



The background is a dark, atmospheric illustration. In the center, a large, multi-towered castle with spires sits atop a rocky cliff. The sky is filled with dark, swirling clouds and a bright, glowing light source in the upper left. In the foreground, several soldiers in dark, heavy armor are visible. One on the left holds a banner, and another in the center holds a bow. To the right, a soldier in a hooded cloak stands with a staff. The overall color palette is dark and moody, with shades of brown, grey, and a bright yellowish-white light source.

THE LOST CITADEL



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Things One Can Do in a Turn

MOVE up to their speed

TAKE one action

COMMUNICATE with speech, gestures, or both

INTERACT with one object or feature of the environment as they move or take an action. To interact with a second object, take the Use an Object action.

Actions in Combat

ATTACK

Make a ranged or melee weapon attack.

CAST A SPELL

Cast a cantrip or spell of 1st level or higher.

DASH

Gain extra movement equal to speed (plus any modifiers) for the current turn.

DISENGAGE

Movement doesn't provoke opportunity attacks for the rest of the turn.

DODGE

Until next turn, any incoming attack roll has disadvantage if the dodger can see the attacker, and the dodger can make Dexterity saving throws with advantage.

HELP

Help one creature with a task, giving that creature advantage on the next ability check it makes for that task; or, distract one creature within 5 feet, and the next attack roll that an ally makes against that creature receives advantage.

HIDE

Make a Dexterity (Stealth) check in an attempt to become hidden, unseen and unheard.

READY

Wait for a particular circumstance before acting, which lets the readier act by using a reaction before their next turn. Must decide in advance (a) what circumstance will trigger the reaction, and (b) the action to be taken in response to that trigger. If one readies a spell, it must have a casting time of 1 action and the spellcaster must maintain concentration until releasing it.

SEARCH

Make a Wisdom (Perception) check or an Intelligence (Investigation) check to find something.

USE A MAGIC ITEM

Use a magic item that requires an action for its use.

USE AN OBJECT

Use a non-magic item object that requires an action for its use.

USE A SPECIAL ABILITY

Use a class feature or other special ability that requires an action for its use.

Skills and Associated Abilities

Skill	Ability	Skill	Ability
Acrobatics	Dexterity	Medicine	Wisdom
Animal Handling	Wisdom	Nature	Intelligence
Arcana	Intelligence	Perception	Wisdom
Athletics	Strength	Performance	Charisma
Deception	Charisma	Persuasion	Charisma
History	Intelligence	Religion	Intelligence
Insight	Wisdom	Sleight of Hand	Dexterity
Intimidation	Charisma	Stealth	Dexterity
Investigation	Intelligence	Survival	Wisdom

Cover

Effect

Half cover	+2 to AC and Dexterity saving throws against attacks originating on the opposite side of the cover.
Three-quarter cover	+5 to AC and Dexterity saving throws against attacks originating on the opposite side of the cover.
Total cover	Can't be targeted directly by an attack or targeted spell.

Lost Citadel Weapons

Name	Cost*	Damage	Weight	Properties
Martial Melee Weapons				
Face Puncher	2 GM (2 gp)	1d6 bludgeoning	1/4 lb.	Finesse, special
Ouazi longdagger	4 GM (4 gp)	1d4 slashing	1 lb.	Defensive, finesse, light, thrown (range 10/30)
Sleaghar	1 TM (10 gp)	1d8 slashing	3 lb.	Versatile (1d10)
Zileskan boar-spear	1 TM (10 gp)	1d10 piercing	6lb.	Heavy, reach, special, two-handed
Martial Ranged Weapons				
Bolas	1 GM (1 gp)	1 bludgeoning	2 lb.	Special, thrown (range 30/120)
Caltrops	1 GM (1 gp)	1 piercing	1/8 lb.	Special, thrown (range 20/60)
Ouazi girga	2 CM (2 sp)	1d6 bludgeoning	—	Ammunition (range 30/120), close, deadly, light

* TM = 10 gp, FM = 5 gp, GM = 1 gp, HM = 5 sp, CM = 1 sp, NM = 5 cp

Concentration

If a spell must be maintained with concentration, its description specifies how long it can be maintained. One can cease concentrating at any time (no action required). The following factors break concentration:

- * Casting another spell that requires concentration.
- * Taking damage. Succeed on a Constitution saving throw to maintain concentration, with a DC equal to 10 or half the damage taken, whichever is higher.
- * Incapacitation or death.
- * Being overwhelmed by massive distraction, such as a wave crashing in. Succeed on a DC 10 Constitution saving throw to maintain concentration.

Conditions

BLINDED

- * A blinded creature can't see and automatically fails any ability check requiring sight.
- * Attacks rolls against the creature have advantage, and the creature's attack rolls have disadvantage.

CHARMED

- * A charmed creature can't attack the charmer or target the charmer with harmful special abilities.
- * The charmer has advantage on any ability check to interact socially with the creature.

DEAFENED

- * A blinded creature can't hear and automatically fails any ability check requiring hearing.

FRIGHTENED

- * A frightened creature has disadvantage on ability checks and attack rolls while the source of its fear is within line of sight.
- * The creature can't willingly move closer to the source of its fear.

GRAPPLED

- * A grappled creature's speed becomes 0, and it can't benefit from any bonus to its speed.
- * The condition ends if the grappler is incapacitated.
- * The condition ends if an effect removes the grappled creature from the reach of the grappler or grappling effect.

INCAPACITATED

- * An incapacitated creature can't take actions or reactions.

INVISIBLE

- * An invisible creature is impossible to see without the aid of magic or a special sense. For purpose of hiding, the creature is heavily obscured. The creature's location can be detected by noise or tracks.
- * Attacks against the creature have disadvantage, and the creature's attacks have advantage.

PARALYZED

- * A paralyzed creature is incapacitated and can't move or speak.
- * The creature automatically fails Strength and Dexterity saving throws.
- * Attack rolls against the creature have advantage.
- * Any attack that hits the creature is a critical hit if the attacker is within 5 feet.

PETRIFIED

- * The creature is transformed, along with non-magical objects it carries, into a solid substance (usually stone). Weight increases by a factor of 10, and the creature ceases aging.
- * The creature is incapacitated, can't move or speak, and is unaware of its surroundings.
- * Attack rolls against the creature have advantage.
- * The creature automatically fails Strength and Dexterity saving throws.
- * The creature has resistance to all damage.
- * The creature is immune to poison and disease.

POISONED

- * A poisoned creature has disadvantage on attack rolls and ability checks.

PRONE

- * A prone creature can only move by crawling, unless it stands and ends the condition.
- * The creature has disadvantage on attack rolls.
- * An attack roll against the creature has advantage if the attacker is within 5 feet. Otherwise, the attack roll has disadvantage.

RESTRAINED

- * A restrained creature's speed becomes 0, and it can't benefit from any bonus to its speed.
- * Attacks against the creature have advantage, and the creature's attacks have disadvantage.
- * The creature has disadvantage on Dexterity saving throws.

STUNNED

- * A stunned creature is incapacitated, can't move, and can only speak falteringly.
- * The creature automatically fails Strength and Dexterity saving throws.
- * Attack rolls against the creature have advantage.

UNCONSCIOUS

- * An unconscious creature is incapacitated, can't move, and is unaware of its surroundings.
- * The creature drops what it's holding and drops prone.
- * The creature automatically fails Strength and Dexterity saving throws.
- * Attack rolls against the creature have advantage.
- * Any attack that hits the creature is a critical hit if the attacker is within 5 feet.



Woe Basics

Woe Save: A Woe saving throw is not associated with any ability score, and never adds an ability modifier or a proficiency bonus. It is a roll of 1d20 against a set difficulty (often 10). A natural 1 on a Woe save is always a failure. Some spells, magic items, and class features offer bonuses on Woe saves.

Woeful Trait: Creatures that can cause spiritual damage tend to have the *Woeful* trait:

Woeful. When this creature causes damage to a living target with an attack or an effect that forces a saving throw, that target must also make a DC XX Woe saving throw. The target takes 1d6 spiritual damage on a failed save, or half as much (minimum 1) on a successful saving throw. Once a target has taken spiritual damage due to this trait, it is immune to further spiritual damage from this particular creature's Woeful trait for 24 hours.

The Curse of Magic: When a character casts a spell using a spell slot or any point expenditure system, or through the use of a magic item, they must make a Woe saving throw with a base difficulty equal to 7 + the spell level. Casting a spell by ritual requires an Arcana check using the caster's casting ability modifier (see Ritual Casting table). Success on this check means that the spell is cast as normal, with no Woe saving throw required. Failure by less than 5 means that the spell is still cast, but the caster must make a Woe saving throw. Failure by 5 or more means that the spell simply fails. A natural 1 means that the spell fails and the caster must make a Woe saving throw. On a successful save, the caster suffers no ill effects. On a failure, the character rolls 1d6; consult the Woeful Results table to determine the effect. In addition to any results indicated, any undead within 300 feet become aware of the caster's presence.

Woeful Magical Results

Roll	Result
01–10	The spell fails entirely.
11–40	The caster takes 1d6 spiritual damage.
41–50	The caster and all living creatures within 1d4 x 10 feet take 1d6 spiritual damage (creatures other than the caster may attempt a Woe save at the same DC to take only half damage).
51–60	The caster radiates an aura of 1d6 x 10 feet that functions as a domain of Woe ₁ , 2 for 2d10 hours.
61–90	1d4+1 undead, each with a CR roughly equal to the spell's level, arise a number of feet distant from the caster equal to 2d10 x 20.
91–95	An area centered on the spot where the spell was cast becomes a permanent domain of Woe ₁ , 3
96–00	Roll twice, combining both results (rerolling duplicates).

¹ Roll on the Random Domain table (page 256) to determine type and details.

² Note that, in the case of a Woe-Tainted domain, the caster himself takes the spiritual damage only once regardless of the duration of the cycle.

³ The general radius of the new domain is 1d6 x 10 feet (though it may, at the DM's discretion, instead correspond to the shape and size of a room, building, crossroads, or other location in which the spell was cast).

Pneuma Points

A pool of points determines how much spiritual damage living things can take from sources of Woe before gaining a permanent Mark of Woe. Most living humanoids have a starting and maximum number of pneuma points equal to 20 + their proficiency bonus. Pneuma can only be recovered in three ways:

- * Upon falling to 0 pneuma points and gaining a Mark of Woe, a character immediately returns to normal maximum number of pneuma points.
- * Certain magics and class features can restore pneuma points.
- * If a PC is below maximum pneuma points when they gain a level, they regain 1d6 pneuma.

The Dead Rise

Factor	Modifier to d10 Roll*
For each Mark of Woe afflicting the character	+1
The character was slain by one of the Dead	+3
The character died within a domain of Woe	+1
The character died as a direct result of magic (such as damage or a failed save from a spell or supernatural power)	+1
The character had any levels of the warlock class	+1
The character had any levels of the Secret of Purity and Corruption warrior monk subclass	+1
The character had any levels of the ranger class	-1
The character had any levels of the penitent class	-3

* If the result of this roll is 10+, the character rises as one of the undead.

Ritual Casting

Ritual Spell Level	Arcana DC
1st	12
2nd	13
3rd	15
4th	16
5th	18

Moment of Peace

Roll	Time Before Rising
01–03	1d% rounds
04–09	1d% minutes
10–95	1d% hours
96–00	Roll twice and combine the results.

Marks of Woe

Roll	Result
01–60	Whisper of Death ¹
61–65	Blemished Essence ¹
66–70	Essence of the Dead
71–75	Foe of the Wild
76–80	Nature's Bane
81–85	Shroud of Unease
86–90	Spiritual Exhaustion
91–95	Spread of Corruption
96–00	Touch of the Grave ¹

¹ This Mark can be acquired more than once.

Redoubt Names

ANGAT NAMES: Aeron (male), Ankonina (female), Annitas (male), Atropa (female), Auris (female), Jareed (male), Khebe (female), Lucilla (female), Mefody (male), Quillius (male).

MENHADA NAMES: Amenas (male), Elodi (female), Gwenori (female), Haluk (male), Kalo (male), Lorin (female), Masedev (male), Saratsa (female), Tema (female), Ziru (male).

OUAZI NAMES: Bahara (female), Iqbal (male), Khaigar (male), Jaria (female), Mahir (male), Maloufi (male), Nekba (female), Vakim (male), Wisaal (female), Yula (female).

SURINZAN NAMES: Fáerin (male), Hizuna (female), Injira (female), Izuan (male), Kuellan (male), Lalia (female), Máidoc (male), Morrika (female), Rowina (female), Verdirin (male).

VENMIR NAMES: Birko (male), Cazmir (male), Elzbieta (female), Hannah (female), Jarmir (male), Maesa (female), Nyevan (male), Oona (female), Rifka (female), Roorik (male).

DWARF NAMES: Admir, Behar, Besnik, Cengis, Detmir, Evner, Fisnik, Halim, Hasad, Ihsan, Kemal, Kezim, Mamun, Mesud, Olta, Ottmar, Rasuk, Selik, Serkan, Sinam, Tarek, Ulric, Veli; Female: Arba, Basak, Cemal, Drita, Esma, Fulya, Hezan, Kadira, Lemya, Maysuun, Melika, Najila, Nesrin, Ovsanna, Ozlem, Rebya, Sayan, Shaza, Siroun, Tarbula, Yisenya, Zimira, Zulma.

ELVES most commonly assume Menhada names, though they often have nicknames, too.

GHÛL NAMES: Aihur ("Sharp Wounder"), Arugh ("Strong Jaw"), Brehai ("Speech of Bites"), Cururo ("Walks Silent at Noon"), Dahru ("Clever Talker"), Drurr ("Thinker"), Eharr ("Swift to Judge"), Gaohu ("Protector"), Gorhai ("Interceptor of Enemies"), Grush ("Deep"), Hudai ("Keeps Own Counsel"), Kagh ("Brave"), Kairur ("Bold Thinker"), Marrai ("Preventer of Injury"), Murohur ("Will Visit a Distant Place"), Nrugh ("Keeper"), Phrush ("Generous One"), Paihu ("Moon"), Raifu ("Most Intelligent"), Sephur ("Secret Power"), Shrush ("River-Wader"), Wehauru "Old Walker of the Desert", Yaiph ("Sly").