first time on a turn or starts its turn there, it must make a Strength saving throw. On a failed save, a creature takes 2d8 bludgeoning damage and is knocked prone.

Grasping Tide. When a creature enters the spell's area for the first time on a turn or starts its turn there, it must make a Strength saving throw. On a failed save, a creature is knocked prone and you can pull the creature up to 20 feet closer to you.

Pushing Tide. When a creature enters the spell's area for the first time on a turn or starts its turn there, it must make a Strength saving throw. On a failed save, a creature is knocked prone and you can push the creature up to 20 feet away from you.

On each of your subsequent turns for the duration, you can use your action to maintain the spell, choosing the same effect or a different one. The spell ends if you use your action to do anything else.

Water created with this spell dissipates back into nothingness as soon as it reaches the end of the spell's range.

RUST

2nd-level evocation

Casting Time: 1 bonus action

Range: 120 feet

Components: V, S, M (a small bag of rust)

Duration: Concentration, up to 1 minute

PESTILENCE

Pestilence is a terrible plague capable of wiping out entire cities if untreated.

The disease is passed through the air. When a humanoid comes within 5 feet of an infected creature, it must succeed on a DC 20 Constitution saving throw or become infected.

It takes 2d4 days for symptoms of pestilence to manifest in an infected creature, though an infected creature can still pass the disease on to other creatures as soon as it is infected. Early symptoms include fever, weakness, headaches, and nausea. After a few days, symptoms can worsen to coughing up blood and chest pain.

After the disease manifests, the infected creature must make a DC 20 Constitution saving throw at the end of each long rest it takes. On a failed save, it gains two levels of exhaustion and doesn't regain hit points or expended Hit Dice by finishing the long rest. On a successful save, the creature's exhaustion level decreases by one level. If a successful saving throw reduces the infected creature's level of exhaustion below 1, the creature recovers from the disease.

Orange-red light streaks from your fingers toward a creature of your choice within range. That creature must make a Dexterity saving throw. On a failed save, choose the creature's armor, shield, ammunition, or one of its weapons. The object you choose must be nonmagical and made of metal. If the creature has no nonmagical weapons, shields, ammunition, or armor made of metal, nothing else happens.

If the object you chose is a weapon, it takes a permanent and cumulative -1 penalty to damage rolls made with it (though this cannot reduce the damage below 1) as it begins to rust. As a bonus action on each of your subsequent turns, you can increase the penalty by 1. When the weapon's penalty drops to -5, it is destroyed and the spell ends.

If the object you chose is armor or a shield, it takes a permanent and cumulative -1 penalty to AC as it corrodes. As a bonus action on each of your subsequent turns, you can increase the penalty by 1. Armor reduced to an AC of 10 or a shield that drops to a +0 bonus is destroyed. When the object is destroyed, the spell ends.

If the object you chose is ammunition, one piece of ammunition corrodes and is destroyed. As a bonus action on each of your subsequent turns, you can destroy one more piece of nonmagical metal ammunition that is in the same quiver or container as the ammunition you destroyed previously. The spell ends early when the quiver is empty.

For the purposes of this spell, ammunition includes arrows, bolts, or other small missiles that can be used by a weapon wielded by a single creature. Javelins, spears, or other large weapons, as well as ammunition for siege weapons, count as weapons rather than ammunition.

SPELL ABSORPTION

6th-level abjuration

Casting Time: 1 reaction

Range: 60 feet

Components: S

Duration: Instantaneous

You attempt to intercept the magical energy suffusing a single-target spell targeting you or a creature within 60 feet of you. If the spell is of 3rd level or lower, you successfully absorb the spell. If the spell is 4th level or higher, make an ability check using your spellcasting ability. The DC equals 10 + the spell's level. On a success, you successfully absorb the spell.

When you absorb a spell, that spell fails and has no effect, and you regain one expended spell slot. The slot you regain must be a lower level than the level of the spell you absorbed, and can't be higher than 5th level.

SPIRIT WARRIORS

5th-level conjuration

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a holy symbol)

Duration: Concentration, up to 1 hour

You call forth spirits to aid you in battle. Five spirit warriors appear in unoccupied spaces of your choice, which must be on the ground within range. The warriors are creatures under your control until the spell ends or until reduced to 0 hit points.

The summoned creatures are friendly to you and your companions. Roll initiative for the summoned creatures as a group, which has its own turns. They obey any verbal commands that you issue to them (no action required by you). If you don't issue any commands to them, they defend themselves from hostile creatures, but otherwise take no actions.

A spirit warrior is a celestial or fey (if you are good), or fiend (if you are evil) with AC 18 and 20 hit points. The warrior wields a spear and a shield. Its Strength and Dexterity are 12, its Constitution is 10, and its Intelligence, Wisdom, and Charisma are 3. Its speed is 30 feet. It has darkvision with a radius of 30 feet. When the spirit warrior drops to 0 hit points, it disappears along with all of its equipment and is destroyed.

If you command a spirit warrior to attack, it can make a single melee attack against a creature within 5 feet of it using its spear. It uses your spell attack bonus for its attack bonus, and on a hit it deals force damage equal to 1d6 + your spellcasting ability modifier.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, you can summon an additional spirit warrior for each slot level above 5th.

STATUS

1st-level divination

Casting Time: 1 action

Range: 10 feet

Components: V, S

Duration: 8 hours

When you cast the spell, choose up to two creatures within range. You create a mental link with those creatures. For the duration, you are aware of the distance and direction to each creature, and if one of them gains a condition (frightened, poisoned, paralyzed, unconscious, etc.), you immediately learn which condition it gains. The connection only goes one way; those creatures don't learn the same information about you. The connection can't otherwise be used to communicate in any way.

This spell isn't affected by distance, but the effect ends for a creature if it travels to another plane of existence.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can choose two additional creatures within range for each slot level above 1st.



TERRAFORM

9th-level transmutation

Casting Time: 10 minutes

Range: Self (500-foot radius)

Components: V, S, M (a grain of sand, a clump of dirt, water from an ice cap, and a shard of obsidian, all mixed together in a vial)

Duration: Concentration, up to 24 hours

You harness the magic of the multiverse to change the landscape around you in a 500-foot radius. You must be outdoors to cast this spell. Moving to a place where you don't have a clear path to the sky ends the spell early.

When you cast the spell, you begin to terraform the surrounding landscape, the current state of which is determined by the DM according to the region and season. You can change temperature, terrain, and elevation. It takes 4 hours for the terraforming to complete. Once it is complete, you can do so again.

When you terraform the landscape, find the current state of the landscape on the following tables and change its stage by one, up or down.

You can't change aspects of the landscape to stages that contradict each other. For example, you can't change the temperature to Unbearable Heat but simultaneously change the terrain to Arctic. You also cannot create rivers or lakes, or any other bodies of water, unless a body of water that already exists is diverted or changed as a result of your terraforming.

This spell cannot directly affect any flora or fauna that are in the area, nor does it create any flora or fauna to fit the new terrain. However, creatures and plants may move to or from the area, as determined by the DM, over the course of hours, days, or weeks.

When the spell ends, the temperature gradually returns to normal, though the terrain and elevation otherwise remain as you changed them.

TERRAIN

Stage	Condition
1	Arctic
2	Tundra
3	Marsh
4	Grassland
5	Desert
6	Volcanic

TEMPERATURE

Stage	Condition
1	Unbearable Heat
2	Hot
3	Warm
4	Cool
5	Cold
6	Arctic Cold

ELEVATION

Stage	Condition
1	Chasm/Canyon
2	Deep Valley
3	Valley
4	Plains

ELEVATION

Stage	Condition
5	Hill
6	Tall Hill
7	Mountain
8	Mountain Peak

TWILIGHT

5th-level evocation

Casting Time: 1 action

Range: Sight

Components: V, S

Duration: 1 hour

Darkness spreads from your fingertips, painting an area with darkness that snuffs out light. Choose up to ten 10-foot cubes within range that you can see. Each cube must be contiguous with another cube. Each cube's area is filled with darkness. A creature with darkvision can't see through this darkness, and nonmagical light can't illuminate it.

If any of this spell's area overlaps with an area of darkness created by a spell of 5th level or lower, the spell that created the darkness is dispelled.

TRACELESSNESS

4th-level abjuration

Casting Time: 1 minute

Range: Self

Components: V, S, M (ashes from the burned bark of a birch tree mixed with sand)

Duration: 8 hours

An aura of magical energy emanates from you. For the duration, each creature you choose within 60 feet of you can't be tracked except by magical means, and leaves behind no tracks or other traces of its passage.

A creature must stay within the spell's area in order to gain its benefits. If a creature leaves the spell's area, it doesn't gain the spell's benefits until it again enters the spell's area.

For the duration, if a creature not originally targeted by the spell enters the area, you can choose to allow that creature to gain the spell's benefits, no action required.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the spell's radius extends by 30 feet for each slot level above 4th.

WINDSTRIDER

3rd-level transmutation

Casting Time: 1 minute

Range: Self

Components: V, S, M (an oak leaf)

Duration: 8 hours

An aura of invigorating energy surrounds you. For the duration, each creature you choose within 60 feet of you travels with the wind at their backs and a quickened step. If the group travels at a Slow pace, it makes progress as if it was moving at a Normal pace, and if it moves at a Normal pace, it makes progress as if it was moving at a Fast pace. If it moves at a Fast pace, it travels 500 feet in one minute, 5 miles in one hour, or 36 miles in one day.

A creature must stay within the spell's area in order to gain its benefits. If a creature leaves the spell's area, it doesn't gain the spell's benefits until it again enters the spell's area.

For the duration, if a creature not originally targeted by the spell enters the area, you can choose to allow that creature to gain the spell's benefits, no action required.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the spell's radius extends by 30 feet for each slot level above 3rd.

CHAPTER 5

BESTIARY

This chapter is for the Dungeon Master, for the creation of armies and warlords, and to fill out their ranks with unique monsters. Even in campaigns that don't feature combat on a large scale, these rules and stat blocks could still be useful for creating unique encounters or introducing NPCs with interesting and unique abilities or backstories.

The first section details how to build armies, but this could also be applied to smaller groups of monsters. It includes guidelines for armies determined by race, and several army generation tables that can be used to create armies (or encounters) quickly.

The rest of this chapter is the Bestiary proper, but in addition to stat blocks for various humanoids and monsters, it includes additional or optional abilities to give them, as well as descriptions that detail each monster's place within armies or society at large. The Bestiary is separated into sections based on humanoid race, and also includes a particular race's favored tactics in combat.

Look through 3.5 Heroes of Battle for ideas

BACKGROUNDS AND CULTURES

The 5th Edition *Volo's Guide to Monsters* offers tons of excellent lore and background information concerning giants, gnolls, goblinoids, orcs, yuan-ti, and other races that won't be rehashed in this supplement. For additional information concerning such things, consult *Volo's Guide to Monsters*.

Mordenkainen's Tome of Foes offers tons of information on the ranks and armies of several different races and cultures. For more specific guidance concerning those things, consult that supplement.

This section instead focuses on fleshing out the ranks of war-like races, including some of those listed above, and in some cases offers additional traits or action options for them.

TITLES

Powerful (or foolish) warlords of any faction could earn themselves a fearsome, ironic, or downright silly title through their endeavors and accomplishments. Roll or choose on the Foolish Titles or Powerful Titles tables to name a warlord, or to inspire your own titles. After naming a warlord, ask yourself how the warlord earned the name. What is his/her backstory? How does it tie in to his/her personality, ideals, bonds, or flaws?

FOOLISH TITLES

d100 Title

1	The Flatulent
2	Devourer of Walnuts
3	The Slug
4	The Best
5	The Headless
6	The Stupid
7	The Utterly Helpless
8	The Awful
9	The Bachelor
10	The Blind
11	The Broken
12	The Cheat
13	The Condemned
14	The Corrupted
15	The Dishonored
16	The Fat
17	The Horror
18	The Imposter
19	The Inferior
20	The Afflicted
21	The Oppressed
22	The Pest
23	The Possessed
24	The Riddle
25	The Sin
26	The Superstitious
27	The Survivor
28	The Traitor
29	The Unsightly
30	The Crunchy
31	The Vulgar
32	The Wretched
33	The Supremely Arrogant
34	The Horrid
35	The Horribly Ugly
36	The Filthy

d100 Title

37	Axe-Head
38	The Legless
39	The Ever Hungry
40	The Inclement
41	The Insane
42	The Mute
43	The Jester
44	The Martyr
45	The Delirious
46	The Feisty
47	Of Giant Hair
48	The Crooked
49	The Unready
50	The Sleepy
51	The Honorless
52	The Untamed
53	The Forsaken
54	The Vermin
55	The Rat
56	The Dead
57	The Puny
58	The Fuzzy
59	No-Thumbs
60	The Flower
61	Egg-sucker
62	Trollbait
63	The Armless
64	The Barely Manageable
65	He Who Crawls
66	The Lonely
67	The Frail
68	The Hindrance
69	The Rotting
70	The Proud
71	The Penitent
72	Horse-teeth
73	The Fanatic

d100	Title
74	The Craven
75	The Marked
76	Stuck-Pig
77	Arrow-Laden
78	Screaming-Folly
79	The Delicious
80	The Rude
81	The Slightly Sticky
82	Worm-Chaser
83	The Sordid
84	The Literate
85	The Resented
86	Stone-Biter
87	Thunder-Fear
88	The Lamenting
89	The Vast
90	The Abhorrence
91	The Defeated
92	The Deprived
93	The Deposed
94	The Uncrowned
95	Many-Child
96	The Foolish
97	The Undone
98	He of Misfortune
99	The Downtrodden
100	Child of Ruin

POWERFUL TITLES

d100	Title
1	The Destroyer
2	The Scarred
3	Called Domination
4	The Voidwalker
5	The Archangel
6	The Fallen
7	The Storm
8	Thunderfist
9	The Hammer of Gods
10	The Abomination
11	The Architect
12	The Chivalrous
13	The Clamor
14	The Colossal

d100	Title
15	The Conqueror
16	The Corruptor
17	The Cruel
18	The Decay
19	The Decimator
20	The Eternal
21	The Executor
22	The Faithful
23	The Fierce
24	The Gifted
25	The Grey
26	The Honored
27	The Hunter
28	The Inferno
29	The Inheritor
30	The Iron
31	The Jailer
32	The Killer
33	The Kind
34	The Kingmaker
35	The Kingslayer
36	The Dragon
37	The Lion
38	The Mammoth
39	The Mediator
40	The Mountain
41	The Mysterious
42	The Orator
43	The Predator
44	The Anger
45	The Hunger
46	The Resolute
47	The Savior
48	The Snake
49	The Strong
50	The Supreme
51	The Terror
52	The Tormentor
53	The Towering
54	The Unequaled
55	The Defiler
56	The Victor
57	The Wanderer

d100	Title
58	The Wicked
59	The Insidious
60	The Murderer
61	The Terrible
62	Elf Butcher
63	The Brutal
64	Eye Gouger
65	Dwarf Cleaver
66	Blood Drinker
67	Doom Hammer
68	Centurion of Maglubiyet
69	The Great Emperor
70	Envoy of the Abyss
71	The Nightmare
72	Master of Titans
73	The Blade
74	Lord of Legions
75	The Deadsworn
76	The Dire
77	The Dagger
78	The Vulture
79	The Boar
80	The Wolf
81	Bane of Demons
82	Devilsbane
83	Might of Hell
84	Warmane
85	The Unslayable
86	Chosen of Gruumsh
87	The Sadistic
88	The Executioner
89	Screaming Shadow
90	The Feral
91	The Red
92	Many-Fang
93	Gorehide
94	The Dreaded
95	Venomtongue
96	The Fiend
97	Shouting-Thunder
98	The Rage
99	Song of Death
100	The Undying

BUILDING AN ARMY

When you create a campaign that deals with warfare, you need to create armies within it. This section helps outline how to create an army, or even a small encounter using the same concepts.

An army's race and available resources are major determining factors for the creatures and types of warriors that make up the army. For example, orc infantry favor greataxes and orc archers favor javelins, but an army of gnomes would likely prefer small swords and shortbows.

If a lizardfolk tribe without access to metal goes to war against dwarves, chances are that their armament will be different because of their available resources. The lizardfolk are reduced to whatever they can use, including hide, bone, wood, and stone, while the dwarves might have a veritable mountain of adamantine at their disposal. In addition, the lizardfolk might not be able to craft effective siege weapons, but the dwarves will.

Randomly generated armies and encounters are at the end of the section.

ARMY COMPOSITION

The troops that make up an army, as well as their armament, has a massive effect on the outcome of battle. The following are different types of troops to consider when putting together an army.

ARCHERS

Archers are soldiers armed with bows, crossbows, or other ranged weapons. They are often the first offensive strike, because of their range. Usually they wear light armor so that they can move quickly and efficiently throughout the battlefield.

CAVALRY

Cavalry are soldiers that ride on horseback. They are extremely mobile, and excellent at breaking through enemy lines.

Heavy Cavalry. Heavy cavalry are heavily armored, wielding heavy weapons such as lances, two-handed cleavers, or polearms. Their horses are also outfitted with heavy barding. They are most often used to smash through enemy lines and break their formations.

Ranged Cavalry. Some cavalry wield ranged weapons rather than melee weapons. These cavalry excel at hit-n-run tactics, firing on enemy lines and then retreating before they can organize a counterattack.

INFANTRY

The infantry are the grunts of the battlefield. They are most often armed with spears, swords, or polearms; pikes and polearms are especially effective against cavalry.

BEASTS

Certain factions or organizations may be able to tame and use beasts of all kinds within their warfaring endeavors. The most obvious are the animals that cavalry can ride into battle, such as horses or camels, or that are used to pull siege weapons and supply carts, such as bulls and oxen.

Other larger animals could be useful for carrying a war howdah or acting like a living siege weapon, such as elephants or mammoths.

SIEGE WEAPONS

While most siege weapons are only useful against fortifications, some are made specifically to take out large numbers of soldiers. In any case, siege weapons need a way to get around; usually beasts fulfill this role.

Siege weapons normally stay at the back of an army, where they can stay out of the line of fire and pelt enemies and fortifications from afar, functioning as artillery.

MONSTERS

Some factions may be able to harness the allegiances or powers of monsters—or be monsters themselves. Perhaps a hobgoblin legion has learned how to tame owlbears or control hydras, or a faction of men made a deal with a bronze dragon to attain its loyalty. During times of war, it's difficult to tell the extremes that people will go to in order to attain victory.



HEALERS

Each army has a way of helping the wounded. Lives are precious, and if a life can be saved, it makes far more sense to seek out and save lives rather than to let them die on the battlefield.

Many healers are clerics, but others are talented surgeons and combat medics. The physician class in Chapter 1 details the abilities of these healers.

During warfare, healers usually work from tents or some fortified location far behind the front lines of combat, where they can do their jobs without worrying about being attacked themselves. No matter how large the army is, protecting the healers is a serious concern.

MAGIC USERS

Magic has the capability of turning the tide of battle. The presence of magic users within an army, whether they be wizards, clerics, sorcerers, or some other creature capable of magic, can both intimidate enemies and embolden allies.

If you decide to put magic users into an army, ask yourself what role they play. Are they strictly healers, or do they function like artillery? Do they travel in groups led by captains or commanders (within stands), or are they solos and leaders?

LEADERSHIP

Perhaps the most important component of an army is its leadership. The leaders' tactics and orders shape the battlefield more than any other factor, so making sure the most competent leaders are at the army's head is essential.

STEEDS AND BEASTS OF BURDEN

Some non-human races may use mounts other than horses, camels, or the like. Each group of enemies has its own preferences when it comes to war beasts and beasts of burden. Consult the Mundane Beasts and Exotic Beasts tables below for ideas.

The Steeds, War Beasts, and Beasts of Burden by Faction table gives general ideas for the beasts that could be utilized by a particular faction. "Beast" in this context doesn't necessarily mean the creature type; merely a creature that could be used in this context.

Humans are omitted from that table because of the sheer variety of animals they tend to employ. The beasts under the control of a given human force depends on the force's sophistication and location.

STEEDS, WAR BEASTS, AND BEASTS OF BURDEN BY FACTION

Faction	War Beasts
Elf	elk, giant eagle, giant elk, giant owl, horses
Drow	female steeder, giant spider
Duergar	female steeder, giant spider, giant lizard
Dwarf	boar, brown bear, giant boar, rhinoceros
Goblin/Bugbear	black bear, boar, giant goat, goat, wolf, worg
Hobgoblin	brown bear, dire wolf, elephant, giant boar, worg, wyvern
Lizardfolk	crocodile, giant crocodile, giant lizard, various dinosaurs
Orc	aurochs, boar, dire wolf, giant bat, giant boar, mammoth
Yuan-ti	giant constrictor snake, giant poisonous snake

Giants are too large to use any of these creatures as mounts, but they make keep several kinds on-hand (Large or larger, of course) as pack animals. Occasionally, giants may tame **rocs** for war, as steeds or as war machines.

Gnolls don't usually have the stillness of mind to keep from slaughtering and eating anything other than their own, so they never have beasts in their ranks other than hyenas.

MUNDANE BEASTS

Size	War Beasts
Category	
Medium	mastiff, mule, pony
Large	camel, cow (ox), draft horse, riding horse, warhorse
Huge	elephant

EXOTIC BEASTS

Size	War Beasts
Category	
Medium	panther, wolf
Large	elk, female steeder, giant eagle, giant lizard, giant spider, griffon, hippogriff, pegasus, polar bear, rhinoceros, saber-toothed tiger, tiger, winter wolf, wyvern
Huge	mammoth

FORMING THE RANKS

With all of this in mind, it's time to start forming the army itself. Ask yourself where the majority of the army's soldiers come from. Does the kingdom have a standing army or militia? Or was every able man conscripted to fight, regardless of skill? Are men taught to fight from a young age, or are they taught that war is to be avoided and met with diplomacy? The answers to these questions impact the statistics of the army's soldiers.

EXPERIENCE

If the soldiers within a faction have more experience fighting, or if they have been trained from a young age, choose stat blocks that reflect greater martial skill. If they are merely conscripts, rallied for the lack of trained soldiers, or if they're untrained militia men, choose stat blocks with a lower Challenge Rating, or NPCs with a lower level.

In addition, determine how the faction fights. In other words, which weapons are its members proficient with, and which weapons do they prefer using? Orcs, for example, prefer greataxes and javelins, while goblins might prefer scimitars and shortbows.

AVAILABLE RESOURCES

Determine what kinds of resources the faction has available to them. Can they smith metals, or are they reduced to using stone and wood? Do they have the time and resources to craft weapons and armor en masse, or are they stuck using kitchen knives and garden tools with only cloth or leather for protection? Modify your chosen stat blocks accordingly, replacing weapons and armor as appropriate.

This category also includes beasts as a resource. Does the faction have horses or another beast for cavalry? Does it have oxen to pull its siege weapons? If not, do they spare manpower for the job, or go without?

TROOP TYPES

Consider how the troops are separated concerning the army's composition. How many are made archers, cavalry, and infantry? How many are trained healers? Without proper training, it is doubtful that any of them could make effective troops other than infantry.

TROOPS BY FACTION

This section lists available stat blocks from the official rules or in this supplement. Each listing has the stat block, the book where that stat block is located, and its Challenge Rating.

- *Monster Manual*: MM
- *Volo's Guide to Monsters*: VGtM
- *Mordenkainen's Tome of Foes*: MToF
- *Tome of Warfare* (this supplement): ToW

Stat blocks are organized by faction. General troops are NPC stat blocks that can be applied to any faction. Any NPCs from "Appendix B: Nonplayer Characters" in the *Monster Manual* and *Volo's Guide to Monsters* could also be used to fill out the ranks of armies.

GENERAL TROOPS

Stat Block	Location	Challenge Rating
<i>Archers</i>		
Axe-Thrower	ToW	1/2
Crossbowman	ToW	1/2
Longbowman	ToW	1/4
<i>Cavalry</i>		
Cataphract	ToW	8
Contarius	ToW	3
Dragoon	ToW	3
Elite Prodromos	ToW	5
Mounted Archer	ToW	1
Prodromos	ToW	2
Raider	ToW	1
Sagittarius	ToW	4

Stat Block	Location	Challenge Rating
<i>Gladiators</i>		
Cestus	ToW	4
Dimachaerus	ToW	5
Hoplomachus	ToW	5
Murmillio	ToW	9
Retiarius	ToW	5
<i>Healers</i>		
Apothecary	ToW	2
Combat Medic	ToW	1/2
Physician	ToW	1/4
<i>Infantry</i>		
Heavy Swordsman	ToW	1
Man-at-Arms	ToW	2
Phalanx Soldier	ToW	1/2
Phalanx Veteran	ToW	2
Pikeman	ToW	1/4
Spearman	ToW	1/4
Squire	ToW	1/2
Swordsman	ToW	1/2
<i>Leadership</i>		
Bannerman	ToW	2
Captain	ToW	2
Commander	ToW	5
Warhawk	ToW	7
Warmonger	ToW	13
<i>Other</i>		
Blade Dancer	ToW	5
Crusader	ToW	3
Sentry	ToW	5
Strider	ToW	6
Swordsage	ToW	8
Templar	ToW	5
Warblade	ToW	12
Zealous Crusader	ToW	5



DROW TROOPS

Stat Block	Location	Challenge Rating
Drow	MM	1/4
Drow Elite Warrior	MM	5
Drow Mage	MM	7
Drow Priestess of Lolth	MM	8
Drider	MM	6
Draegloth	VGtM	7
Drow Arachnomancer	MToF	13
Drow Favored Consort	MToF	18
Drow House Captain	MToF	9
Drow Inquisitor	MToF	14
Drow Matron Mother	MToF	20
Drow Shadowblade	MToF	11

DUERGAR TROOPS

Stat Block	Location	Challenge Rating
Duergar	MM	1
Duergar Despot	MToF	12
Duergar Hammerer	MToF	2
Duergar Kavalrachni	MToF	2
Duergar Mind Master	MToF	2
Duergar Screamer	MToF	3
Duergar Soulblade	MToF	1
Duergar Stone Guard	MToF	2
Duergar Warlord	MToF	6
Duergar Xarrorn	MToF	2

GNOLL TROOPS

Stat Block	Location	Challenge Rating
Gnoll	MM	1/2
Gnoll Pack Lord	MM	2
Gnoll Fang of Yeenoghu	MM	4
Flind	VGtM	9
Gnoll Flesh Gnawer	VGtM	1
Gnoll Hunter	VGtM	1/2
Gnoll Witherling	VGtM	1/4
Leucrotta	VGtM	3

BUGBEAR TROOPS

Stat Block	Location	Challenge Rating
Bugbear	MM	1
Bugbear Chief	MM	3
Bugbear Assassin	ToW	2
Bugbear Bodyguard	ToW	2
Bugbear Brute	ToW	4
Bugbear Bulwark	ToW	2
Bugbear Murderer	ToW	5
Bugbear Thug	ToW	2

GOBLIN TROOPS

Stat Block	Location	Challenge Rating
Goblin	MM	1/4
Goblin Boss	MM	1
Goblin Booyahg	ToW	2
Goblin Beast Master	ToW	1
Goblin Chief	ToW	2
Goblin King	ToW	3
Goblin Rider	ToW	1/2
Goblin Scout	ToW	1/4
Goblin Skirmisher	ToW	1
Goblin Slave Driver	ToW	1/2
Goblin Trapper	ToW	1/4

HOBGOBLIN TROOPS

Stat Block	Location	Challenge Rating
Hobgoblin	MM	1/2
Hobgoblin Captain	MM	3
Hobgoblin Warlord	MM	6
Hobgoblin Devastator	VGtM	4
Hobgoblin Iron Shadow	VGtM	2
Hobgoblin Bannerman	ToW	2
Hobgoblin Commander	ToW	5
Hobgoblin Fatal Axe	ToW	1
Hobgoblin Fist	ToW	1/2
Hobgoblin General	ToW	7
Hobgoblin Lookout	ToW	1
Hobgoblin Phalanx	ToW	1/2
Hobgoblin Sentry	ToW	2
Hobgoblin Spear	ToW	1
Hobgoblin Warmonger	ToW	10

LIZARDFOLK TROOPS

Stat Block	Location	Challenge Rating
Lizardfolk	MM	1/2
Lizardfolk Shaman	MM	2
Lizardfolk King/Queen	MM	4

ORC TROOPS

Stat Block	Location	Challenge Rating
Orc	MM	1/2
Orc War Chief	MM	4
Orc Eye of Gruumsh	MM	2
Orog	MM	2
Orc Blade of Ilneval	VGtM	4
Orc Claw of Luthic	VGtM	2
Orc Hand of Yurtrus	VGtM	2
Orc Nurtured One of Yurtrus	VGtM	1/2
Orc Red Fang of Shargaas	VGtM	3
Tanarukk	VGtM	5
Orc Berserker	ToW	1
Orc Barbarian	ToW	5
Orc Flagbearer	ToW	1
Orc Fury of Gruumsh	ToW	4
Orc Legionnaire	ToW	5
Orc Raider	ToW	1/2
Orc Veteran	ToW	2
Orc War Captain	ToW	3
Orc Warlord	ToW	10

Orcs may also use ettins or ogres in their armies (found in the *Monster Manual* and *Mordenkainen's Tome of Foes*).

SAMPLE ARMIES

This section includes a few sample armies, created by using these guidelines. Squads are divided into 10s so that they can be easily represented by stands, using the "When Armies Clash" large-scale combat rules.

HUMAN ARMY

A **warlord** (VGtM) stands at the head of the army with an honor guard of 10 **man-at-arms**, accompanied by a **bannerman**.

Archers:

- Squad: 10 **longbowmen**, led by a **captain**
- Platoon: 2 squads, led by an **archer** (VGtM) lieutenant
- Company: 2 platoons, led by a **commander**
- Regiment: 2 companies, led by a **sentry**

Cavalry:

- Squad: 10 **raiders** atop warhorses, led by a **contarius**
- Platoon: 5 squads, led by a **cataphract**

Healers: The army has 5 hospital tents at the rear of the army, each with 5 **physicians**. A head **apothecary** oversees the hospital's operations.

Infantry:

- Squad: 10 **pikemen**, led by a **captain**
- Platoon: 3 squads, led by a **knight** (MM) lieutenant and accompanied by a **bannerman**
- Company: 2 platoons, led by a **commander**
- Regiment: 2 companies, led by a **warhawk** general



HOBGOBLIN HOST

A **hobgoblin warmonger** stands at the head of the army with an honor guard of 10 **hobgoblin fatal axes**, 6 **bugbear bodyguards**, and one **hobgoblin bannerman**.

Infantry (Hobgoblins):

- Squad: 10 **hobgoblins**, led by a **hobgoblin fist**
- Platoon: 2 squads, led by a **hobgoblin spear** and accompanied by a **hobgoblin bannerman**.
- Banner: 3 platoons, led by a **hobgoblin fatal axe**
- Company: 2 banners, led by a **hobgoblin captain**
- Regiment: 2 companies, led by a **hobgoblin commander**
- Legion: 2 regiments, led by a **hobgoblin warlord**

Infantry (Goblins):

- Squad: 10 **goblin skirmishers** led by a **goblin skirmisher sergeant**
- Platoon: 3 squads led by a **goblin boss**
- Company: 2 platoons led by a **goblin chief**

Shock Troopers:

- Squad: 10 **bugbears**, led by a **bugbear thug**
- Platoon: 3 squads, led by a **bugbear brute**

Stealth Forces:

- Squad: 10 **bugbear assassins** led by a **bugbear murderer**
- Platoon: 2 squads led by a **hobgoblin commander**

Scouts:

- Squad: 10 **goblin scouts** led by a **goblin skirmisher**
- Platoon: 4 squads led by a **goblin boss** Other goblins, such as **goblin trappers**, serve as hunters.

ORC ARMY

An **orc warlord** stands at the head of the army with an honor guard of 10 **orc veterans** and an **orc flagbearer**.

Cavalry:

- Squad: 10 **orc raiders** led by an **orc berserker**, each riding an **aurochs** (VGtM)
- Platoon: 3 squads led by an **orc war captain**, and accompanied by an **orc flagbearer** riding a **giant boar**
- Company: 3 platoons led by an **orc war chief**

Infantry:

- Squad: 10 **orcs**, led by an **orog**, accompanied by an **orc flagbearer**
- Platoon: 3 squads led by an **orc veteran**, accompanied by an **orc eye of Gruumsh**
- Company: 2 platoons led by an **orc war captain**, accompanied by an **ettin**
- Regiment: 2 companies led by an **orc war chief**
- Horde: 2 regiments led by an **orc legionnaire**

Shock Troopers:

- Squad: 10 **ogres**, led by an **ogre chain brute** (MToF)
- Platoon: 2 squads led by an **orc war captain**

Artillery:

- Squad: 10 **ogre bolt launchers** (MToF), led by an **ogre bolt launcher sergeant**
- Platoon: 3 squads led by an **orc war chief**

Elite Forces:

- Squad: 10 **orc berserkers**, led by an **orc veteran** and accompanied by a **tanarukk**
- Platoon: 2 squads led by an **orc fury of Gruumsh**
- Company: 2 platoons led by an **orc barbarian**

Stealth Forces:

- Squad: 10 **orc red fang of Shargaas**, led by an **orc red fang of Shargaas sergeant**, each riding a **giant bat**
- Platoon: 3 squads, led by an **orc war chief**



GIANTS

When risen to war, giants have arguably the scariest and most destructive armies, especially to smaller folk. They don't require nearly as many soldiers, as their troops can literally walk over the opposition and be done with it. That is, of course, the giants aren't at war with each other.

For more information regarding giants, and for stat blocks, refer to the 5th Edition *Monster Manual* and *Volo's Guide to Monsters*. Additional action options for giants are also presented in the *Storm King's Thunder* module.

COMBAT OPTIONS

This section presents a number of combat options available to a giant. These options help to specialize or flesh out the forces of a giant army, especially against humanoids.

UNARMED ATTACKS

Giants are very strong creatures, which can be represented by powerful unarmed attacks. The following are unarmed attacks that a giant could make. If the giant has a Multiattack, the Fist and Kick options can be used for its Multiattack.

Fist. *Melee Weapon Attack:* +(proficiency bonus + Strength modifier) to hit, reach 5 ft., one target. *Hit:* (2d4 + Strength modifier) bludgeoning damage.

Fling. The giant tries to pick up and throw a Small or Medium creature within 10 feet of it. The giant and the target make a contested grapple check. If the giant wins the contest, the target is hurled up to 60 feet horizontally in a direction of the giant's choice and lands prone, taking 1d6 bludgeoning damage for every 10 feet it was thrown.

Kick. *Melee Weapon Attack:* +(proficiency bonus + Strength modifier) to hit, reach 5 ft., one target. *Hit:* (2d4 + Strength modifier) bludgeoning damage. If the target is Medium or smaller, it must succeed on a Strength saving throw or be thrown 10 feet away from the giant, landing prone. The save DC is equal to 8 + the giant's proficiency bonus + the giant's Strength modifier.

During warfare against humanoids, giants have developed effective tactics to quickly eliminate small threats. One tactic is simply to attach spikes or blades to the toes and sides of their boots. This is represented by the following action option. If the giant has a Multiattack, this attack can be used for its Multiattack.

Spiked Boot. *Melee Weapon Attack:* +(proficiency bonus + Strength modifier) to hit, reach 5 ft., one target. *Hit:* (3d6 + Strength modifier) piercing damage. If the target is Medium or smaller, it must succeed on a Strength saving throw or be thrown 10 feet away from the giant, landing prone. The save DC is equal to 8 + the giant's proficiency bonus + the giant's Strength modifier.

SCYTHES

The fire giants found that scythes proved to be effective weapons against humanoids. This sort of scythe, however, rather than the weaponized version, is much more akin to the farming implement used to cut grass. As it turns out, when wielded by a giant, the blade of a giant scythe happens to be about chest-height on the average humanoid. The result is terrifyingly effective, as giants can cut enormous swathes

straight through the ranks of humanoids with only a single stroke. This is represented by the following action option.

Scythe. The giant swings its scythe in an arc directly in front of it. Each creature in front of the giant and within 15 feet of it must make a Dexterity saving throw. On a failed save, a creature takes (3d8 + the giant's Strength modifier) slashing damage. The save DC is equal to 8 + the giant's proficiency bonus + the giant's Strength modifier.

SLINGS

Giants already have immense strength and rock-throwing capability. How much greater could that capability become, given the right equipment? Equipped with appropriately sized slings, giants can throw rocks even farther and with more power, though perhaps with less accuracy. Though not as effective against single targets, this tactic could be extremely effective against large armies or structures. This is represented by the following action option:

Sling. *Ranged Weapon Attack:* +(proficiency bonus + Dexterity modifier) to hit, range 100/400 ft., one target. *Hit:* (6d12 + Dexterity modifier) bludgeoning damage.

GIANT DEFENSES

As much larger creatures than humanoids, a giant's armor would naturally be much thicker, as it is made to protect against larger threats (such as other giants). Fully armored, this would render them impervious to weapon damage, to a certain degree. This is represented by the following trait:

Thick Armor. If any single instance of bludgeoning, piercing, or slashing damage would deal 10 or less damage to the giant, it instead takes no damage from the hit. The giant must be wearing armor to gain this benefit.

Hill giants, as unintelligent as they are, came up with a tactic that works well in close quarters, but only against humanoids. This tactic is to hang logs and large stones from their belts before going in to battle. While this does make it a little more difficult to walk, it effectively keeps humanoids from running around their legs. This is represented by the following trait:

Hanging Debris. A Small or Medium creature within 5 feet of the giant and that attempts to attack it must first make a DC 15 Dexterity saving throw. On a failed save, it takes 4 (1d8) bludgeoning damage from the logs and stones hanging from the giant's belt. If the save fails by 5 or more, its action is wasted as it is forced to duck out of the way out of the hanging debris. If a creature can make multiple attacks on its turn, it only has to make this save once on each turn.

The giant's speeds are reduced by 5 feet while it has this trait.



GOBLINOIDS: BUGBEARS

This section provides additional options for bugbears. *Volo's Guide to Monsters* has plenty of information on the behavior, culture, and armies of bugbears, goblins, and hobgoblins. For more information, refer to that book.

BUGBEAR ASSASSIN

Medium humanoid (goblinoid), chaotic evil

Armor Class 16 (breastplate)

Hit Points 45 (7d8 + 14)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
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15 (+2)	17 (+3)	14 (+2)	8 (-1)	11 (+0)	9 (-1)
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Saving Throws Str +4, Dex +5

Skills Stealth +7, Survival +2

Senses darkvision 60 ft., passive Perception 10

Languages Common, Goblin

Challenge 2 (450 XP)

Brute. A melee weapon deals one extra die of its damage when the bugbear hits with it (included in attacks).

Hard Throw. A thrown weapon deals one extra die of its damage when the bugbear hits with it (included in attacks).

Heart of Hruggek. The bugbear has advantage on saving throws against being charmed, frightened, paralyzed, poisoned, stunned, or put to sleep.

Sneak Attack (1/turn). The bugbear deals an extra 10 (3d6) 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 bugbear that isn't incapacitated and the bugbear doesn't have disadvantage on the attack roll.

Actions

Multiattack. The bugbear makes two attacks with its javelins, or one attack with its garrote.

Javelin. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage.

Garrote. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one Medium or Small creature against which the bugbear has advantage on the attack roll. *Hit:* 5 (1d4 + 3) bludgeoning damage, and the target is grappled (escape DC 13). Until this grapple ends, the target can't breathe, and the bugbear has advantage on attack rolls against it.

BUGBEAR ASSASSIN

Bugbears are talented at sneaking about, but bugbear assassins are specifically trained for the job. They make up most special forces within a goblinoid host.

BUGBEAR BODYGUARD

When a goblinoid host gathers, bugbears are usually employed as shock troopers and as bodyguards for hobgoblins leaders or other important figures.

BUGBEAR BODYGUARD

Medium humanoid (goblinoid), chaotic evil

Armor Class 15 (hide armor, shield)

Hit Points 39 (6d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
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16 (+3)	13 (+1)	14 (+2)	8 (-1)	11 (+0)	9 (-1)
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Saving Throws Str +5, Dex +3

Skills Stealth +5, Survival +2

Senses darkvision 60 ft., passive Perception 10

Languages Common, Goblin

Challenge 2 (450 XP)

Brute. A melee weapon deals one extra die of its damage when the bugbear hits with it (included in attacks).

Heart of Hruggek. The bugbear has advantage on saving throws against being charmed, frightened, paralyzed, poisoned, stunned, or put to sleep.

Surprise Attack. If the bugbear surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 7 (2d6) damage from the attack.

Actions

Multiattack. The bugbear makes two melee attacks.

Morningstar. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage.

Spiked Shield. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage.

Reactions

Protection. When a creature the bugbear can see attacks a target other than the bugbear that is within 5 feet of it, the bugbear can impose disadvantage on the attack roll. The bugbear must be wielding a shield.

BUGBEAR BRUTE

Bugbear brutes are large even by bugbear standards, and are often put on the front lines for their hardiness and brute strength, usually leading bugbear thugs into the fray.

BUGBEAR BULWARK

Excellent shock troopers, bugbear bulwarks follow the charge of thugs and brutes into battle, swinging spiked shields like plows. Together they widen holes in enemy formations, while simultaneously refusing to give up ground.

BUGBEAR BRUTE

Medium humanoid (goblinoid), chaotic evil

Armor Class 16 (hide armor, shield)
Hit Points 90 (12d8 + 36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	8 (-1)	11 (+0)	9 (-1)

Saving Throws Str +6, Dex +4
Skills Stealth +6, Survival +2
Senses darkvision 60 ft., passive Perception 10
Languages Common, Goblin
Challenge 4 (1,100 XP)

Brute. A melee weapon deals one extra die of its damage when the bugbear hits with it (included in attacks).

Heart of Hruggek. The bugbear has advantage on saving throws against being charmed, frightened, paralyzed, poisoned, stunned, or put to sleep.

Surprise Attack. If the bugbear surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 7 (2d6) damage from the attack.

Wide Swings. The bugbear's reach increases by 5 feet (included in attacks).

Actions

Multiattack. The bugbear makes three melee attacks.

Morningstar. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage.

Whirlwind Swing. The bugbear swings its morningstar in a wild circle around it. Each creature within 10 feet of the bugbear must make a DC 14 Dexterity saving throw or take 13 (2d8 + 4) piercing damage and be knocked prone. The next melee weapon attack against the bugbear has advantage.

BUGBEAR BULWARK

Medium humanoid (goblinoid), chaotic evil

Armor Class 15 (hide armor, shield)
Hit Points 45 (7d8 + 14)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	14 (+2)	8 (-1)	11 (+0)	9 (-1)

Saving Throws Str +5
Skills Stealth +5, Survival +2
Senses darkvision 60 ft., passive Perception 10
Languages Common, Goblin
Challenge 2 (450 XP)

Brute. A melee weapon deals one extra die of its damage when the bugbear hits with it (included in attacks).

Heart of Hruggek. The bugbear has advantage on saving throws against being charmed, frightened, paralyzed, poisoned, stunned, or put to sleep.

Shield Charge. If the bugbear moves at least 20 feet straight toward a creature and then hits it with a spiked shield attack, that creature must succeed on a DC 13 Strength saving throw or be knocked prone.

Surprise Attack. If the bugbear surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 7 (2d6) damage from the attack.

Actions

Multiattack. The bugbear makes two melee attacks: one with its morningstar and one with its shield.

Morningstar. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage.

Spiked Shield. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage, and the target must succeed on a DC 13 Strength saving throw or be knocked prone.

BUGBEAR MURDERER

Bugbear murderers are gifted in stealth and sent ahead of the army's main force to silence sentries, scouts, or even enemy leaders, thus clearing the way for the rest of the force. They throw javelins from hiding and use their garrotes to cut off the sounds of screaming.

BUGBEAR THUG

Bugbear thugs are sent to the front lines, to absorb the heavy blows of the enemy and to swing back even harder.

BUGBEAR MURDERER

Medium humanoid (goblinoid), chaotic evil

Armor Class 17 (studded leather)
Hit Points 78 (12d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	20 (+5)	15 (+2)	8 (-1)	11 (+0)	9 (-1)

Saving Throws Str +4, Dex +7
Skills Stealth +9, Survival +2
Senses darkvision 60 ft., passive Perception 10
Languages Common, Goblin
Challenge 5 (1,800 XP)

Brute. A melee weapon deals one extra die of its damage when the bugbear hits with it (included in attacks).

Hard Throw. A thrown weapon deals one extra die of its damage when the bugbear hits with it (included in the attack).

Heart of Hruggek. The bugbear has advantage on saving throws against being charmed, frightened, paralyzed, poisoned, stunned, or put to sleep.

Sneak Attack (1/Turn). The bugbear deals an extra 21 (6d6) 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 bugbear that isn't incapacitated and the bugbear doesn't have disadvantage on the attack roll.

Actions

Multiattack. The bugbear makes two attacks with its javelins, or one attack with its garrote.

Javelin. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 9 (2d6 + 2) piercing damage.

Garrote. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one Medium or Small creature against which the bugbear has advantage on the attack roll. *Hit:* 7 (1d4 + 5) bludgeoning damage, and the target is grappled (escape DC 15). Until this grapple ends, the target can't breathe, and the bugbear has advantage on attack rolls against it.

BUGBEAR THUG

Medium humanoid (goblinoid), chaotic evil

Armor Class 16 (hide armor, shield)
Hit Points 39 (6d8 + 12)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	8 (-1)	11 (+0)	9 (-1)

Saving Throws Str +5
Skills Stealth +6, Survival +2
Senses darkvision 60 ft., passive Perception 10
Languages Common, Goblin
Challenge 2 (450 XP)

Brute. A melee weapon deals one extra die of its damage when the bugbear hits with it (included in the attack).

Heart of Hruggek. The bugbear has advantage on saving throws against being charmed, frightened, paralyzed, poisoned, stunned, or put to sleep.

Surprise Attack. If the bugbear surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 7 (2d6) damage from the attack.

Wide Swings. The bugbear's reach increases by 5 feet.

Actions

Multiattack. The bugbear makes two melee attacks.

Morningstar. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage.

Wild Swing. The bugbear swings its morningstar in a 10-foot cone. All creatures in that area must make a DC 13 Dexterity saving throw or take 12 (2d8 + 3) piercing damage and be knocked prone. The next melee weapon attack against the bugbear has advantage.

BUGBEARS IN HOBGOBLIN HOSTS

Hobgoblins may hire or bully bugbears into working with them in a large host. If they do, they often outfit their bugbear soldiers with greater weapons and armor than what they have on their own. Javelins may be metal-tipped rather than stone-tipped, and they may wear chain shirts rather than hide armor.

GOBLINOIDS: GOBLINS

Goblins fill many roles within larger hosts, as hunters, scouts, skirmishers, beast or slave masters, and more. This section helps to fill out the ranks of goblins within such hosts, but each tribe is likely to have a number of specialized members as well. After all, each tribe needs someone to look after the wolf mounts, others to find food, still others to watch any slaves or captives, etc.

GOBLIN BEAST MASTER

Though nearly all goblin tribes have some affiliation with wolves, rats, or worgs, only a few are large enough to warrant the skill of a beast master. These goblins are talented with beasts and have learned not only how to get the beasts to trust them, but also how to control them, to an extent. Beast masters allow the tribe to control larger beasts, such as bears.

GOBLIN BOOYAHG

A goblin booyahg is a goblin sorcerer born with the ability to use magic. Their magic is unpredictable as it is, but combined with the fact that the goblin often doesn't know how to fully control its power, sometimes a booyahg's magic can be downright chaotic.

GOBLIN CHIEF

Occasionally, a goblin tribe may merge with another. In these rare cases, a goblin chief will be selected (usually one of the opposing tribe bosses). Goblin chiefs are stronger and tougher than bosses of single tribes. In larger hosts, a goblin chief might be appointed to oversee other goblin bosses within the host's jurisdiction.



GOBLIN BEAST MASTER

Small humanoid (goblinoid), neutral evil

Armor Class 14 (hide armor)

Hit Points 22 (5d6 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	15 (+2)	13 (+1)	10 (+0)	8 (-1)	8 (-1)

Saving Throws Dex +4

Skills Animal Handling +3, Stealth +6

Senses darkvision 60 ft., passive Perception 9

Languages Common, Goblin

Challenge 1 (200 XP)

Command Beast. As a bonus action, the goblin chooses one beast allied with it, who must be within 30 feet of the goblin and can see or hear it. That beast can make one attack as a reaction.

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

Actions

Scimitar. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Charm Beast. The goblin chooses one beast within 30 feet of it and that can see or hear it. That beast must succeed on a DC 13 Wisdom saving throw or be charmed by the goblin. The effect ends if the goblin or any of its allies attack the beast.

Whistle (1/Short Rest). The goblin whistles to command its beast companions. Up to three beasts within 30 feet of the goblin that can hear it can make one attack as a reaction.

Reactions

Cry for Help. In response to being hit by a weapon attack, the goblin whistles for help from one of its beasts, who must be within 30 feet of the goblin and can see or hear it. That beast can use its reaction to move up to its speed and make one attack against the triggering creature.

Sacrifice. In response to being hit by a weapon attack, the goblin can force a beast that is charmed by it and is within 5 feet of it to be hit instead.

GOBLIN KING

On very rare occasions, multiple tribes may combine into a very large host of goblins. Such hosts rarely last long, as it is nearly impossible to keep all the goblins in check, but for the short stint of time that the host exists, a goblin king will rule over all of the bosses of each tribe.

GOBLIN BOOYAHG

Small humanoid (goblinoid), neutral evil

Armor Class 12 (15 with *mage armor*)

Hit Points 36 (8d6 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	12 (+1)	10 (+0)	8 (-1)	14 (+2)

Saving Throws Dex +4, Cha +3

Skills Arcana +1, Stealth +6

Senses darkvision 60 ft., passive Perception 9

Languages Common, Goblin

Challenge 2 (450 XP)

Booyahg, Booyahg, Booyahg! Every time the goblin casts a spell (including cantrips), a wild magic surge occurs. Roll on the Wild Magic Surge table in the *Player's Handbook* to determine the wild magic effect.

Spellcasting. The goblin is a 3rd-level spellcaster. Its spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). The goblin has the following sorcerer spells prepared:

Cantrips (at will): *acid splash*, *firebolt*, *mage hand*, *minor illusion*

1st Level (4 slots): *burning hands*, *mage armor*, *magic missile*

2nd Level (2 slots): *darkness*

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

Actions

Scimitar. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

GOBLIN CHIEF

Small humanoid (goblinoid), neutral evil

Armor Class 17 (studded leather, shield)

Hit Points 36 (8d6 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	12 (+1)	10 (+0)	9 (-1)	11 (+0)

Saving Throws Dex +5

Skills Stealth +6

Senses darkvision 60 ft., passive Perception 9

Languages Common, Goblin

Challenge 2 (450 XP)

Command. The goblin can use a bonus action to command one of its allies within 30 feet of it that can hear or see it. That ally can use its reaction to make one weapon attack.

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

Tactics. As a bonus action on its turn, the goblin can command one of its allies within 30 feet of it that can see or hear it. That ally can use its reaction to move up to half of its speed without provoking opportunity attacks.

Actions

Multiattack. The goblin makes two attacks with its scimitar.

Scimitar. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Shortbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Insulting Rally (1/Short Rest). The goblin shouts a string of insults at its inferiors. Each ally of the goblin within 30 feet of it and that can see or hear it gains advantage on attack rolls and saving throws until the start of the goblin's next turn.

Reactions

Redirect Attack. When a creature the goblin can see targets it with an attack, the goblin chooses another goblin within 5 feet of it. The two goblins swap places, and the chosen goblin becomes the target instead.

GOBLIN KING

Small humanoid (goblinoid), neutral evil

Armor Class 17 (chain shirt, shield)

Hit Points 55 (10d6 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	14 (+2)	10 (+0)	9 (-1)	13 (+1)

Saving Throws Dex +5

Skills Stealth +5

Senses darkvision 60 ft., passive Perception 9

Languages Common, Goblin

Challenge 3 (700 XP)

Command. The goblin can use a bonus action to command one of its allies within 30 feet of it that can hear or see it. That ally can use its reaction to make one weapon attack with advantage.

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

Tactics. As a bonus action on its turn, the goblin can command one of its allies within 30 feet of it that can see or hear it. That ally can use its reaction to move up to half of its speed without provoking opportunity attacks.

Actions

Multiattack. The goblin makes three attacks with its scimitar.

Scimitar. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Shortbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Leadership (1/Short Rest). For 1 minute, the goblin can utter a special command or warning whenever a non-hostile creature that it can see within 30 feet of it makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand the goblin. A creature can benefit from only one Leadership die at a time. This effect ends if the goblin is incapacitated.

Reactions

Redirect Attack. When a creature the goblin can see targets it with an attack, the goblin chooses another goblin within 5 feet of it. The two goblins swap places, and the chosen goblin becomes the target instead.

GOBLIN RIDER

These goblins are trained to ride wolves, worgs, or other mounts into battle. They are used for hit-n-run attacks or other guerrilla warfare, and as scouts and skirmishers.

GOBLIN SCOUT

Goblin scouts are set as sentries to guard lairs, or sent ahead of hunting parties to find prey or potential threats. They are far stealthier and more perceptive than the average goblin, though they aren't any more effective in combat.

GOBLIN SKIRMISHER

Skirmishers are exceptionally talented goblin fighters who wield two swords and are able to dart in and out of battle quickly. They are particularly effective in ambush, hit-n-run, or guerrilla tactics.

GOBLIN SLAVE DRIVER

Slave drivers are particularly cruel, relishing in their opportunity to exercise any authority over those whom they have been given jurisdiction. They use their whips eagerly, happy to have any reason to inflict pain or assert dominion.

GOBLIN TRAPPER

Trappers are goblins experienced with hunting and setting up traps. In smaller tribes, a goblin trapper will be used to set up traps that protect the tribe's lair, while in larger tribes or even hosts they might be used as a part of a stealthy scouting party or infiltration team. Their skills make them effective hunters regardless of the tribe's size.

Particularly skilled goblin trappers might be able to craft *falling net* or *pit* traps (see page 122 of the 5th Edition *Dungeon Master's Guide*).



GOBLIN RIDER

Small humanoid (goblinoid), neutral evil

Armor Class 15 (leather armor, shield)

Hit Points 10 (3d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	15 (+2)	10 (+0)	10 (+0)	8 (-1)	8 (-1)

Saving Throws Dex +4

Skills Stealth +6

Senses darkvision 60 ft., passive Perception 9

Languages Common, Goblin

Challenge 1/2 (100 XP)

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

Ride-by Attack. While it is mounted, the goblin and its mount don't provoke opportunity attacks by moving out of a creature's reach.

War Rider. While it is mounted, the goblin can use a bonus action to direct its mount to make one melee weapon attack.

Actions

Scimitar. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

GOBLIN SCOUT

Small humanoid (goblinoid), neutral evil

Armor Class 14 (leather armor)

Hit Points 10 (3d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	16 (+3)	11 (+0)	10 (+0)	10 (+0)	8 (-1)

Saving Throws Dex +5

Skills Nature +2, Perception +4, Stealth +7

Senses darkvision 60 ft., passive Perception 14

Languages Common, Goblin

Challenge 1/4 (50 XP)

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

Actions

Scimitar. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Shortbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

GOBLIN SKIRMISHER

Small humanoid (goblinoid), neutral evil

Armor Class 15 (studded leather armor)

Hit Points 18 (4d6 + 4)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	16 (+3)	12 (+1)	10 (+0)	11 (+0)	8 (-1)

Saving Throws Dex +5

Skills Nature +2, Perception +4, Stealth +7

Senses darkvision 60 ft., passive Perception 14

Languages Common, Goblin

Challenge 1 (200 XP)

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

Actions

Multiattack. The goblin makes two attacks with its scimitars or one attack with its shortbow.

Scimitar. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Shortbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Reactions

Skirmisher. In response to an enemy ending its turn within 5 feet of the goblin, the goblin can move up to half of its speed without provoking opportunity attacks.

GOBLIN SLAVE DRIVER

Small humanoid (goblinoid), neutral evil

Armor Class 14 (hide armor)
Hit Points 22 (5d6 + 5)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	10 (+0)	9 (-1)	11 (+0)

Saving Throws Dex +4
Skills Intimidation +2, Stealth +6
Senses darkvision 60 ft., passive Perception 9
Languages Common, Goblin
Challenge 1/2 (100 XP)

Cruel Whip. The goblin's whip attacks deal an extra 1d4 damage whenever the goblin hits with it (included in attack).

Frightening Whip. Whenever the goblin scores a critical hit with its whip, each creature hostile to the goblin within 30 feet of it and that can see or hear it must succeed on a DC 12 Wisdom saving throw or be frightened of the goblin until the end of its next turn.

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

Actions

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Whip. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage.

Reactions

Reactive Whip. When a creature moves into the goblin's reach, the goblin can make one attack with its whip against the triggering creature.

GOBLIN TRAPPER

Small humanoid (goblinoid), neutral evil

Armor Class 14 (leather armor)
Hit Points 10 (3d6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	16 (+3)	11 (+0)	10 (+0)	10 (+0)	8 (-1)

Saving Throws Dex +5
Skills Nature +2, Perception +4, Stealth +7
Senses darkvision 60 ft., passive Perception 14
Languages Common, Goblin
Challenge 1/4 (50 XP)

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

Master Trapper. The goblin has 3 hunting traps. Whenever it sets a hunting trap, it can use a bonus action to camouflage the trap. If it does so, the trap requires a DC 13 Wisdom (Perception) check to detect.

Actions

Lasso. *Ranged Weapon Attack:* +5 to hit, range 10/20 ft., one target that is Large or smaller. *Hit:* the target is restrained. A creature can use its action to make a DC 10 Strength check, freeing itself or another creature within its reach on a success. Dealing 5 slashing damage to the lasso (AC 10) also frees the creature without harming it, ending the effect and destroying the lasso.

Net. *Ranged Weapon Attack:* +5 to hit, range 5/15 ft., one target that is Large or smaller. *Hit:* the target is restrained. A creature can use its action to make a DC 10 Strength check, freeing itself or another creature within its reach on a success. Dealing 5 slashing damage to the net (AC 10) also frees the creature without harming it, ending the effect and destroying the net.

Scimitar. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Shortbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Set Hunting Trap. The goblin sets a hunting trap. A hunting trap forms a saw-toothed steel ring that snaps shut when a creature steps on a pressure plate in the center. The trap is affixed by a heavy chain to an immobile object, such as a tree or a spike driven into the ground. A creature that steps on the plate must succeed on a DC 13 Dexterity saving throw or take 1d4 piercing damage and stop moving. Thereafter, until the creature breaks free of the trap, its movement is limited by the length of the chain (typically 3 feet long). A creature can use its action to make a DC 13 Strength check, freeing itself or another creature within its reach on a success. Each failed check deals 1 piercing damage to the trapped creature.

Spread Caltrops. The goblin has 2 bags of caltrops. As an action, the goblin can spread a single bag of caltrops to cover a 5-foot-square area. Any creature that enters the area must succeed on a DC 15 Dexterity saving throw or stop moving and take 1 piercing damage. Until the creature regains at least 1 hit point, its walking speed is reduced by 10 feet. A creature moving through the area at half speed doesn't need to make the saving throw.

GOBLINOIDS: HOBGOBLINS

Within any host of goblinoids, hobgoblins form the backbone. They structure the armies, enforce law within the camps, ensure all forces are appropriately armed, and act as leaders in all aspects. These stat blocks help fill out the ranks of hobgoblin armies, both great and small. For more information on the specifics of hobgoblin hosts and their armies, refer to *Volo's Guide to Monsters* and the *Monster Manual*.

HOBGOBLIN BANNERMAN

A bannerman is a hobgoblin charged with carrying the flag of the host. The sight of the bannerman and the flag it carries helps instill tenacity and vigor in the troops that it accompanies. Leaders are nearly always accompanied by a bannerman, and the fall of a bannerman can seriously demoralize the troops.

HOBGOBLIN COMMANDER

Hobgoblin commanders fill the leadership role between captain and general, when hosts are large enough to call for another position. Their presence spurs troops on to victory, and their martial prowess makes them a serious threat.

HOBGOBLIN FATAL AXE

A fatal axe is a hobgoblin just below the rank of captain. They answer to the captains above them, and often lead their own platoons of soldiers into battle.

HOBGOBLIN FIST

A hobgoblin fist is the rank just above that of an ordinary soldier. Though usually treated by those of higher rank like any other soldier, they are usually given command of a small squad.

HOBGOBLIN GENERAL

Hobgoblin generals are the rank just below warlord, and they know it. Each general acts and leads in a way that it believes will get it promoted. However, they very rarely work to dethrone their warlord through any clandestine activity, instead attempting to gain promotion through honor and deed.

HOBGOBLIN LOOKOUT

Lookouts are hobgoblins with a knack for perception. They are assigned to keep watch in lairs and camps, or to act as scouts. A lookout is usually a spear in terms of rank.

HOBGOBLIN PHALANX

Many hobgoblin soldiers are taught to utilize the phalanx formation, in which each member holds a tower shield and uses it to protect allies as much as itself. Well-trained ranks of phalanx hobgoblins with a strong will can be a very difficult enemy to break.

Hobgoblin phalanxes are extremely effective with a line of hobgoblin soldiers behind the phalanx, armed with pikes or polearms to reach through the shield wall.

HOBGOBLIN SENTRY

Hobgoblin lookouts that perform their duty well might be promoted to the position of sentry, which in terms of rank is synonymous with that of a fatal axe. Sentries are excellent scouts and rangers, adept at collecting reconnaissance, performing interrogations, and executing assassinations and ambushes. They most often lead these excursions, with lookouts and fists serving underneath them.

HOBGOBLIN SPEAR

A hobgoblin spear is the rank between fatal axe and fist. They are capable soldiers and have proven they are capable of leading, though greater responsibility has yet to find them.

HOBGOBLIN BANNERMAN

Medium humanoid (goblinoid), lawful evil

Armor Class 16 (chain mail)

Hit Points 37 (5d8 + 15)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	16 (+3)	10 (+0)	10 (+0)	15 (+2)

Saving Throws Str +4, Cha +4

Skills Athletics +4, Intimidation +4, Perception +2

Senses darkvision 60 ft., passive Perception 12

Languages Common, Goblin

Challenge 2 (450 XP)

Flag Bearer. Each creature of the bannerman's choice within 30 feet of it that can see or hear it gains a +3 bonus to initiative rolls, and a +1 bonus to attack and damage rolls. Creatures can only gain this benefit from one bannerman at a time.

Martial Advantage. Once per turn, the hobgoblin can deal an extra 7 (2d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the hobgoblin that isn't incapacitated.

Actions

Arming Sword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage.

Inspiring Word (3/Day). The bannerman can use a bonus action to choose another creature that is within 30 feet of the bannerman and that can see or hear it. That creature regains 11 (2d10) hit points.

HOBGOBLIN COMMANDER

Medium humanoid (goblinoid), lawful evil

Armor Class 18 (plate)

Hit Points 90 (12d8 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	12 (+1)	10 (+0)	14 (+2)

Saving Throws Str +6, Cha +5

Skills Athletics +5, Perception +3, Survival +3

Senses darkvision 60 ft., passive Perception 13

Languages Common, Goblin

Challenge 5 (1,800 XP)

Challenge (1/Short Rest). As a bonus action, the hobgoblin can choose one hostile creature within 60 feet of it. If the target can see or hear the hobgoblin, it must make a DC 13 Wisdom saving throw. On a failed save, then for the next minute, the target has disadvantage on attack rolls against creatures other than the hobgoblin, and can only use its movement to get closer to the hobgoblin. An affected creature can attempt the saving throw again at the end of each of its turns, ending the effect on itself on a success. The effect ends early if the hobgoblin is incapacitated, or if a creature other than the hobgoblin attacks the target.

Martial Advantage. Once per turn, the hobgoblin can deal an extra 10 (3d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the hobgoblin that isn't incapacitated.

Spirit of the Corps. The hobgoblin gains a bonus to all saving throws equal to the number of friendly creatures that are within 5 feet of it, to a maximum of +3.

Uphold the Legion. When the hobgoblin is reduced to 0 hit points, it can immediately make one weapon attack before falling unconscious. If its attack reduces another creature to 0 hit points, the hobgoblin regains 1 hit point.

Actions

Multiattack. The hobgoblin makes two greatsword attacks or two javelin attacks, and uses its Command Ally.

Greatsword. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. **Hit:** 10 (2d6 + 3) slashing damage.

Javelin. Melee or Ranged Weapon Attack: +6 to hit, reach 5 ft. or range 30/120 ft., one target. **Hit:** 6 (1d6 + 3) piercing damage.

Command Ally. The hobgoblin targets one ally it can see within 30 feet of it. If the target can see and hear the commander, the target can use its reaction to make one weapon attack with advantage.

Leadership (1/Short Rest). For 1 minute, the hobgoblin can utter a special command or warning whenever a nonhostile creature that it can see within 30 feet of it makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand the hobgoblin. A creature can benefit from only one Leadership die at a time. This effect ends if the hobgoblin is incapacitated.

Reactions

Parry. The hobgoblin adds 3 to its AC against one melee attack that would hit it. To do so, the hobgoblin must see the attacker and be wielding a melee weapon.





HOBGOBLIN FATAL AXE

Medium humanoid (goblinoid), lawful evil

Armor Class 18 (chain mail, shield)
Hit Points 32 (5d8 + 10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	14 (+2)	10 (+0)	10 (+0)	11 (+0)

Saving Throws Str +4, Dex +4
Skills Athletics +4
Senses darkvision 60 ft., passive Perception 10
Languages Common, Goblin
Challenge 1 (200 XP)

Martial Advantage. Once per turn, the hobgoblin can deal an extra 7 (2d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the hobgoblin that isn't incapacitated.

Spirit of the Corps. The hobgoblin gains a bonus to all saving throws equal to the number of friendly creatures that are within 5 feet of it, to a maximum of +3.

Actions

Multiattack. The hobgoblin makes two attacks with its bastard sword, or two attacks with its longbow.

Bastard Sword. *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. *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

HOBGOBLIN FIST

Medium humanoid (goblinoid), lawful evil

Armor Class 18 (chain mail, shield)
Hit Points 16 (3d8 + 3)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	13 (+1)	10 (+0)	10 (+0)	9 (-1)

Saving Throws Str +4, Dex +3
Skills Athletics +4
Senses darkvision 60 ft., passive Perception 10
Languages Common, Goblin
Challenge 1/2 (100 XP)

Martial Advantage. Once per turn, the hobgoblin can deal an extra 7 (2d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the hobgoblin that isn't incapacitated.

Actions

Bastard Sword. *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. *Ranged Weapon Attack:* +3 to hit, range 150/600 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

HOBGOBLIN GENERAL

Medium humanoid (goblinoid), lawful evil

Armor Class 20 (plate, shield)
Hit Points 120 (16d8 + 48)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	17 (+3)	14 (+2)	10 (+0)	16 (+3)

Saving Throws Str +6, Cha +6
Skills Athletics +6, Perception +3, Survival +3
Senses darkvision 60 ft., passive Perception 13
Languages Common, Goblin
Challenge 7 (2,900 XP)

Challenge (1/Short Rest). As a bonus action, the hobgoblin can choose one hostile creature within 60 feet of it. If the target can see or hear the hobgoblin, it must make a DC 14 Wisdom saving throw. On a failed save, then for the next minute, the target has disadvantage on attack rolls against creatures other than the hobgoblin, and can only use its movement to get closer to the hobgoblin. An affected creature can attempt the saving throw again at the end of each of its turns, ending the effect on itself on a success. The effect ends early if the hobgoblin is incapacitated, or if a creature other than the hobgoblin attacks the target.

Martial Advantage. Once per turn, the hobgoblin can deal an extra 14 (4d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the hobgoblin that isn't incapacitated.

Spirit of the Corps. The hobgoblin gains a bonus to all saving throws equal to the number of friendly creatures that are within 5 feet of it, to a maximum of +3.

Uphold the Legion. When the hobgoblin is reduced to 0 hit points, it can immediately make one weapon attack before falling unconscious. If its attack reduces another

creature to 0 hit points, the hobgoblin regains 1 hit point.

Actions

Multiattack. The hobgoblin makes three melee attacks or two attacks with its javelins, and uses its Command Ally.

Bastard Sword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

Javelin. *Melee or Ranged Weapon Attack:* +9 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Shield Bash. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 5 (1d4 + 3) bludgeoning damage. If the target is Large or smaller, it must succeed on a DC 14 Strength saving throw or be knocked prone.

Command Ally. The hobgoblin chooses one ally it can see within 30 feet of it. If the target can see and hear the commander, the target can make one weapon attack as a reaction and gains advantage on the attack roll.

Leadership (1/Short Rest). For 1 minute, the hobgoblin can utter a special command or warning whenever a nonhostile creature that it can see within 30 feet of it makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand the hobgoblin. A creature can benefit from only one Leadership die at a time. This effect ends if the hobgoblin is incapacitated.

Reactions

Parry-Riposte. The hobgoblin adds 3 to its AC against one melee attack that would hit it. To do so, the hobgoblin must see the attacker and be wielding a melee weapon. If the attack then misses, the hobgoblin can make one melee weapon attack against the triggering creature as a part of the same reaction.

HOBGOBLIN LOOKOUT

Medium humanoid (goblinoid), lawful evil

Armor Class 16 (breastplate)
Hit Points 26 (4d8 + 8)
Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	14 (+2)	10 (+0)	12 (+1)	9 (-1)

Saving Throws Str +4, Dex +4
Skills Acrobatics +4, Insight +5, Perception +5, Stealth +4
Senses darkvision 60 ft., passive Perception 15
Languages Common, Goblin
Challenge 1 (200 XP)

Martial Advantage. Once per turn, the hobgoblin can deal an extra 7 (2d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the hobgoblin that isn't incapacitated.

Silent Shot. Making a ranged weapon attack doesn't reveal the hobgoblin's position, regardless of whether it hit or missed.

Vanish. The hobgoblin can take the Hide action as a bonus action.

Actions

Bastard Sword. *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. *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

HOBGOBLIN PHALANX

Medium humanoid (goblinoid), lawful evil

Armor Class 19 (chain mail and tower shield)
Hit Points 26 (4d8 + 8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	14 (+2)	10 (+0)	11 (+0)	10 (+0)

Saving Throws Str +4, Con +4
Skills Athletics +4, Perception +2
Senses passive Perception 12
Languages Common, Goblin
Challenge 1/2 (100 XP)

Heavy Shield. While the phalanx soldier is holding its tower shield, it suffers a -2 penalty to all attack rolls it makes (included in attacks).

Martial Advantage. Once per turn, the hobgoblin can deal an extra 7 (2d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the hobgoblin that isn't incapacitated.

Phalanx Formation. If the phalanx soldier is within 5 feet of another hobgoblin phalanx, it gains a +1 bonus to Armor Class, and to Strength and Dexterity saving throws for each hobgoblin phalanx within 5 feet of it (to a maximum of +5).

Actions

Spear. *Melee or Ranged Weapon Attack:* +2 to hit, reach 5 ft. or range 20/60, one target. *Hit:* 5 (1d6 + 2) piercing damage.

Total Shielding. The hobgoblin gains total cover behind its tower shield. This does not provide cover against spells that require a Strength, Wisdom, Intelligence, or Charisma saving throw.

Reactions

Phalanx Brace. If a creature moves at least 20 feet straight toward the hobgoblin and then attacks it or a creature within 5 feet of it, the hobgoblin can impose disadvantage on the attack roll. If the hobgoblin took the Total Shielding action on its last turn, the attack instead automatically misses.

HOBGOBLIN SENTRY

Medium humanoid (goblinoid), lawful evil

Armor Class 16 (breastplate)
Hit Points 52 (8d8 + 16)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	15 (+2)	10 (+0)	14 (+2)	9 (-1)

Saving Throws Str +4, Dex +5
Skills Acrobatics +5, Insight +6, Perception +6, Stealth +7
Senses darkvision 60 ft., passive Perception 16
Languages Common, Goblin
Challenge 2 (450 XP)

Careful Aim (3/Short Rest). As a bonus action, the hobgoblin can aim carefully. The next ranged weapon attack it makes before the end of the current turn deals an extra 7 (2d6) damage.

Martial Advantage. Once per turn, the hobgoblin can deal an extra 7 (2d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the hobgoblin that isn't incapacitated.

Silent Killer. If the hobgoblin is hidden and it hits another creature with a ranged weapon attack, the attack deals an extra 3 (1d6) damage. In addition, making a ranged weapon attack doesn't reveal the hobgoblin's position, regardless of whether it hit or missed.

Vanish. The hobgoblin can take the Hide action as a bonus action.

Actions

Multiattack. The hobgoblin makes two attacks with its bastard sword or two attacks with its longbow.

Bastard Sword. *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. *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

HOBGOBLIN SPEAR

Medium humanoid (goblinoid), lawful evil

Armor Class 18 (chain mail, shield)

Hit Points 26 (4d8 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	14 (+2)	10 (+0)	10 (+0)	9 (-1)

Saving Throws Str +4, Dex +4

Skills Athletics +4

Senses darkvision 60 ft., passive Perception 10

Languages Common, Goblin

Challenge 1 (200 XP)

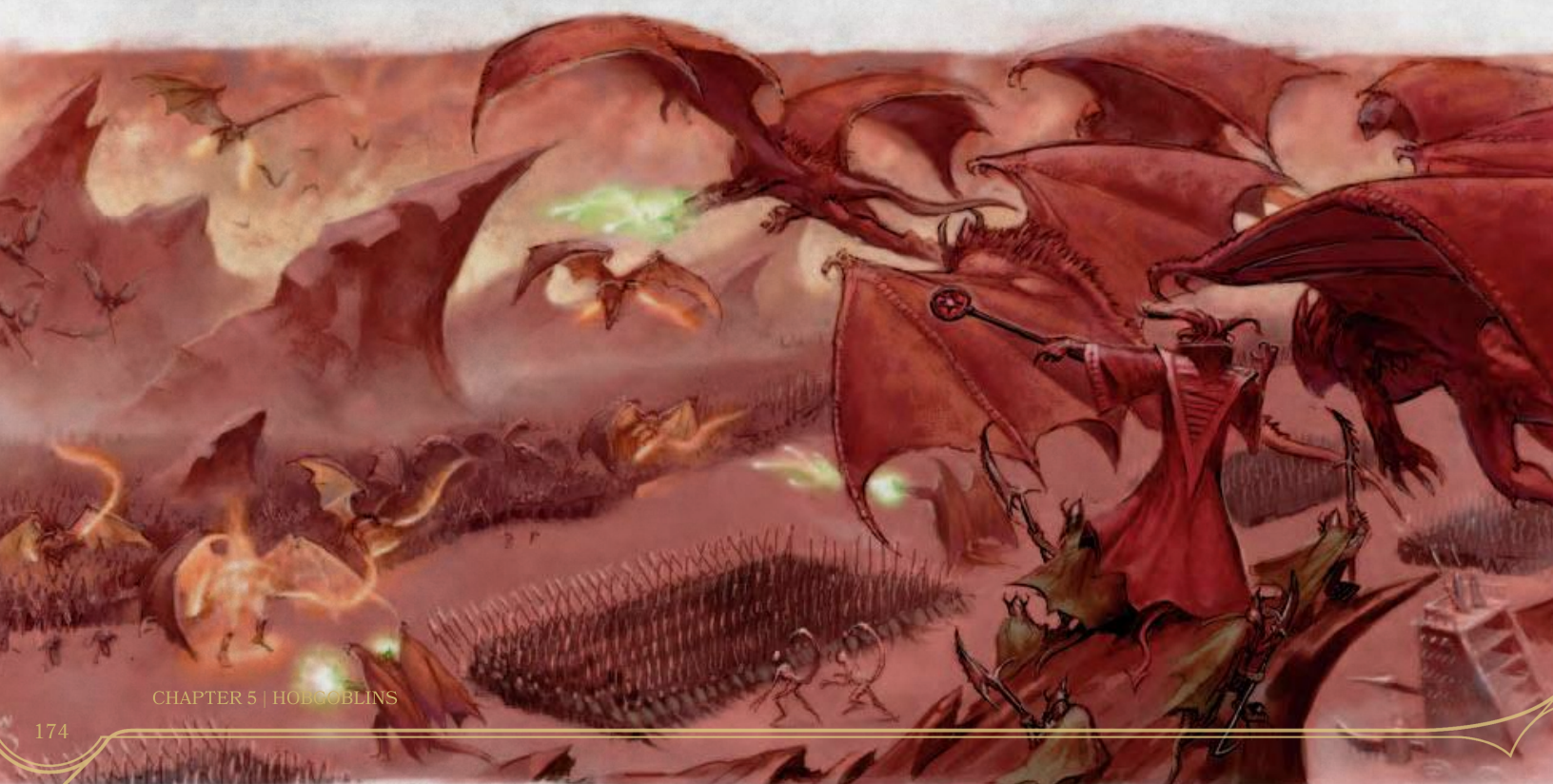
Martial Advantage. Once per turn, the hobgoblin can deal an extra 7 (2d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the hobgoblin that isn't incapacitated.

Spirit of the Corps. The hobgoblin gains a bonus to all saving throws equal to the number of friendly creatures that are within 5 feet of it, to a maximum of +3.

Actions

Bastard Sword. *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. *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.



HOBGOBLIN WARMONGER

Hobgoblin warmongers only stand at the head of very large armies and hosts. The presence of a warmonger is indicative of Maglubiyet's will, as they are the god's ruthless and warfaring nature incarnate. It is likely that cities or even

kingdoms will fall before the warmonger is done. They are able to rally legions together in the absence of a host, putting aside their grudges and differences to bring war on a massive scale.

HOBGOBLIN WARMONGER

Medium humanoid (goblinoid), lawful evil

Armor Class 20 (plate, shield)

Hit Points 170 (20d8 + 80)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
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18 (+4)	14 (+2)	18 (+4)	14 (+2)	10 (+0)	18 (+4)
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Saving Throws Str +8, Cha +8

Skills Athletics +8, Perception +4, Survival +4

Senses darkvision 60 ft., passive Perception 14

Languages Common, Goblin

Challenge 10 (5,900 XP)

Challenge (1/Short Rest). As a bonus action, the hobgoblin can choose one hostile creature within 60 feet of it. If the target can see or hear the hobgoblin, it must make a DC 16 Wisdom saving throw. On a failed save, then for the next minute, the target has disadvantage on attack rolls against creatures other than the hobgoblin, and can only use its movement to get closer to the hobgoblin. An affected creature can attempt the saving throw again at the end of each of its turns, ending the effect on itself on a success. The effect ends early if the hobgoblin is incapacitated, or if a creature other than the hobgoblin attacks the target.

Martial Advantage. Once per turn, the hobgoblin can deal an extra 14 (4d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the hobgoblin that isn't incapacitated.

Reign of Tyranny. Whenever the hobgoblin reduces a creature to 0 hit points, it roars triumphantly. The hobgoblin gains 10 temporary hit points, and each creature friendly to it within 30 feet of it gain 5 temporary hit points, provided they can hear or see the hobgoblin. Simultaneously, each creature hostile to the hobgoblin that is within 30 feet of it and can see or hear it must succeed on a DC 16 Wisdom saving throw or be frightened of the hobgoblin until the end of its next turn.

Spirit of the Corps. The hobgoblin gains a bonus to all saving throws equal to the number of friendly creatures that are within 5 feet of it, to a maximum of +3.

Uphold the Legion. When the hobgoblin is reduced to 0 hit points, it can immediately make one weapon attack before falling unconscious. If its attack reduces another creature to 0 hit points, the hobgoblin regains 1 hit point.

Actions

Multiattack. The hobgoblin makes two melee attacks or two attacks with its javelins, and uses its Command Ally.

Bastard Sword. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands.

Javelin. *Melee or Ranged Weapon Attack:* +10 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Shield Bash. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one creature. *Hit:* 6 (1d4 + 4) bludgeoning damage. If the target is Large or smaller, it must succeed on a DC 14 Strength saving throw or be knocked prone.

Command Ally. The hobgoblin chooses one ally it can see within 30 feet of it. If the target can see and hear the commander, the target can make one weapon attack as a reaction and gains advantage on the attack roll.

Leadership (1/Short Rest). For 1 minute, the hobgoblin can utter a special command or warning whenever a nonhostile creature that it can see within 30 feet of it makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand the hobgoblin. A creature can benefit from only one Leadership die at a time. This effect ends if the hobgoblin is incapacitated.

Roar of Maglubiyet (Recharge 5-6). Each goblinoid friendly to the hobgoblin that can see or hear it gains advantage on attack rolls until the start of the hobgoblin's next turn. The hobgoblin can then make one melee attack as a reaction.

Reactions

Parry-Riposte. The hobgoblin adds 4 to its AC against one melee attack that would hit it. To do so, the hobgoblin must see the attacker and be wielding a melee weapon. If the attack then misses, the hobgoblin can make one melee weapon attack against the triggering creature as a part of the same reaction.

Legendary Actions

The hobgoblin 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 hobgoblin regains spent legendary actions at the start of its turn.

Weapon Attack. The hobgoblin makes a weapon attack.
Command Ally (Costs 2 Actions). The hobgoblin uses its Command Ally.

Roar of Maglubiyet (Costs 3 Actions). The hobgoblin recharges and uses its Roar of Maglubiyet.

ORCS

This section includes stat blocks that expand the options available to a horde of orcs. For more information on orcs and their nature, refer to *Volo's Guide to Monsters* and the *Monster Manual*.

ORC BERSERKER

When the orc horde needs to break an enemy line, increase enemy casualties, or just sow chaos, they send in the berserkers. These warriors fight with brutal rage and efficiency, smashing down enemies and propagating fear throughout their ranks.

ORC BARBARIAN

Leading groups of berserkers is one or two orc barbarians. They shrug off attacks through sheer rage and determination, and retaliate with powerful strikes of their own. Few can stand before the onslaught.

ORC BERSERKER

Medium humanoid (orc), chaotic evil

Armor Class 13 (hide armor)

Hit Points 22 (3d8 + 9)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	7 (-2)	11 (+0)	10 (+0)

Saving Throws Str +5, Con +5

Skills Intimidation +2

Senses darkvision 60 ft., passive Perception 10

Languages Common, Orc

Challenge 1 (200 XP)

Aggressive. As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.

Reckless. At the start of its turn, the orc can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

Actions

Multiattack. The orc makes two attacks with its greataxe.

Greataxe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d12 + 3) slashing damage.

Javelin. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

ORC BARBARIAN

Medium humanoid (orc), chaotic evil

Armor Class 16 (unarmored defense)

Hit Points 85 (10d8 + 40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	7 (-2)	11 (+0)	10 (+0)

Saving Throws Str +6, Con +6

Skills Intimidation +2

Senses darkvision 60 ft., passive Perception 10

Languages Common, Orc

Challenge 5 (1,800 XP)

Aggressive. As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.

Rage (3/Day). The orc can use a bonus action to enter a rage. While raging, the orc gains the following benefits if it isn't wearing heavy armor: it has advantage on Strength checks and Strength saving throws; when it makes a melee weapon attack using Strength, it gains a +2 bonus to the damage roll; it has resistance to bludgeoning, piercing, and slashing damage; it can use a bonus action to make a melee weapon attack; it is immune to being charmed or frightened. The orc's rage lasts for one minute, or until the orc is incapacitated or ends the effect as a bonus action.

Reckless. At the start of its turn, the orc can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

Relentless (1/Short Rest). If the orc takes damage that would reduce it to 0 hit points, it is reduced to 1 hit point instead, unless the damage was from a critical hit.

Unarmored Defense. When the orc is not wearing armor, its Armor Class is equal to 10 + its Dexterity modifier + its Constitution modifier.

Actions

Multiattack. The orc makes two attacks with its greataxe.

Greataxe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d12 + 3) slashing damage.

Javelin. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Reactions

Retaliation. When it is hit by a melee weapon attack, the orc can make a melee weapon attack against the triggering creature.

ORC FLAGBEARER

Medium humanoid (orc), chaotic evil

Armor Class 13 (hide armor)
Hit Points 30 (4d8 + 12)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	17 (+3)	7 (-2)	11 (+0)	17 (+3)

Saving Throws Str +5, Con +5
Skills Intimidation +5
Senses darkvision 60 ft., passive Perception 10
Languages Common, Orc
Challenge 1 (200 XP)

Aggressive. As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.

Fight for the Flag. Each creature of the orc's choice within 30 feet of it and that can see it gains a +1 bonus on attack and damage rolls. A creature can only gain this benefit from one flagbearer at a time.

Into the Fray. The orc and each creature of its choice within 30 feet of it and that can see it gains advantage on initiative rolls.

Actions

Multiattack. The orc makes two attacks with its scimitar.

Scimitar. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Bolster the Troops (1/Long Rest). For 1 minute, each creature within 30 feet of the orc that can see or hear it can add 1d4 to each attack roll or saving throw it makes. A creature can benefit from only one of these die at a time. This effect ends if the orc is incapacitated.

ORC FLAGBEARER

An orc flagbearer is an orc charged with carrying the banner of the horde. Its presence incites troops with battle fury, and they often accompany orc leaders into battle.

ORC FURY OF GRUUMSH

Medium humanoid (orc), chaotic evil

Armor Class 16 (chain mail)
Hit Points 85 (10d8 + 40)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	18 (+4)	9 (-1)	11 (+0)	10 (+0)

Saving Throws Str +6, Con +6
Skills Intimidation +2
Senses darkvision 60 ft., passive Perception 10
Languages Common, Orc
Challenge 4 (1,100 XP)

Aggressive. As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.

Gruumsh's Fury. The orc deals an extra 4 (1d8) damage when it hits with a weapon attack (included in the attacks).

Reckless. At the start of its turn, the orc can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

Relentless (1/Short Rest). If the orc takes damage that would reduce it to 0 hit points, it is reduced to 1 hit point instead, unless the damage was from a critical hit.

Actions

Multiattack. The orc makes two attacks with its greataxe.

Greataxe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 14 (1d12 + 4 plus 1d8) slashing damage.

Javelin. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 11 (1d6 + 4 plus 1d8) piercing damage.

Enraged Roar (1/Short Rest). The orc roars with the fury of Gruumsh. Each creature of the orc's choice within 30 feet of it and that can see or hear it must succeed on a DC 13 Wisdom Saving throw or be frightened for one minute. An affected creature can attempt the save again at the end of each of its turns, ending the effect on itself on a success.





ORC LEGIONNAIRE

Medium humanoid (orc), chaotic evil

Armor Class 17 (splint)
Hit Points 102 (12d8 + 48)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	19 (+4)	7 (-2)	11 (+0)	17 (+3)

Saving Throws Str +7, Con +7, Wis +3
Skills Intimidation +6
Senses darkvision 60 ft., passive Perception 10
Languages Common, Orc
Challenge 5 (1,800 XP)

Aggressive. As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.

Furious Leadership. The orc and up to three creatures of its choice within 30 feet of it that can see or hear it gain a bonus to initiative rolls equal to the orc's Charisma modifier (+3).

Gruumsh's Fury. The orc deals an extra 4 (1d8) damage when it hits with a weapon attack (included in the attacks).

Mutual Hatred. The orc gains a +2 bonus on attack and damage rolls against elves, and against creatures with the favored enemy class feature or similar ability who have chosen orcs as their favored enemy.

Relentless (1/Short Rest). If the orc takes damage that would reduce it to 0 hit points, it is reduced to 1 hit point instead, unless the damage was from a critical hit.

Actions

Multiattack. The orc makes two attacks and uses its Battle Command.

Greataxe. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (1d12 + 4 plus 1d8) slashing damage.

Javelin. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 11 (1d6 + 4 plus 1d8) piercing damage.

Battle Command. The orc chooses one of its allies within 30 feet of it and that can see or hear it. That ally can use its reaction to make one weapon attack. If no creatures are within 5 feet of it, the ally can move up to half of its speed without provoking opportunity attacks before making the attack.

Battle Cry (1/Short Rest). Each creature of the orc's choice that is within 30 feet of it, can hear it, and not already affected by Battle Cry gains advantage on attack rolls until the start of the orc's next turn. The orc can then make one attack as a bonus action.

Rally (1/Long Rest). Each creature of the orc's choice that is within 30 feet of it, can hear it, and has at least 1 hit point regains 11 (2d10) hit points. The orc can then use its Battle Command as a bonus action.

ORC FURY OF GRUUMSH

Veterans who have seen battle countless times are said to be blessed by Gruumsh with great power on the battlefield. These are the Fury of Gruumsh. They attack with great power and ferocity, and the presence of a Fury of Gruumsh can force opposing forces to flee in fear.

ORC LEGIONNAIRE

When very large hosts gather, an orc legionnaire might rise above even the other war chiefs, keeping them in line with the goals of the greater horde and ensuring the horde stays together, rather than breaking apart into several squabbling tribes. They lead ferociously, carving a path through enemy forces with their martial prowess and leadership skill.

ORC RAIDER

Raiders are the orc's main force of cavalry, charging into the fray atop aurochs, giant boars, or other large and powerful beasts. Each is trained in throwing axes as well, so as to

harry the enemy line with thrown weapons before breaking it with a ferocious charge.

Raiders are most effective in hit-n-run tactics or ambushes, or, as their name would suggest, during raids.

ORC VETERAN

Orc veterans have been through enough battles to know how to live through them time and again. They are masters of the greataxe and often lead squads of orcs into battle.

ORC RAIDER

Medium humanoid (orc), chaotic evil

Armor Class 13 (hide armor)

Hit Points 22 (3d8 + 9)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	7 (-2)	11 (+0)	10 (+0)

Saving Throws Str +5, Con +5

Skills Intimidation +2

Senses darkvision 60 ft., passive Perception 10

Languages Common, Orc

Challenge 1/2 (100 XP)

Aggressive Cavalry. As a bonus action, the orc can move up to its speed toward a hostile creature that it can see. If it is mounted, it can instead direct its mount to move up to its speed toward a hostile creature the orc can see.

Charge. If the orc moves at least 20 feet straight toward a target and then hits it with a melee weapon attack in the same turn, that attack deals an extra 5 (1d10) damage.

Thrower. The orc has 4 handaxes. If the orc takes the Attack action on its turn and throws a handaxe, it can use its bonus action to draw and throw another handaxe.

Actions

Greataxe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d12 + 3) slashing damage.

Handaxe. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

ORC VETERAN

Medium humanoid (orc), chaotic evil

Armor Class 13 (hide armor)

Hit Points 45 (6d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	17 (+3)	7 (-2)	11 (+0)	10 (+0)

Saving Throws Str +6, Con +5

Skills Intimidation +2

Senses darkvision 60 ft., passive Perception 10

Languages Common, Orc

Challenge 2 (450 XP)

Aggressive. As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.

Greataxe Master (1/Turn). Before it makes an attack roll, the orc can choose to take a -2 penalty on the roll. If the attack hits, it deals an extra 6 (1d12) damage.

Mutual Hatred. The orc gains a +1 bonus on attack and damage rolls against elves, and against creatures with the favored enemy class feature or similar ability who have chosen orcs as their favored enemy.

Relentless (1/Short Rest). If the orc takes damage that would reduce it to 0 hit points, it is reduced to 1 hit point instead, unless the damage was from a critical hit.

Actions

Multiattack. The orc makes two attacks with its greataxe.

Greataxe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d12 + 3) slashing damage.

Javelin. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

ORC WAR CAPTAIN

Medium humanoid (orc), chaotic evil

Armor Class 15 (breastplate)

Hit Points 68 (8d8 + 32)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	18 (+4)	7 (-2)	11 (+0)	14 (+2)

Saving Throws Str +6, Con +6

Skills Intimidation +4

Senses darkvision 60 ft., passive Perception 10

Languages Common, Orc

Challenge 3 (700 XP)

Aggressive. As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.

Gruumsh's Fury. The orc deals an extra 4 (1d8) damage when it hits with a weapon attack (included in the attacks).

Mutual Hatred. The orc gains a +1 bonus on attack and damage rolls against elves, and against creatures with the favored enemy class feature or similar ability who have chosen orcs as their favored enemy.

Relentless (1/Short Rest). If the orc takes damage that would reduce it to 0 hit points, it is reduced to 1 hit point instead, unless the damage was from a critical hit.

Actions

Multiattack. The orc makes two attacks. It can substitute its Battle Command for one of these attacks.

Greataxe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 14 (1d12 + 4 plus 1d8) slashing damage.

Javelin. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 11 (1d6 + 4 plus 1d8) piercing damage.

Battle Command. The orc chooses one of its allies within 30 feet of it and that can see or hear it. That ally can use its reaction to make one weapon attack. If no creatures are within 5 feet of it, the ally can move up to half of its speed without provoking opportunity attacks before making the attack.

Battle Cry (1/Long Rest). Each creature of the war captain's choice that is within 30 feet of it, can hear it, and not already affected by Battle Cry gains advantage on attack rolls until the start of the war captain's next turn. The war captain can then make one attack as a bonus action.

ORC WAR CAPTAIN

If an orc war chief's tribe grows large enough, it might appoint war captains to lead troops beneath it. Though not as strong or talented as a war chief, an orc war captain can help turn the tide of battle in the horde's favor.

ORC WARLORD

An orc warlord only rises to lead exceptionally large hordes, ruling even above orc legionnaires and war chiefs. It is said that Gruumsh blesses his warlords with great strength and stamina, sufficient to lead his destructive armies.



ORC WARLORD

Medium humanoid (orc), chaotic evil

Armor Class 18 (plate)

Hit Points 152 (16d8 + 80)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	21 (+5)	10 (+0)	11 (+0)	20 (+5)

Saving Throws Str +8, Con +8, Wis +3, Cha +8

Skills Intimidation +8

Senses darkvision 60 ft., passive Perception 10

Languages Common, Orc

Challenge 10 (5,900 XP)

Aggressive. As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.

Furious Leadership. The orc and up to three creatures of its choice within 30 feet of it that can see or hear it gain a bonus to initiative rolls equal to the orc's Charisma modifier (+3).

Gruumsh's Fury. The orc deals an extra 9 (2d8) damage when it hits with a weapon attack (included in the attacks).

Indomitable (3/Long Rest). The orc can reroll a saving throw it fails. It must use the new roll.

Mutual Hatred. The orc gains a +3 bonus on attack and damage rolls against elves, and against creatures with the favored enemy class feature or similar ability who have chosen orcs as their favored enemy.

Relentless (1/Short Rest). If the orc takes damage that would reduce it to 0 hit points, it is reduced to 1 hit point instead, unless the damage was from a critical hit.

Survivor. The orc regains 10 hit points at the start of its turn if it has at least 1 hit point but fewer hit points than half its hit point maximum.

Actions

Multiattack. The orc makes two attacks and uses its Battle Command.

Greataxe. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 19 (1d12 + 4 plus 2d8) slashing damage.

Javelin. *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 16 (1d6 + 4 plus 2d8) piercing damage.

Battle Command. The orc chooses one of its allies within 30 feet of it and that can see or hear it. That ally can use its reaction to make one weapon attack with advantage. If no creatures are within 5 feet of it, the ally can move up to half of its speed without provoking opportunity attacks before making the attack.

Battle Cry (Recharge 5-6). Each creature of the orc's choice that is within 30 feet of it, can hear it, and not already affected by Battle Cry gain advantage on attack rolls until the start of the orc's next turn. The orc can then make one attack as a bonus action.

Legendary Actions

The orc can take 2 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 orc regains spent legendary actions at the start of its turn.

Weapon Attack (Costs 2 Actions). The orc makes a weapon attack.

Command Ally. The orc uses its Battle Command.

YUAN-TI

Yuan-ti traditionally don't form armies, as they lack the numbers and prefer to stay in their lairs. That doesn't mean that they can't be roused to defend themselves or invade nearby lands, but doing so requires extreme circumstances. For additional information regarding yuan-ti, refer to *Volo's Guide to Monsters* and the *Monster Manual*.

YUAN-TI TROOPS

Stat Block	Location	Challenge Rating
Yuan-ti Abomination	MM	7
Yuan-ti Malison	MM	3
Yuan-ti Pureblood	MM	1
Yuan-ti Anathema	VGtM	12
Yuan-ti Broodguard	VGtM	2
Yuan-ti Mind Whisperer	VGtM	4
Yuan-ti Nightmare Speaker	VGtM	4
Yuan-ti Pit Master	VGtM	5

COMBAT OPTIONS

Constrictor snakes have incredibly powerful bodies, and creatures that they catch in their coils are normally crushed such that they can't breathe while in the snake's clutches. Each snake or yuan-ti that has the Constrict action option can also gain the following trait:

Powerful Constriction. A creature grappled by the yuan-ti's Constrict attack can't breathe and is suffocating until the grapple ends.

Snakes already have a powerful ability that the yuan-ti don't (but should) utilize. This ability is to coil and suddenly lunge forward with great power and speed. To embody this, consider allowing the following action option, not only for yuan-ti with the body of a snake, but also for other giant snakes and snake-like creatures:

Lunge. The yuan-ti coils its tail underneath it and suddenly lunges up to 15 feet toward a target of its choice. It can make one melee weapon attack, which can't be a Constrict attack, against the target with advantage, because of the sudden burst of speed. After the attack, regardless of whether it hits or misses, the yuan-ti returns to its original position without provoking opportunity attacks.

If the yuan-ti has a creature grappled, it can't use this action.

To capitalize on this ability to lunge, perhaps a yuan-ti should consider a change of armament. A spear seems much more suited to such an attack than a scimitar (as in the case of the yuan-ti abomination), or perhaps its bite (if it has one) would be more effective than any weapon it could use. In any case, the use of a shield would certainly benefit such a tactic.



NPCs

This appendix contains statistics for various humanoid nonplayer characters (NPCs) that adventurers might encounter during a wartime D&D campaign, from infantry to cavalry to gladiators and powerful warmongers. These stat blocks can be used to represent humanoids of any race.

ARCHERS

This section details NPCs that excel in combat at range.

AXE-THROWER

Medium humanoid (any race), any alignment

Armor Class 16 (chain mail)
Hit Points 26 (4d8 + 8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	14 (+2)	10 (+0)	12 (+1)	10 (+0)

Saving Throws Str +4, Dex +3, Con +4
Skills Athletics +4, Acrobatics +3, Perception +3
Senses passive Perception 13
Languages any one language (usually Common)
Challenge 1/2 (100 XP)

Devastating Throw. If the axe-thrower makes a ranged weapon attack with a thrown weapon against a creature that is within 10 feet of it and hits, the attack deals an extra 3 (1d6) damage.

Expert Thrower. The axe-thrower has 6 handaxes. Whenever the axe-thrower draws a handaxe, it can draw another handaxe as a bonus action.

Actions

Multiattack. The axe-thrower makes two attacks with its handaxes, which can be any combination of melee or ranged.

Handaxe. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. and range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

CROSSBOWMAN

Medium humanoid (any race), any alignment

Armor Class 15 (chain shirt)
Hit Points 13 (2d8 + 4)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	14 (+2)	10 (+0)	12 (+1)	10 (+0)

Saving Throws Dex +4, Con +4
Skills Acrobatics +4, Perception +3
Senses passive Perception 13
Languages any one language (usually Common)
Challenge 1/2 (50 XP)

Actions

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. and range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Heavy Crossbow. *Ranged Weapon Attack:* +4 to hit, range 100/400 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage.

Longbowman

Medium humanoid (any race), any alignment

Armor Class 15 (chain shirt)
Hit Points 11 (2d8 + 2)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	13 (+1)	10 (+0)	12 (+1)	10 (+0)

Saving Throws Dex +4, Con +3
Skills Acrobatics +4, Perception +3
Senses passive Perception 13
Languages any one language (usually Common)
Challenge 1/4 (50 XP)

Actions

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. and range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Longbow. *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

CAVALRY

Warriors have ridden into battle nearly since the dawn of war itself. This section details several NPC options that specialize in mounted combat. Of course, any other NPC could ride a horse into battle, but these soldiers perform at their best while atop a steed.

CATAPHRACT

Medium humanoid (any race), any alignment

Armor Class 20 (plate and shield)

Hit Points 153 (18d8 + 72)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	18 (+4)	11 (+0)	13 (+1)	10 (+0)

Saving Throws Str +9, Con +9

Skills Animal Handling +6, Athletics +9, Perception +6

Senses passive Perception 16

Languages Common and one other language

Challenge 8 (3,900 XP)

Tower of Defense. If the cataphract is targeted by a ranged weapon attack, and the attacker is 30 feet away or farther, the attack is made with disadvantage.

Born to the Saddle. The cataphract has advantage on saving throws made to avoid falling off of its mount. If it falls off its mount and descends no more than 10 feet, it can land on its feet if it's not incapacitated. In addition, mounting or dismounting a creature costs the cataphract only 5 feet of movement, rather than half its speed.

Charge. If the cataphract moves 10 feet or more straight toward a creature, and then hits it with a melee weapon attack, the attack deals an extra 11 (2d10) damage, and the creature must succeed on a DC 17 Strength saving throw or be knocked prone.

Quick Response. The cataphract has advantage on initiative rolls.

Spur Onward (1/Short Rest). The cataphract can use a bonus action to regain 22 (4d10) hit points. If the cataphract is mounted, its mount regains the same amount of hit points.

Actions

Multiattack. The cataphract makes three melee attacks.

Lance. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 10 (1d12 + 4) piercing damage.

Longsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.

CATAPHRACT

Cataphracts are heavily armored knights whose specialty lies in charging with long pointy weapons, especially lances. Once it gets into melee, or if dismounted, a cataphract will pull out his bastard sword. Often, a cataphract will lead a line of contarius into battle to break through enemy lines with a thundering charge.

CONTARIUS

The contarius are elite cavalry who specialize in charging and breaking enemy lines. A line of charging contarius is a truly terrifying sight.

CONTARIUS

Medium humanoid (any race), any alignment

Armor Class 20 (plate and shield)

Hit Points 59 (7d8 + 28)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	18 (+4)	9 (-1)	12 (+1)	10 (+0)

Saving Throws Str +6, Con +7

Skills Animal Handling +4, Athletics +6, Perception +4

Senses passive Perception 14

Languages Common and one other language

Challenge 3 (700 XP)

Born to the Saddle. The contarius has advantage on saving throws made to avoid falling off of its mount. If it falls off its mount and descends no more than 10 feet, it can land on its feet if it's not incapacitated. In addition, mounting or dismounting a creature costs the contarius only 5 feet of movement, rather than half its speed.

Charge. If the cataphract moves 10 feet or more straight toward a creature, and then hits it with a melee weapon attack, the attack deals an extra 5 (1d10) damage, and the creature must succeed on a DC 14 Strength saving throw or be knocked prone.

Spur Onward (1/Short Rest). The contarius can use a bonus action to regain 11 (2d10) hit points. If the contarius is mounted, its mount regains the same amount of hit points.

Actions

Multiattack. The contarius makes two melee attacks.

Longspear. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage.

DRAGOON

Dragoons are cavalry trained with swords and other melee weaponry, rather than with charging weapons. More times than not, a dragoon only uses its horse to charge into battle before dismounting and continuing the fight on foot.

ELITE PRODROMOS

The elite prodromos form special highly trained ranks among powerful armies. They are devastating, especially in large numbers; alternatively, a regiment of prodromos could be led by an elite prodromos.

DRAGOON

Medium humanoid (any race), any alignment

Armor Class 17 (breastplate and shield)
Hit Points 52 (7d8 + 21)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	16 (+3)	10 (+0)	13 (+1)	11 (+0)

Saving Throws Str +6, Con +6
Skills Animal Handling +4, Athletics +6, Perception +4
Senses passive Perception 14
Languages Common and one other language
Challenge 3 (700 XP)

Born to the Saddle. The dragoon has advantage on saving throws made to avoid falling off of its mount. If it falls off its mount and descends no more than 10 feet, it can land on its feet if it's not incapacitated. In addition, mounting or dismounting a creature costs the dragoon only 5 feet of movement, rather than half its speed.

Dragoon Training. If the dragoon is wielding a melee weapon in one hand and no other weapons, it gains a +2 bonus to attack rolls with that weapon (included in attacks).

Spur Onward (1/Short Rest). The dragoon can use a bonus action to regain 11 (2d10) hit points. If the dragoon is mounted, its mount regains the same amount of hit points.

Actions

Multiattack. The dragoon makes two attacks with its arming sword.

Arming Sword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage.

ELITE PRODROMOS

Medium humanoid (any race), any alignment

Armor Class 16 (breastplate)
Hit Points 110 (13d8 + 52)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	19 (+4)	10 (+0)	12 (+1)	11 (+0)

Saving Throws Str +8, Con +8
Skills Animal Handling +5, Athletics +8, Perception +5
Senses passive Perception 15
Languages Common and one other language
Challenge 5 (1,800 XP)

Born to the Saddle. The elite prodromos has advantage on saving throws made to avoid falling off of its mount. If it falls off its mount and descends no more than 10 feet, it can land on its feet if it's not incapacitated. In addition, mounting or dismounting a creature costs the elite prodromos only 5 feet of movement, rather than half its speed.

Elite Prodromos Training. The elite prodromos has 10 javelins. Whenever the elite prodromos draws a thrown weapon on its turn, it can draw up to two additional thrown weapons as a bonus action. In addition, whenever the elite prodromos hits with a thrown weapon attack, the attack deals an extra 4 (1d8) damage (included in attacks).

Spur Onward (1/Short Rest). The elite prodromos can use a bonus action to regain 22 (4d10) hit points. If the elite prodromos is mounted, its mount regains the same amount of hit points.

Actions

Multiattack. The elite prodromos makes three ranged attacks with its javelins, or two melee attacks.

Javelin. *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. and range 30/120, one target. *Hit:* 7 (1d6 + 4), plus 4 (1d8) piercing damage if the attack was ranged.

Arming Sword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.

MOUNTED ARCHER

These cavalry use the speed of their mounts to stay out of reach while raining arrows down upon the opposition.

PRODROMOS

Prodromos are cavalry trained to use throwing weapons, especially javelins, from horseback. Their maneuverability allows them to move in, pepper the enemy with javelins, and then quickly retreat before the enemy can retaliate.

MOUNTED ARCHER

Medium humanoid (any race), any alignment

Armor Class 15 (studded leather)
Hit Points 37 (5d8 + 15)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	16 (+3)	10 (+0)	14 (+2)	11 (+0)

Saving Throws Str +4, Con +6
Skills Animal Handling +5, Athletics +4, Perception +5
Senses passive Perception 15
Languages Common and one other language
Challenge 1 (200 XP)

Born to the Saddle. The mounted archer has advantage on saving throws made to avoid falling off of its mount. If it falls off its mount and descends no more than 10 feet, it can land on its feet if it's not incapacitated. In addition, mounting or dismounting a creature costs the mounted archer only 5 feet of movement, rather than half its speed.

Mounted Archery Training. While the mounted archer is mounted, its ranged weapon attacks ignore half cover and three-quarters cover.

Actions

Multiattack. The mounted archer makes two attacks with its longbow, or two attacks with its shortsword.

Longbow. Ranged Weapon Attack: +6 to hit, range 150/600, one target. *Hit:* 7 (1d8 + 3) piercing damage.

Shortsword. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

PRODROMOS

Medium humanoid (any race), any alignment

Armor Class 16 (breastplate)
Hit Points 48 (6d8 + 21)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	17 (+3)	10 (+0)	12 (+1)	10 (+0)

Saving Throws Str +6, Con +6
Skills Animal Handling +4, Athletics +6, Perception +4
Senses passive Perception 14
Languages Common and one other language
Challenge 2 (450 XP)

Born to the Saddle. The prodromos has advantage on saving throws made to avoid falling off of its mount. If it falls off its mount and descends no more than 10 feet, it can land on its feet if it's not incapacitated. In addition, mounting or dismounting a creature costs the prodromos only 5 feet of movement, rather than half its speed.

Prodromos Training. The prodromos has 10 javelins. Whenever the prodromos draws a thrown weapon on its turn, it can draw another thrown weapon as a bonus action.

Spur Onward (1/Short Rest). The prodromos can use a bonus action to regain 11 (2d10) hit points. If the prodromos is mounted, its mount regains the same amount of hit points.

Actions

Multiattack. The prodromos makes two ranged attacks with its javelins, or two melee attacks.

Javelin. Melee or Ranged Weapon Attack: +6 to hit, reach 5 ft. and range 30/120, one target. *Hit:* 6 (1d6 + 3).

Longsword. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage.

RAIDER

Raiders make up the vast majority of trained cavalry, especially in the ranks of orcs. Their mobility gives them increased ability to flank and harass enemies from behind.

SAGITTARIUS

Sagittarius cavalry are exceptionally skilled archers from horseback, utilizing speed to stay out of melee while pelting their enemies mercilessly with arrows.

RAIDER

Medium humanoid (any race), any alignment

Armor Class 15 (breastplate)
Hit Points 30 (4d8 + 12)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	16 (+3)	10 (+0)	13 (+1)	11 (+0)

Saving Throws Str +5, Con +5
Skills Animal Handling +3, Athletics +5, Perception +3
Senses passive Perception 13
Languages Common and one other language
Challenge 1 (200 XP)

Born to the Saddle. The raider has advantage on saving throws made to avoid falling off of its mount. If it falls off its mount and descends no more than 10 feet, it can land on its feet if it's not incapacitated. In addition, mounting or dismounting a creature costs the raider only 5 feet of movement, rather than half its speed.

Actions

Multiattack. The raider makes two attacks with its scimitar or one attack with its crossbow.

Light Crossbow. Ranged Weapon Attack: +4 to hit, range 80/320, one target. *Hit:* 5 (1d8 + 1) piercing damage.

Scimitar. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

SAGITTARIUS

Medium humanoid (any race), any alignment

Armor Class 16 (studded leather)
Hit Points 85 (10d8 + 40)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	19 (+4)	18 (+4)	10 (+0)	14 (+2)	11 (+0)

Saving Throws Str +5, Con +8
Skills Animal Handling +6, Athletics +5, Perception +6
Senses passive Perception 16
Languages Common and one other language
Challenge 4 (1,100 XP)

Born to the Saddle. The sagittarius has advantage on saving throws made to avoid falling off of its mount. If it falls off its mount and descends no more than 10 feet, it can land on its feet if it's not incapacitated. In addition, mounting or dismounting a creature costs the sagittarius only 5 feet of movement, rather than half its speed.

Sagittarius Training. While the sagittarius is mounted, its ranged weapon attacks ignore half cover and three-quarters cover. In addition, while the sagittarius is mounted, it has advantage on ranged attack rolls against unmounted creatures that are smaller than its mount.

Spur Onward (1/Short Rest). The sagittarius can use a bonus action to regain 22 (4d10) hit points. If the sagittarius is mounted, its mount regains the same amount of hit points.

Actions

Multiattack. The sagittarius makes three attacks with its longbow, or two attacks with its shortsword.

Longbow. Ranged Weapon Attack: +8 to hit, range 150/600, one target. *Hit:* 8 (1d8 + 4) piercing damage.

Shortsword. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

GLADIATORS

Many fighters find their living in pit fighting, legal or not. Many others are slaves or forced to fight somehow. This section has stat blocks that can be used to represent specific types of gladiators.

CESTUS

A cestus is a gladiator named for the weapons he uses. Many warriors are surprised and even disappointed when they see that their opponent has only gauntlets for weapons, but the smart ones are cautious and wary. A cestus can be deadly in close quarters.

DIMACHAERUS

A dimachaerus is a fighter who focuses his martial study on dual-wielding. They are able to effectively utilize blades for both offense and defense in this fashion.

CESTUS

Medium humanoid (any race), any alignment

Armor Class 16 (breastplate)
Hit Points 85 (10d8 + 40)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	18 (+4)	10 (+0)	12 (+1)	11 (+0)

Saving Throws Str +7, Dex +5, Con +7
Skills Athletics +7, Intimidation +3, Perception +4, Performance +3
Senses passive Perception 14
Languages any two languages
Challenge 4 (1,100 XP)

Brave. The cestus has advantage on saving throws against being frightened.

Cestus Fighting. The cestus' unarmed strikes deal 1d4 bludgeoning damage rather than the normal damage for an unarmed strike. In addition, a cestus fighter deals 1d6 bludgeoning damage with cestus gauntlets rather than 1d4.

Second Wind (1/Short Rest). The cestus can use a bonus action to regain 11 (2d10) hit points.

Actions

Multiattack. The cestus makes four melee attacks.

Cestus. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage.

DIMACHAERUS

Medium humanoid (any race), any alignment

Armor Class 17 (manica)
Hit Points 102 (12d8 + 48)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	18 (+4)	10 (+0)	12 (+1)	11 (+0)

Saving Throws Str +4, Dex +7, Con +7
Skills Athletics +4, Intimidation +3, Perception +4, Performance +3
Senses passive Perception 14
Languages any two languages
Challenge 5 (1,800 XP)

Brave. The dimachaerus has advantage on saving throws against being frightened.

Dimachaerus Fighting. While the dimachaerus is wielding a separate melee weapon in each hand, it can use a bonus action to gain a +1 bonus to Armor Class until the start of its next turn.

Manica Mastery. While wearing a manica, the dimachaerus gains a +1 bonus to Armor Class.

Second Wind (1/Short Rest). The dimachaerus can use a bonus action to regain 11 (2d10) hit points.

Actions

Multiattack. The dimachaerus makes four melee attacks.

Shortsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Reactions

Parry. The dimachaerus adds 3 to its AC against one melee attack that would hit it. To do so, the dimachaerus must see the attacker and be wielding a melee weapon.

Hoplomachus

A hoplomachus is a gladiator especially skilled with a sword and shield, especially in using its shield as a weapon.

Murmillor

A murmillor is also skilled with a sword and shield, but it takes a much more defensive tactic.

Hoplomachus

Medium humanoid (any race), any alignment

Armor Class 19 (manica and shield)
Hit Points 110 (13d8 + 52)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	18 (+4)	19 (+4)	10 (+0)	10 (+0)	11 (+0)

Saving Throws Str +5, Dex +7, Con +7
Skills Athletics +5, Intimidation +3, Perception +3, Performance +3
Senses passive Perception 13
Languages any two languages
Challenge 5 (1,800 XP)

Brave. The hoplomachus has advantage on saving throws against being frightened.

Hoplomachus Fighting. If the hoplomachus moves at least 20 feet straight toward a creature on its turn, it can use a bonus action to make a Shield Bash attack with advantage.

Manica Mastery. While wearing a manica, the hoplomachus gains a +1 bonus to Armor Class.

Second Wind (1/Short Rest). The hoplomachus can use a bonus action to regain 11 (2d10) hit points.

Actions

Multiattack. The hoplomachus makes three melee attacks.

Shield Bash. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning damage, and the target must succeed on a DC 13 Strength saving throw or be knocked prone.

Shortsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Murmillor

Medium humanoid (any race), any alignment

Armor Class 19 (manica and shield)
Hit Points 153 (18d8 + 72)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	18 (+4)	19 (+4)	10 (+0)	11 (+0)	10 (+0)

Saving Throws Str +8, Dex +8, Con +8
Skills Athletics +8, Intimidation +4, Perception +4, Performance +4
Senses passive Perception 14
Languages any two languages
Challenge 9 (5,000 XP)

Adrenaline Surge (1/Short Rest). If the murmillor starts its turn with at least 1 hit point but less than half of its hit point maximum, it regains 27 (5d10) hit points and gains 20 temporary hit points. In addition, the murmillor has advantage on attack rolls until the end of its turn.

Brave. The murmillor has advantage on saving throws against being frightened.

Brutal Strike. The murmillor scores a critical hit on a roll of 19 or 20 on the d20. In addition, whenever it scores a critical hit against a creature, the murmillor gains 10 temporary hit points, and each hostile creature within 30 feet of the murmillor that can see or hear it must make a DC 12 Wisdom saving throw. On a failed save, a creature is frightened of the murmillor until the end of its next turn.

Brute. A melee weapon deals one extra die of damage when the murmillor hits with it (included in attacks).

Manica Mastery. While wearing a manica, the murmillor gains a +1 bonus to Armor Class.

Actions

Multiattack. The murmillor makes three melee attacks.

Shield Bash. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) bludgeoning damage, and the target must succeed on a DC 16 Strength saving throw or be knocked prone.

Gladius. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

Reactions

Murmillor Fighting. The murmillor imposes disadvantage on a melee weapon attack against it. To do so, the murmillor must see the attacker and be wielding a shield. If the attack misses, the murmillor can make a melee weapon attack against the triggering creature as a part of the same reaction.

RETIARIUS

Medium humanoid (any race), any alignment

Armor Class 17 (manica and buckler)

Hit Points 110 (13d8 + 52)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
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18 (+4)	16 (+3)	19 (+4)	10 (+0)	10 (+0)	11 (+0)
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Saving Throws Str +7, Dex +6, Con +7

Skills Athletics +7, Intimidation +3, Perception +3, Performance +3

Senses passive Perception 13

Languages any two languages

Challenge 5 (1,800 XP)

Brave. The retiarius has advantage on saving throws against being frightened.

Buckler Master. The retiarius can use a bonus action at the start of its turn to gain advantage on the next melee weapon attack it makes, but it can't attack with its buckler on that turn. In addition, the next melee attack against the retiarius is made with disadvantage.

Retiarius Fighting. The retiarius can use two-weapon fighting with any one-handed weapon in one hand and a net in the other hand. Using a net does not affect the number of attacks the retiarius can make. In addition, if the retiarius hits a creature with its net, the target is also knocked prone.

Manica Mastery. While wearing a manica, the retiarius gains a +1 bonus to Armor Class.

Second Wind (1/Short Rest). The retiarius can use a bonus action to regain 11 (2d10) hit points.

Actions

Multiattack. The retiarius makes one attack with its net or buckler, and two melee attacks with its trident.

Buckler. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) bludgeoning damage.

Net. *Ranged Weapon Attack:* +7 to hit, range 5/15 ft., one target that is Large or smaller. *Hit:* the target is restrained and knocked prone. A creature can use its action to make a DC 10 Strength check, freeing itself or another creature within its reach on a success. Dealing 5 slashing damage to the net (AC 10) also frees the creature without harming it, ending the effect and destroying the net.

Trident. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range (20/60), one target. *Hit:* 7 (1d6 + 4) piercing damage or 8 (1d8 + 4) piercing damage if used with two hands to make a melee attack.

RETIARIUS

A retiarius is a gladiator who has extensive practice using a trident and net. Once he throws the net, he will draw his buckler and leap into melee.

HEALERS

Healers are NPCs who can be utilized as doctors and medics.

APOTHECARY

Medium humanoid (any race), any alignment

Armor Class 15 (studded leather armor)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
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10 (+0)	16 (+3)	14 (+2)	16 (+3)	12 (+1)	10 (+0)
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Saving Throws Con +4, Wis +3

Skills Medicine +5

Senses passive Perception 11

Languages any three languages

Challenge 2 (450 XP)

Poisoned Weapons The apothecary's shortsword deals an extra 10 (3d6) poison damage on a hit (included in attacks).

Reliable Surgeon. When the apothecary makes a Wisdom (Medicine) check, it can treat any roll of 9 or lower as a 10.

Actions

Shortsword. *Attack Style:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage plus 10 (3d6) poison damage.

Antiseptic Elixir (1/Day). The apothecary administers antiseptic to a willing creature within 5 feet of it. The target benefits as if from a *lesser restoration* spell.

Antitoxin Elixir (1/Day). The apothecary administers an antitoxin to a willing creature within 5 feet of it. The creature benefits if from a *protection from poison* spell.

Combat Healer. The apothecary expends one use of a healer's kit to restore hit points to itself or a creature within 5 feet of it. The target regains 21 (4d8 + 3) hit points, and can't regain hit points from this ability again until it finishes a short or long rest. The apothecary has one healer's kit with 10 uses.

Panacea (1/Day). The apothecary administers a vial of panacea to a creature that has died within the last minute. The creature returns to life with 1 hit point. This can't return to life a creature that has died of old age, nor can it restore any missing body parts.

APOTHECARY

An apothecary is a practiced surgeon and healer, and an extremely talented doctor. They often help during warfare by staying in war camps and taking care of the wounded. Even the smallest of villages usually have a doctor of some sort; if not an apothecary, than a physician.

COMBAT MEDIC

Combat medics are usually on the front lines, either in armies or in adventuring parties, to help keep its allies in the fight.

PHYSICIAN

Physicians are practiced healers, though they aren't as skilled as apothecaries.

COMBAT MEDIC

Medium humanoid (any race), any alignment

Armor Class 14 (hide armor)
Hit Points 19 (3d8 + 6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	15 (+2)	15 (+2)	11 (+0)	10 (+0)

Saving Throws Con +4
Skills Medicine +4
Senses passive Perception 10
Languages any two languages
Challenge 1/2 (50 XP)

Actions

Multiattack. The combat medic makes two attacks with its shortsword.

Shortsword. Attack Style: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

Combat Healer. The combat medic expends one use of a healer's kit to restore hit points to itself or a creature within 5 feet of it. The target regains 15 (3d8 + 2) hit points, and can't regain hit points from this ability again until it finishes a short or long rest. The combat medic has one healer's kit with 10 uses.

Reactions

Protect the Fallen. If a creature within 5 feet of the combat medic is targeted by a weapon attack, the combat medic can force the attacker to make a DC 12 Wisdom saving throw. On a failed save, the creature must target the combat medic with the attack or lose the attack.

If the original target of the attack has 0 hit points, the saving throw is made with disadvantage.

PHYSICIAN

Medium humanoid (any race), any alignment

Armor Class 12 (leather armor)
Hit Points 13 (2d8 + 4)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	14 (+2)	15 (+2)	11 (+0)	10 (+0)

Saving Throws Con +4
Skills Medicine +4
Senses passive Perception 10
Languages any two languages
Challenge 1/4 (50 XP)

Actions

Dagger. Attack Style: +3 to hit, reach 5 ft., one target. Hit: 3 (1d4 + 1) piercing damage.

Combat Healer. The physician expends one use of a healer's kit to restore hit points to itself or a creature within 5 feet of it. The target regains 11 (2d8 + 2) hit points, and can't regain hit points from this ability again until it finishes a short or long rest. The physician has one healer's kit with 10 uses.

INFANTRY

These soldiers are those most often found on the front lines of combat, but they can be used to represent NPCs such as guards, other adventurers, or other fighters.

SHIELD-BEARERS

Some armies might take to hiring special shield-bearers, whose job it is to carry pavise shields (see the Equipment section of Chapter 2). Such soldiers carry and set up pavise shields for their archers, who can fire from the safety of the shields.

To represent a shield-bearer, choose any appropriate NPC stat block (though probably one below CR 1), and give it the following trait:

Shieldbearer. The soldier carries a pavise shield. While it has the shield, it gains a +3 bonus to its AC, but can't attack or cast spells.

The soldier can use an action to set down the pavise in its space, choosing which direction it faces. Only one creature at a time can be behind the pavise, which provides total cover against all attacks and effects on its other side.

A creature behind the pavise and in its space can use an action to pick it up. A creature that is within 5 feet of the pavise but isn't behind it can attempt a DC 15 Strength check, knocking it over on a success.

HEAVY SWORDSMAN

Medium humanoid (any race), any alignment

Armor Class 16 (chain mail)

Hit Points 19 (3d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	14 (+2)	10 (+0)	11 (+0)	10 (+0)

Saving Throws Str +5, Con +4

Skills Athletics +5, Perception +2

Senses passive Perception 12

Languages any one language (usually Common)

Challenge 1 (200 XP)

Great Weapon Master. When it makes an attack roll, the heavy swordsman can choose to take a -2 penalty on the roll. If the attack hits, it deals an extra 4 (1d8) damage.

Actions

Greatsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

Reactions

Parry. The heavy swordsman adds 3 to its AC against one melee attack that would hit it. To do so, the heavy swordsman must see the attacker and be wielding a melee weapon.

MAN-AT-ARMS

Medium humanoid (any race), any alignment

Armor Class 19 (splint and shield)

Hit Points 26 (4d8 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	14 (+2)	10 (+0)	12 (+1)	10 (+0)

Saving Throws Str +5, Con +4

Skills Athletics +4, Perception +3

Senses passive Perception 13

Languages any one language (usually Common)

Challenge 2 (450 XP)

Actions

Multiattack. The man-at-arms makes two bastard sword attacks.

Bastard Sword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage or 8 (1d10 + 3) slashing damage if used with two hands.

Reactions

Parry. The swordsman adds 3 to its AC against one melee attack that would hit it. To do so, the swordsman must see the attacker and be wielding a melee weapon.

PHALANX SOLDIER

Medium humanoid (any race), any alignment

Armor Class 19 (chain mail and tower shield)

Hit Points 22 (4d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	13 (+1)	10 (+0)	11 (+0)	10 (+0)

Saving Throws Str +5, Con +3

Skills Athletics +5, Perception +2

Senses passive Perception 12

Languages any one language (usually Common)

Challenge 1/2 (100 XP)

Heavy Shield. While the phalanx soldier is holding its tower shield, it suffers a -2 penalty to all attack rolls it makes (included in attacks).

Phalanx Formation. If the phalanx soldier is within 5 feet of another phalanx soldier or phalanx veteran, it gains a +1 bonus to Armor Class for each phalanx soldier or phalanx veteran within 5 feet of it (to a maximum of +5).

Actions

Spear. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60, one target. *Hit:* 6 (1d6 + 3) piercing damage.

Total Shielding. The phalanx soldier gains total cover behind its tower shield. This does not provide cover against spells that require a Strength, Wisdom, Intelligence, or Charisma saving throw.

Reactions

Phalanx Brace. If a creature moves at least 20 feet straight toward the phalanx soldier and then attacks it or a creature within 5 feet of it, the phalanx soldier can impose disadvantage on the attack roll. If the phalanx soldier took the Total Shielding action on its last turn, the attack instead automatically misses.

PHALANX VETERAN

Medium humanoid (any race), any alignment

Armor Class 21 (plate and tower shield)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
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17 (+3)	10 (+0)	14 (+2)	10 (+0)	11 (+0)	10 (+0)
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Saving Throws Str +5, Con +4

Skills Athletics +5, Perception +2

Senses passive Perception 12

Languages any one language (usually Common)

Challenge 2 (450 XP)

Heavy Shield. While the phalanx soldier is holding its tower shield, it suffers a -2 penalty to all attack rolls it makes (included in attacks).

Phalanx Fighting. The phalanx veteran ignores the two-handed property of pikes, but can only make one attack with a pike held in one hand on its turn.

Phalanx Formation. If the phalanx veteran is within 5 feet of another phalanx soldier or phalanx veteran, it gains a +1 bonus to Armor Class for each phalanx soldier or phalanx veteran within 5 feet of it (to a maximum of +5).

Actions

Multiattack. The phalanx veteran makes two pike attacks. If it is wielding a tower shield and holding a pike in one hand, it can only make one pike attack.

Pike. *Melee Weapon Attack:* +3 to hit, reach 10 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage.

Total Shielding. The phalanx soldier gains total cover behind its tower shield. This does not provide cover against spells that require a Strength, Wisdom, Intelligence, or Charisma saving throw.

Reactions

Phalanx Brace. If a creature moves at least 20 feet straight toward the phalanx veteran and then attacks it or a creature within 5 feet of it, the phalanx veteran can impose disadvantage on the attack roll. If the phalanx veteran took the Total Shielding action on its last turn, the attack instead automatically misses.

PIKEMAN

Medium humanoid (any race), any alignment

Armor Class 16 (chain mail)

Hit Points 19 (3d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
-----	-----	-----	-----	-----	-----

15 (+2)	11 (+0)	14 (+2)	10 (+0)	11 (+0)	10 (+0)
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Saving Throws Str +4, Con +3

Skills Athletics +4, Perception +2

Senses passive Perception 12

Languages any one language (usually Common)

Challenge 1/4 (50 XP)

Actions

Pike. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage.

Reactions

Brace. If a creature moves at least 20 feet straight toward the pikeman and then enters its reach, the pikeman can immediately make a pike attack against the creature. If the creature is mounted, the pikeman can target the mount or the mounted creature, and the attack deals an extra 5 (1d10) damage on a hit.

PHALANX FORMATIONS

These soldiers are used to the best of their ability when together in a tight phalanx formation. The edges of the formation are **phalanx soldiers** with the occasional **phalanx veteran**, while **pikemen** form the lines behind. Opposing armies or creatures batter themselves uselessly against the phalanx wall of shields (the phalanx soldiers using their Total Cover action) while the pikemen attack from behind the shields with their reach and protect the formation from cavalry with their Brace reaction.

This combination can be made especially deadly with a **bannerman** or **commander** within the ranks to bolster the troops.

SPEARMAN

Medium humanoid (any race), any alignment

Armor Class 16 (chain shirt and shield)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	12 (+1)	10 (+0)	11 (+0)	10 (+0)

Saving Throws Str +4, Con +3

Skills Athletics +4, Perception +2

Senses passive Perception 12

Languages any one language (usually Common)

Challenge 1/4 (50 XP)

Actions

Spear. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60, one target. *Hit:* 5 (1d6 + 2) piercing damage.

Reactions

Brace. If a creature moves at least 20 feet straight toward the spearman and then enters its reach, the spearman can immediately make a spear attack against the creature. If the creature is mounted, the spearman can target the mount or the mounted creature, and the attack deals an extra 3 (1d6) damage on a hit.

SQUIRE

Medium humanoid (any race), any alignment

Armor Class 16 (chain mail)

Hit Points 22 (4d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	13 (+1)	10 (+0)	11 (+0)	12 (+1)

Saving Throws Con +3

Skills Athletics +4, Perception +3

Senses passive Perception 13

Languages any one language (usually Common)

Challenge 1/2 (100 XP)

Brave. The squire has advantage on saving throws against being frightened.

Actions

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 3) slashing damage.

Leadership (3/Short Rest). If a creature friendly to the squire makes an attack roll or saving throw within 30 feet of the squire and can see or hear it, the squire can allow the creature to add 1d6 to the roll.

SWORDSMAN

Medium humanoid (any race), any alignment

Armor Class 16 (chain shirt and shield)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	13 (+1)	10 (+0)	11 (+0)	10 (+0)

Saving Throws Str +4, Con +3

Skills Athletics +4, Perception +2

Senses passive Perception 12

Languages any one language (usually Common)

Challenge 1/2 (100 XP)

Actions

Arming Sword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage.

Reactions

Parry. The swordsman adds 2 to its AC against one melee attack that would hit it. To do so, the swordsman must see the attacker and be wielding a melee weapon.

LEADERSHIP

These NPCs function at their best surrounded by allies, so that they have opportunities to use their leadership abilities.

BANNERMAN

Bannermen are those within armies who hold aloft the flags or banners of those they fight for. A bannerman in a king's army would hold aloft the king's colors and coat-of-arms, while a bannerman in an orc raiding party would hold aloft the flag of his chief.

A bannerman stays close to his commander, to mark the leader's location and to help rally the troops by holding aloft their flag.

BANNERMAN

Medium humanoid (any race), any alignment

Armor Class 16 (chain mail)
Hit Points 37 (5d8 + 15)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	16 (+3)	11 (+0)	12 (+1)	16 (+3)

Saving Throws Str +5, Cha +6
Skills Athletics +5, Intimidation +6, Perception +4, Persuasion +6
Senses passive Perception 14
Languages any two languages
Challenge 2 (450 XP)

Flag Bearer. All creatures of the bannerman's choice within 30 feet of it that can see or hear it gain a +3 bonus to initiative rolls, and a +1 bonus to attack and damage rolls. Creatures can only gain this benefit from one bannerman at a time.

Inspiring Battle Cry. Whenever the bannerman rolls initiative, it and up to three creatures of its choice within 30 feet of it that can see or hear it gain 10 temporary hit points.

Inspiring Word (3/Short Rest). The bannerman can use a bonus action to choose another creature that is within 30 feet of the bannerman and that can see or hear it. That creature regains 11 (2d10) hit points.

Actions

Multiattack. The bannerman makes two arming sword attacks.

Arming Sword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage.

CAPTAIN

Captains rank fairly high among the troops, and their presence can help turn the tide of battle by rallying their troops to victory.

COMMANDER

A commander is above a captain in rank, and hence much more effective in its leadership role. The presence of a commander can spell doom for those on the opposing side.

CAPTAIN

Medium humanoid (any race), any alignment

Armor Class 18 (chain mail and shield)
Hit Points 45 (6d8 + 18)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	16 (+3)	11 (+0)	13 (+1)	16 (+3)

Saving Throws Str +5, Cha +6
Skills Athletics +5, Intimidation +6, Perception +4, Persuasion +6
Senses passive Perception 14
Languages any two languages
Challenge 2 (450 XP)

Captain's Orders (3/Short Rest). The captain can use a bonus action to choose a creature within 30 feet of it and that can see or hear it. That creature can immediately use its reaction to make one weapon attack.

Combat Leader. The captain gains a bonus to initiative rolls equal to its Charisma modifier (+3).

Inspiring Word (1/Short Rest). The captain can use a bonus action to choose another creature that is within 30 feet of the captain and that can see or hear it. That creature regains 11 (2d10) hit points.

Wolf Pack Tactics. Once on each of its turns, when the captain hits a creature with a weapon attack, it can choose a creature friendly to it within 5 feet of the target. That creature can immediately move 5 feet without provoking opportunity attacks. The creature does not have to use its reaction.

Actions

Multiattack. The captain makes two arming sword attacks.

Arming Sword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage.

WARHAWK

Warhawks are powerful commanders who lead from the front lines with their martial prowess and unshakable spirit.

WARMONGER

A warmonger is a true master of the art of war. It sees the battlefield as a chessboard, and its strategies nearly always lead to a decisive victory.

COMMANDER

Medium humanoid (any race), any alignment

Armor Class 18 (chain mail and shield)
Hit Points 90 (12d8 + 36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	11 (+0)	17 (+3)	11 (+0)	14 (+2)	18 (+4)

Saving Throws Str +7, Cha +8
Skills Athletics +7, Intimidation +8, Perception +6, Persuasion +8
Senses passive Perception 16
Languages any two languages
Challenge 5 (1,800 XP)

Combat Leader. The commander gains a bonus to initiative rolls equal to its Charisma modifier (+4).

Commander's Orders (3/Short Rest). The commander can use a bonus action to choose a creature within 30 feet of it and that can see or hear it. That creature can immediately use its reaction to make one weapon attack, and gains a bonus to the attack and damage rolls equal to the commander's Charisma modifier (+4).

Cry Havoc. On the first round of combat, the commander and each creature of its choice within 30 feet of it that can see or hear it gains a bonus on the first attack roll it makes equal to the commander's Charisma modifier (+4).

Inspiring Battle Cry. Whenever the commander rolls initiative, it and up to three creatures of its choice within 30 feet of it that can see or hear it gain 10 temporary hit points.

Inspiring Word (1/Short Rest). The commander can use a bonus action to choose another creature that is within 30 feet of the commander and that can see or hear it. That creature regains 11 (2d10) hit points.

Actions

Multiattack. The commander makes two Bastard Sword attacks.

Bastard Sword. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) slashing damage or 8 (1d10 + 3) slashing damage is used with two hands.

WARHAWK

Medium humanoid (any race), any alignment

Armor Class 18 (plate)
Hit Points 144 (17d8 + 68)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	18 (+4)	10 (+0)	14 (+2)	19 (+4)

Saving Throws Str +9, Cha +9
Skills Athletics +9, Intimidation +9, Perception +7, Persuasion +9
Senses passive Perception 17
Languages any two languages
Challenge 7 (2,900 XP)

Combat Leader. The warhawk gains a bonus to initiative rolls equal to its Charisma modifier (+4).

Let Slip the Dogs of War. On the first round of combat, the warhawk and each creature of its choice within 30 feet of it that can see or hear it gains a bonus to the first damage roll it makes equal to the warhawk's Charisma modifier (+4).

Hold the Line. The warhawk and each of its allies within 10 feet of it have advantage on saving throws against being restrained or moved against its will.

Honor and Glory. While the warhawk is conscious, each of its allies that starts its turn within 5 feet of the warhawk gains a bonus to the first attack roll it makes that turn. This bonus is equal to the warhawk's Charisma modifier (+4).

Inspiring Word (3/Long Rest). The warhawk can use a bonus action to choose another creature that is within 30 feet of the warhawk and that can see or hear it. That creature regains 11 (2d10) hit points.

Lead the Attack (1/Short Rest). When the warhawk hits a creature with a melee weapon attack, each of the warhawk's allies have advantage on attack rolls against that creature until the start of the warhawk's next turn.

Actions

Multiattack. The warhawk makes two greatsword attacks.

Greatsword. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage.

Stand Invincible (1/Short Rest). The warhawk emboldens its allies. The warhawk and each creature of its choice within 10 feet of it gains resistance to all damage except psychic damage until the start of the warhawk's next turn.

WARMONGER

Medium humanoid (any race), any alignment

Armor Class 18 (plate)

Hit Points 170 (20d8 + 80)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
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18 (+4)	11 (+0)	19 (+4)	14 (+2)	13 (+1)	20 (+5)
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Saving Throws Str +10, Cha +11

Skills Athletics +10, Intimidation +11, Perception +7, Persuasion +11

Senses passive Perception 17

Languages any two languages

Challenge 13 (10,000 XP)

Ambush Master. The warmonger can't be surprised while it is conscious, and has advantage on initiative rolls.

Combat Leader. The warmonger and each creature of its choice within 30 feet of it gain a bonus to initiative rolls equal to the warmonger's Charisma modifier (+5).

Inspiring Battle Cry. Whenever the warmonger rolls initiative, it and up to four creatures of its choice within 30 feet of it that can see or hear it gain 10 temporary hit points.

Inspiring Word (3/Long Rest). The warmonger can use a bonus action to choose another creature that is within 30 feet of it and that can see or hear it. That creature regains 22 (4d10) hit points.

Veteran. While the warmonger is not incapacitated, no attack roll has advantage against it.

Actions

Multiattack. The warmonger makes two weapon attacks and uses its Warmonger's Orders.

Poleaxe. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 9 (1d10 + 4) slashing damage.

Shortbow. *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. *Hit:* 3 (1d6) piercing damage.

Warmonger's Orders. The warmonger chooses a creature within 30 feet of it and that can see or hear it. That creature can immediately use its reaction to make one weapon attack with advantage.

Heart of the Titan (1/Long Rest). The warmonger unleashes a furious battle cry. It and up to five creatures of its choice within 30 feet of it that can see or hear it gains 20 temporary hit points. These hit points last for one minute. In addition, for the next minute, if a creature friendly to the warmonger starts its turn within 30 feet of the warmonger, it gains advantage on the first attack roll it makes on its turn.

Reactions

Inspiration (3/Long Rest). When a creature that the warmonger can see fails a saving throw, the warmonger can use its reaction to allow the creature to reroll the saving throw. It must use the new roll.

Parry. The warmonger adds 4 to its AC against one melee attack that would hit it. To do so, the warmonger must see the attacker and be wielding a melee weapon.

Legendary Actions

The warmonger 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 warmonger regains spent legendary actions at the start of its turn.

Weapon Attack. The warmonger makes a weapon attack.

Command Ally. The warmonger uses its Warmonger's Orders.

Chessmaster. The warmonger or a creature of its choice within 30 feet of it moves up to half of its speed without provoking opportunity attacks.

OTHER

These NPCs represent other warriors that don't fit into one of the previous categories.

BLADE DANCER

Blade dancers are at once brilliant performers and deadly warriors. Only elves are trained in the art of blade dancing.

BLADE DANCER

Medium humanoid (any elf), any alignment

Armor Class 16 (breastplate)

Hit Points 110 (17d8 + 34)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	15 (+2)	10 (+0)	15 (+2)	11 (+0)

Saving Throws Str +6, Dex +9

Skills Acrobatics +9, Athletics +6, Perception +7, Performance +5, Stealth +9

Senses darkvision 60 ft., passive Perception 17

Languages Common, Elvish, Sylvan

Challenge 5 (1,800 XP)

Blade Flurry (1/Short Rest). If the blade dancer uses its Multiattack on its turn, it can choose to double the number of attacks it can make using that action.

Evasion. If the blade dancer is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the blade dancer instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Fey Ancestry. The blade dancer has advantage on saving throws against being charmed, and magic can't put it to sleep.

Actions

Multiattack. The blade dancer makes three shortsword attacks, or four shortsword attacks if it is dual-wielding.

Shortsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 3) piercing damage.

Reactions

Uncanny Agility. If the blade dancer is hit by a weapon attack, it can use its reaction to make a Dexterity (Acrobatics) check. If the check is equal to or higher than the original attack roll, the triggering attack misses.

CRUSADER

A crusader is a martial adept whose motives revolve around enforcing a particular ideal, way of living, or code of conduct. And, usually, a crusader's methods involve killing those who disagree with them (though such killing is rarely senseless).

CRUSADER

Medium humanoid (any race), any alignment

Armor Class 18 (chain mail and shield)

Hit Points 59 (7d8 + 28)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	18 (+4)	10 (+0)	16 (+3)	12 (+1)

Saving Throws Str +6, Con +7

Skills Athletics +6, Intimidation +4, Perception +6

Senses passive Perception 16

Languages any two languages

Challenge 3 (700 XP)

Furious Counterstrike. The crusader gains a bonus to attack and damage rolls equal to the current value of its delayed damage pool divided by 5 (rounded down).

Smite (3/Long Rest). The crusader can add its Wisdom modifier to the next melee weapon attack roll it makes. If the attack hits, the attack deals an extra 7 (2d6) damage.

Steel Resolve. The crusader has a delayed damage pool that starts at 0 when it rolls initiative. When it takes damage, instead of taking that damage to its hit points, the crusader can add the damage done to the delayed damage pool. At the end of each of its turns, the crusader takes damage equal to the total stored in the delayed damage pool, and the pool resets to 0. The pool can hold up to 15 points of damage. If the pool is full, the crusader takes any leftover damage as normal.

Actions

Multiattack. The crusader makes two bastard sword attacks.

Bastard Sword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage or 8 (1d10 + 3) slashing damage if used with two hands.

SENTRY

Sentries can serve multiple purposes, but usually serve as elite guards or lookouts. Their arrows are deadly, and they prefer to attack from the shadows where they can take their time to line up the perfect shot.

STRIDER

A strider is a powerful ranger accustomed to both fighting and traveling by itself. They are particularly hardy and difficult to kill.

SENTRY
Medium humanoid (any race), any alignment

Armor Class 16 (studded leather)
Hit Points 91 (14d8 + 28)
Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	14 (+2)	10 (+0)	15 (+2)	10 (+0)

Saving Throws Dex +7, Wis +5
Skills Acrobatics +7, Insight +8, Nature +3, Perception +8, Stealth +10
Senses passive Perception 18
Languages any two languages
Challenge 5 (1,800 XP)

Careful Aim (3/Short Rest). The sentry can use a bonus action to aim carefully. For the rest of the current turn, the sentry's ranged weapon attacks ignore half cover and three-quarters cover, and deal an extra 7 (2d6) damage on a hit.

Silent Killer. When the sentry is hidden from a creature, making a ranged weapon attack doesn't reveal its position, regardless of whether the attack hit or missed.

Vanish. The sentry can take the Hide action as a bonus action.

Actions

Multiattack. The sentry makes three longbow attacks or two melee attacks.

Longbow. *Ranged Weapon Attack:* +7 to hit, range 150/600 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Shortsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Reactions

Skirmisher. If a hostile creature ends its turn within 5 feet of the sentry, the sentry can move up to half its speed as a reaction without provoking opportunity attacks.

STRIDER
Medium humanoid (any race), any alignment

Armor Class 17 (studded leather)
Hit Points 104 (16d8 + 32)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	20 (+5)	15 (+2)	11 (+0)	17 (+3)	10 (+0)

Saving Throws Dex +8, Wis +6
Skills Acrobatics +8, Insight +6, Nature +3, Perception +6, Survival +6
Senses passive Perception 16
Languages any two languages
Challenge 6 (2,300 XP)

Against All Odds. While the strider has less than half of its hit points remaining, it gains a +2 bonus to AC.

Lone Wolf. The strider has advantage on attack rolls against creatures that are at least 5 feet away from all of the strider's allies, as long as no creature other than the strider has attacked the target since the strider's last turn.

Mobile. When the strider makes a melee attack against a creature, it doesn't provoke opportunity attacks from that creature for the rest of the turn, regardless of whether the attack hit or missed.

Quickened March. The strider's travel pace is doubled whether it is mounted or on foot, as is the pace of up to 10 of its companions, as long as they are within 60 feet of the strider and it isn't incapacitated.

Spellcasting. The strider is a 16th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks). The strider has the following ranger spells prepared:

1st Level (4 slots): *hunter's mark, jump, longstrider*
2nd Level (3 slots): *animal messenger, locate animals or plants, pass without trace*
3rd Level (3 slots): *nondetection, plant growth*
4th Level (2 slots): *freedom of movement*

Swift Movement. Once on each of the strider's turns, if it moves at least 10 feet straight toward a creature and then hits it with a melee weapon attack, the attack deals an extra 4 (1d8) damage.

Actions

Multiattack. The strider makes four shortsword attacks or three longbow attacks.

Longbow. *Ranged Weapon Attack:* +8 to hit, range 150/600 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage.

Shortsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage.

SWORDSAGE

Medium humanoid (any race), any alignment

Armor Class 18 (plate)

Hit Points 157 (21d8 + 63)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
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17 (+3)	12 (+1)	16 (+3)	11 (+0)	18 (+4)	10 (+0)
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Saving Throws Str +7, Con +7, Wis +8

Skills Arcana +4, Athletics +7, Insight +8, Perception +8

Senses passive Perception 18

Languages any two languages

Challenge 8 (3,900 XP)

Disciplined Focus. The swordsage has 5 focus dice, which are d10s. It knows the following discipline maneuvers from the Swordsage fighter subclass (detailed in Chapter 1), and can use one by expending a focus die: Blade Tempest, Burning Blade, Flame Thrust, Ghost Blade, Magic Athleticism, Rising Phoenix, Swordsage's Defense.

The swordsage can use only one discipline maneuver per turn. It regains all expended focus dice when it finishes a long rest.

Evasion. If the swordsage is subjected to an effect that allows it to make a Dexterity 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.

Insightful Strikes. Whenever the swordsage hits with a weapon attack, it gains a bonus to the damage roll equal to its Wisdom modifier (+4, not included in attacks).

Quick Thinking. The swordsage gains a bonus to initiative rolls equal to its Wisdom modifier (+4).

Sense Magic. The swordsage can cast the *detect magic* spell as a ritual.

Actions

Multiattack. The swordsage makes four longsword attacks.

Longsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (1d10 + 3) slashing damage.

Reactions

Parry. The swordsage adds 3 to its AC against one melee attack that would hit it. To do so, the swordsage must see the attacker and be wielding a melee weapon.

TEMPLAR

Medium humanoid (any race), any alignment

Armor Class 18 (chain mail and shield)

Hit Points 85 (10d8 + 40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
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18 (+4)	10 (+0)	18 (+4)	10 (+0)	19 (+4)	12 (+1)
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Saving Throws Str +7, Con +7

Skills Athletics +7, Intimidation +4, Perception +7

Senses passive Perception 17

Languages any two languages

Challenge 5 (1,800 XP)

Furious Counterstrike. The templar gains a bonus to attack and damage rolls equal to the current value of its delayed damage pool divided by 5 (rounded down).

Mettle. When the templar is subjected to an effect that allows it to make a Constitution or Wisdom 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.

Smite (3/Long Rest). The templar can add its Wisdom modifier to the next melee weapon attack roll it makes. If the attack hits, the attack deals an extra 10 (3d6) damage.

Spellcasting. The templar is a 10th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). The templar has the following cleric spells prepared:

Cantrips (at will): *sacred flame*, *spare the dying*, *thaumaturgy*

1st Level (4 slots): *bless*, *cure wounds*, *detect evil and good*, *shield of faith*

2nd Level (3 slots): *aid*, *hold person*, *lesser restoration*

Steel Resolve. The templar has a delayed damage pool that starts at 0 when it rolls initiative. When it takes damage, instead of taking that damage to its hit points, the crusader can add the damage done to the delayed damage pool. At the end of each of its turns, the crusader takes damage equal to the total stored in the delayed damage pool, and the pool resets to 0. The pool can hold up to 15 points of damage. If the pool is full, the crusader takes any leftover damage as normal.

War Magic. When the templar uses its action to cast a spell, it can make one weapon attack as a bonus action.

Actions

Multiattack. The templar makes two mace attacks.

Mace. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage plus 3 (1d6) radiant damage.

Healing Touch (1/Long Rest). The templar or a creature it touches regains 14 (4d6) hit points.

SWORDSAGE

A swordsage is a mystical warrior with a connection to the arcane through combat. By coming closer to the mysterious forces that bind together the multiverse, the warrior learns techniques that magically amplify its martial ability.

TEMPLAR

A crusader with a religious cause, templars can be found spearheading the causes of deities, churches, and other such organizations. Their healing makes them invaluable to their comrades, and their divine power makes them forces of destruction against their enemies.

WARBLADE

No warrior trains with such furor and enthusiasms as a warblade. Each trains relentlessly until it is an undisputed master of martial combat, and often travels far and wide to find worthy opponents. Many warblades make a living as pit fighters, as they get to test themselves against powerful creatures times and again to hone their skills.

ZEALOUS CRUSADER

Only the most powerful crusaders can be called zealous crusaders. They are said to be strong enough to hold off entire armies single-handedly or enforce their cause entirely alone. Indeed, a zealous crusader is a person of legendary power and import.

WARBLADE

Medium humanoid (any race), any alignment

Armor Class 20 (plate and shield)

Hit Points 187 (22d8 + 88)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	18 (+4)	10 (+0)	17 (+3)	18 (+4)

Saving Throws Str +12, Dex +8, Con +8, Wis +7

Skills Athletics +9, Insight +7, Intimidation +8, Perception +7

Senses passive Perception 17

Languages any two languages

Challenge 12 (8,400 XP)

Battle Ardor. Opportunity attacks made against the warblade have disadvantage, and the warblade makes opportunity attacks with advantage. In addition, once on each of its turns, the warblade can grant itself advantage on one melee weapon attack.

Battle Clarity. The warblade gains a bonus to Dexterity and Strength saving throws equal to its Wisdom modifier (included in saving throws).

Indomitable (3/Long Rest). The warblade can reroll a saving throw it fails. It must use the new roll.

Second Wind (1/Short Rest). The warblade can use a bonus action to regain 33 (6d10) hit points.

Weapon Aptitude. The warblade has unparalleled mastery of the longsword, greatsword, and bastard sword. It gains a +2 bonus on attack rolls with these weapons (included in attacks).

Actions

Multiaction. The warblade makes two weapon attacks.

Bastard Sword. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage or 10 (1d10 + 5) slashing damage if used with two hands.

Greatsword. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Longsword. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 10 (1d10 + 5) slashing damage.

Shortbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

Reactions

Parry-Riposte. The warblade adds 4 to its AC against one melee attack that would hit it. To do so, the warblade must see the attacker and be wielding a melee weapon. If the attack then misses and the creature is within the warblade's reach, the warblade can make a melee weapon attack with advantage against the triggering creature as a part of the same reaction.

Legendary Actions

The warblade 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 warblade regains spent legendary actions at the start of its turn.

Weapon Attack. The warblade makes a weapon attack.

Battle Awareness. The next attack made against the warblade has disadvantage.

Intimidate (Costs 2 Actions). The warblade targets one enemy it can see within 30 feet of it. If the target can see and hear it, the target must succeed on a DC 16 Wisdom saving throw or be frightened until the end of the warblade's next turn.

ZEALOUS CRUSADER

Medium humanoid (any race), any alignment

Armor Class 18 (plate)

Hit Points 228 (24d8 + 120)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	20 (+5)	11 (+0)	16 (+3)	12 (+1)

Saving Throws Str +9, Dex +7, Con +10

Skills Athletics +9, Intimidation +6, Perception +8

Senses passive Perception 18

Languages any two languages

Challenge 14 (11,500 XP)

Furious Counterstrike. The crusader gains a bonus to attack and damage rolls equal to the current value of its delayed damage pool divided by 5 (rounded down).

Mettle. When the crusader is subjected to an effect that allows it to make a Constitution or Wisdom 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.

Invincible (1/Long Rest). At the end of the crusader's turn, it can choose to reset its delayed damage pool to 0 without taking damage.

Ruthless Zealot. When the crusader has 0 hit points, it isn't unconscious and can take turns normally. However, it must still make death saving throws normally and suffers the normal effects of taking damage while at 0 hit points. If the crusader succeeds on 3 death saving throws, it regains 1 hit point.

Smite. The crusader's melee weapon attacks deal an extra 7 (2d6) damage on a hit (included in attacks).

Steel Resolve. The crusader has a delayed damage pool that starts at 0 when it rolls initiative. When it takes damage, instead of taking that damage to its hit points, the crusader can add the damage done to the delayed damage pool. At the end of each of its turns, the crusader takes damage equal to the total stored in the delayed damage pool, and the pool resets to 0. The pool can hold up to 30 points of damage. If the pool is full, the crusader takes any leftover damage as normal.

Zealous Battle Cry (Recharge 6). The crusader can use its bonus action to shout a battle cry. The crusader and up to 10 other creatures of its choice that are within 60 feet of it and that can see or hear it gain advantage on attack rolls until the start of the crusader's next turn.

Zealous Critical. Whenever the crusader scores a critical hit with a weapon attack, the attack deals an extra 20 damage.

Zealous Surge (3/Long Rest). The crusader can reroll a saving throw it fails. It must use the new roll.

Actions

Multiattack. The crusader makes three greatsword attacks or one heavy crossbow attack.

Greatsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) plus 7 (2d6) slashing damage.

Heavy Crossbow. *Ranged Weapon Attack:* +7 to hit, range 100/400 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage.

LET THERE BE WAR

Tome of Warfare is a supplement for 5th Edition *Dungeons and Dragons* written by Conner McCall, providing additional options for players and Dungeon Masters alike, each centered around the concept of warfare.

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2 new prestige classes

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