

DAWN STATE



PLAYER'S COMPANION

DUNGEONS & DRAGONS

A rebalancing supplement inspired by the design history and legacy of the world's greatest roleplaying game.

Chapter 0: Documentation

A documentation of what I've actually changed, since a lot of this is identical to existing content:

Chapter 1: Step-By-Step Characters

- Ability Score Generation variants to emulate 4 playstyles:
 - D&D Basic or OSR
 - Organic character creation
 - 7-16 starting Ability Score Range
 - 4E Superheroes (7-18 Ability Score Range)

Chapter 2: Races

- Race lore rehash – the literary quotes are now from the original inspirations of D&D, not Forgotten Realms reading
- Race lore rehash – the flavor notes are now direct roleplaying hooks for new players
- Race rebalance – all races get more power, since the Variant Human is so good. None of them get power equal to it, just gain more affordances.
- Dwarves get bonus language and the Speak with Small Beasts feature.
- High elf variant (Eladrin) ported from DMG, since this is a PHB supplement.
- Halfling Luck feature changed to Good Luck Charm feature.
- Halfling Brave feature buffed to reflect their resilience to the One Ring's influence in LotR.
- Halfling Halfling Nimbleness feature buffed.
- Humans get the Skills feature added.
- Variant Humans lose a Language, as per their Languages feature.
- "Optional Races" segment added for lore and to encourage Game Masters to say no if their campaign demands it.
- Dragonborn Natural Armor feature added.
- Dragonborn Breath Weapon buffed to bonus action.
- Gnome Natural Illusionist feature moved to all gnomes.
- Forest Gnomes gain Natural Druids feature.
- Forest Gnomes gain Speech of Beast and Leaf feature.
- Rock Gnomes Tinker feature buffed to not require constant repairs.
- Half-Orcs gain Savage Attacks for all weapons, not just melee weapons. They're just that savage.
- Tiedflings gain True Darkvision like Drow, as per demons and devils in the Monster Manual.
- Tiedflings may choose their second ability score and second language. There isn't consensus on whether variant tiedflings are good or not, I figured this was a

relatively "soft" option for including Abyssal and Infernal tiedflings.

- Swanmays added as a race, partially to fill in the Wisdom race and partially because they were foundational to early D&D, though they were removed later for being too powerful. The Aarakocra replaced them...weird, given that Aarakocra were both more powerful and not from any fantasy origin.

Chapter 3: Three Hearts and Three Lions

- So named because I wanted to give three classes just a little love, and wanted to significantly revamp three classes.
- Champion Fighters, Trickery Domain Clerics, and Pact of the Blade Warlocks get minor buffs.
- Berserkers, Way of the Four Elements Monks, and the Beast Master Rangers are significantly reworked.
- Four Elements Monk is probably incomplete. Need to work in some easy level 3 features without using Elemental Evil Player's Companion.

Handler's List of Companions

- Companion options for the Beast Master Ranger (Handler Conclave).

Chapter 6: Customization Options

- The following feats are altered:
- Athlete, Charger, Defensive Duelist, Dungeon Delver, Durable, Grappler, Savage Attacker, Tavern Brawler, and Weapon Master

Chapter 10: Spellcasting

- Not really formatted, but added Conjunction Tables for easy use when you get Conjurers in your campaign.

Still-to-Come

- Indie EXP Powered by the Apocalypse
- Artwork
- Vision, Light and Resting
- Familiars of the Dawn State
- Mounts of the Dawn State
- Wild Shape Tables
- Spell Tables by school

Mission Statement: This is meant to be a document that functions solely as a remix of the *Player's Handbook*. I'm familiar with the other materials for the game, but this document consciously tries to avoid referencing other books, including things that I think *should* have been included in the original *Player's Handbook*. I will put in more Designer's Notes in the finished document as well, explaining some of my design intentions as well as Sage Advice things – like, for example, the coeurl's pounce *is*

intended to work since it moves on your turn and uses its reaction to attack on your turn.

Chapter 1: Step-by-Step Characters

When playing a tabletop roleplaying game, there are certain assumptions you will need to make about your power level as a character. The 4th Edition of *Dungeons & Dragons* assumes that the characters are heroes from the start of their adventures at their 1st level, and characters escalate to feeling like superheroes as they grow to the full extent of their power.

5th edition has brought the game closer to its roots, exercising restraint when it comes to allocating powers. Player characters are no long superheroes; they are back to being adventurers, and barely capable ones at that if you start your games at 1st level. This was a conscious choice on the designers' parts, and it is a transition which different Game Masters and players will respond differently to.

This chapter tinkers with elements of character creation that harken back to the power level assumptions of other tabletop roleplaying games, drawing from previous editions of *Dungeons & Dragons* and tabletop role-playing games that are independent of *Dungeons & Dragons*, like *13th Age*.

Variant Ability Scores

At your Game Master's discretion, you can use one of these variants for determining your ability scores instead of using the variants listed in the *Player's Handbook* (as described in Chapter 1). I highlight four different methods to generate ability scores here, each method highlighting a different aspect of the game's spirit and assumptions from either other indie tabletop RPGs or from previous editions of *Dungeons & Dragons*. You can use whichever system or mix of options you prefer; it is no big deal if even within the same campaign, some players roll their ability scores while others use one of the listed point-buy systems.

Variant: Iron Man

The method described here harkens back to the birth of *Dungeons & Dragons*. If you elect to use this variant, generate your character's six ability scores before choosing a race or a class.

You generate your character's six **ability scores** randomly. Roll three 6-sided dice and record the totals on a piece of scratch paper. Do this five more times, so that you have six numbers, recorded in order. Take those numbers and write each number beside one of your character's six abilities to assign scores: the first number

to Strength, the second number to Dexterity, the third to Constitution, the fourth to Intelligence, the fifth to Wisdom, and the sixth to Charisma. Afterward, make any changes to your ability scores as a result of your race choice.

After assigning your ability scores, determine your **ability modifiers** using the Ability Scores and Modifiers table. To determine an ability modifier without consulting the table, subtract 10 from the ability score and then divide the result by 2 (round down). Write the modifier next to each of your scores.

Once you have chosen your race or class, you may make the following adjustments to your ability scores:

- If you are a Barbarian, Fighter, Ranger, or Paladin, you can increase your Strength by 1 point for every 2 points of Intelligence or 3 points of Wisdom you decrease. You also gain this option if you are a dwarf or halfling.
- If you are a Cleric or Druid, you can increase your Wisdom by 1 point for every 3 points of Strength or 2 points of Intelligence you decrease.
- If you are a Wizard, you can increase your Intelligence by 1 for every 3 points of Strength or 2 points of Wisdom you decrease.
- If you are a Monk, Ranger, or Rogue, you can increase your Dexterity by 1 point for every 2 points of Intelligence **and** 1 point of Wisdom you decrease.
- If you are a Bard, Sorcerer, or Warlock, you can increase your Charisma by 1 for every 3 points of Strength or 2 points of Wisdom you decrease.
- No ability score can be reduced below 9 using any of the above rules.

Designer Note

If this looks really hardcore, that is because it *is*. This method completely discards the idea that you create your own character. Instead of deciding on your class first and generating stats that best fit your desired build, you roll your stats first, and then choose the most appropriate Class to fit the results you are given by the roll of the dice.

The attitude reflected in using these rules is one where just like in real life, fate plays a part in who you are as a character, and you simply make do with the talents you are given. These rules were promptly changed in later editions, and they should be used with a word of warning: these were the rules created before anybody had fully comprehended what *Dungeons & Dragons* was. Little to no consideration was given to game-design conceits.

Variant: Organic Method

The method described here was first introduced in the *Dungeon Master's Guide v. 3.5*. It was presented as one of eight separate options, which I will also mention here, but it is by far the most intriguing one.

Roll 4d6 six times, discarding the lowest die each time. Place in order (Str, Dex, Con, Int, Wis, Cha) as rolled. Reroll any one ability score of your choice, taking the new roll if it's higher. Then switch any two ability scores. This method allows some choice but doesn't let a player have all their ability scores exactly where they want them. A character might have to learn to cope with unwanted clumsiness (just as in real life), or they may have a personal talent that isn't usual for a member of their class (such as a high Strength score for a sorcerer).

Variant: Point Buy for the Dawn State

The method described here is a slight variation on the Point-Buy system that is already offered in the *Player's Handbook*. The main difference is that I've expanded the range of potential scores to be from 7-16, rather than 8-15.

Allowing for the -2 modifier during character creation and the +4 modifier with racial bonuses makes character creation a bit more interesting – players will still need to take an Ability Score Improvement to reach the ability score maximum at 20, but they can achieve this with one Ability Score Improvement rather than two.

You have 33 points to spend on your ability scores. The cost of each score is shown on the table below.

Ability Score Point Cost

Score	Cost	Score	Cost
7	0	12	5
8	1	13	6
9	2	14	7
10	3	15	9
11	4	16	11

If you'd rather not fiddle with the math of this point-buy system of choosing your ability scores, grab one of the arrays of six ability scores on the right side of this page. Of course you get to arrange the ability scores in the order you'd like them. (All arrays built with 33 points).

16	16	16	7	7	7
16	16	15	8	8	7
16	16	14	10	8	7
16	16	12	10	10	7
16	16	10	10	10	9
16	15	14	12	8	7
16	15	14	10	10	7
16	15	12	12	10	7
16	15	11	10	10	10
16	14	13	12	10	8
16	14	12	12	12	7
16	14	12	12	10	9
16	13	13	11	10	10
16	13	12	12	10	10
15	15	15	12	8	7
15	15	14	12	10	7
15	15	13	12	10	8
15	14	14	14	10	7
15	14	14	13	10	8
15	14	13	12	10	10
15	13	13	12	12	9
15	13	12	12	12	10
14	14	14	14	12	7
14	14	14	13	10	10
13	13	13	12	12	12

Variant: Point Buy for Superheroes

The method described here is a slight variation on the Point-Buy system that is already offered in the *Player's Handbook*. The power scale emulates the superhero characters mentioned at the start of this chapter, with ability scores ranging from 7-18. It is possible to expand this scale further, but because racial increases can give you a +2 in a score (giving you a potential ability score of 20 at 1st Level) and because 5th Edition employs bounded accuracy, I would not recommend expanding the range beyond this.

You have 28 points to spend on your ability scores. The cost of each score is shown on the table below. For example, a score of 14 costs 6 points. Using this method, 18 is the highest ability score you can end up with, before applying racial increases. You can't have a score lower than 8.

This method of determining ability scores enables you to create a set of highly spaced numbers (18, 16, 10, 7, 7, 7), a set of numbers that are nearly equal (14, 14, 14, 14, 10, 10), or any set of numbers between those extremes.

Ability Score Point Cost

Score	Cost	Score	Cost
7	0	13	5
8	0	14	6
9	1	15	8
10	2	16	10
11	3	17	13
12	4	18	16

18	16	10	8	8	8
18	15	10	10	8	8
18	14	12	10	8	8
18	14	10	10	10	10
18	13	12	10	9	8
18	12	12	12	8	8
18	12	10	10	10	10
17	17	10	8	8	8
17	16	12	9	8	8
17	16	10	10	9	8
17	15	12	10	9	8
17	14	14	10	9	8
16	16	14	10	8	8
16	16	10	10	10	10
16	15	14	10	10	8
16	14	14	12	10	8
16	14	12	12	10	10
16	12	12	12	12	10
15	15	15	12	8	8
15	15	15	10	10	8
15	15	14	12	10	8
15	14	14	12	10	10
15	12	12	12	12	12
14	14	14	14	12	8
14	14	14	14	10	10

Chapter 2: Races

Dwarf

THEY RODE ON IN SILENCE. EVENTUALLY HOLGER asked what a woods dwarf did. Hugi said his people lived in the forest – which seemed of enormous extent – off mushrooms and nuts and such, and had a working arrangement with the lesser animals like rabbits and squirrels. They had no inherent magical power, such as the true Faerie dwellers did, but on the other hand they had no fear of iron or silver or holy symbols.

‘We’ll ha’ naught to do wi’ the wars in this uneasy land,’ said Hugi. ‘We’ll bide our ain lives and let Heaven, Hell, Earth, and the Middle World fight it oot as they will. And when yon proud lairds ha’ laid each the other oot, stiff and stark, we’ll still be here. A pox on ‘em all!’ Holger got the impression that this race resented the snubs they had from men and Middle Worlders alike.

–Poul Anderson,

Three Hearts and Three Lions

Roleplaying a Dwarf

Taciturn and stubborn, especially to strangers, dwarves acquire more nuance when you dig beneath the surface. Dwarven traits from most any fantasy source can serve as inspiration for the player who wishes to emulate a dwarf. Here are three which are easy for the player to make use of: a respect for the clan, a respect for ale, and a respect for magical treasure.

Kin & Clan. Clan and ancestry are important motivators for dwarvenkind. A dwarf might seek to restore a clan’s lost honor, avenge an ancient wrong the clan suffered, or earn a new place within the clan after having been exiled. They may search for holy artifacts touched by their gods or wielded by their ancestors, lost on the field of battle in ages past.

Ale Brewers. Given that most dwarven homes are deep under the earth, you’d expect dwarves to be distilling liquor. That would work a lot easier underground. But the dwarves of lore love brewing ale and the quest for quality ingredients and dedicated brew masters are a major part of why dwarves interact with the far corners of the world.

A Love of Treasure. It is not unusual for a dwarf to look over another adventurer’s treasures, evaluating how well the treasure has been taken care of, and conversing with any sentient treasures to see how they feel about their owner. Obviously, most adventurers take excellent care of their magical gear, so dwarves rarely have cause for concern. That doesn’t take the edge off of their natural obsession with treasure, though.

Dwarf Traits

Your dwarf character has an assortment of inborn abilities, part and parcel of dwarven nature.

Ability Score Increase. Your Constitution score increases by 2.

Age. Dwarves mature at the same rate as humans, but they’re considered young until they reach the age of 50. On average, they live about 200 years.

Alignment. Most dwarves are lawful, believing firmly in the benefits of a well-ordered society. They tend towards good as well, with a strong sense of fair play and a ablief that everyone deserves to share in the benefits of a just order.

Size. Dwarves stand between 3 and 5 feet tall. They average out to 4 feet in height and 150 pounds in weight. Your size is Medium.

Speed. Your base walking speed is 25 feet. Your speed is not reduced by wearing heavy armor.

Infravision. Dwarven infravision enables you to see up to 60 feet in darkness. You can’t discern color in darkness, only shades of gray.

Dwarven Resilience. You have advantage on saving throws against poison, and you have resistance against poison damage (explained in chapter 9, “Combat”).

Dwarven Combat Training. You have proficiency with the battleaxe, handaxe, light hammer, and warhammer.

Tool Proficiency. You gain proficiency with the artisan’s tools of your choice: smith’s tools, brewer’s supplies, or mason’s tools.

Stonecunning. Whenever you make an Intelligence (History) check related to the origin of stonework, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

Speak with Small Beasts. Through sounds and gestures, you can communicate simple ideas with Small or smaller beasts. While dwarves are a taciturn lot at times, they have a soft spot for animals and often converse with squirrels, badgers, rabbits, moles, woodpeckers, and other creatures when they see them.

Languages. You can speak, read, and write Common, Dwarvish, and one extra language which is written in Dwarvish script (explained in chapter 4, “Personality and Background”).

Subrace. Two main subraces of dwarves populate the world: hill dwarves and mountain dwarves. Choose one of these subraces.

Hill Dwarf

As a hill dwarf, you have keen senses, deep intuition, and remarkable resilience.

Ability Score Increase. Your Wisdom score increases by 1.

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

Mountain Dwarf

As a mountain dwarf, you're strong and hardy, accustomed to a difficult life in rugged terrain. You're probably on the tall side (for a dwarf), and tend toward lighter coloration.

Ability Score Increase. Your Strength score increases by 2.

Dwarven Armor Training. You have proficiency with light and medium armor.

Elf

'ELVES' IS A TRANSLATION, NOT PERHAPS NOW *very suitable, but originally good enough, of Quendi. They are represented as a race similar in appearance (and more so the further back) to Men, and in former days of the same stature. I will not here go into their differences from Men! But I suppose that the Quendi are in fact in these histories very little akin to the Elves and Fairies of Europe; and if I were pressed to rationalize, I should say that they represent really Men with greatly enhanced aesthetic and creative faculties, greater beauty and longer life, and nobility – the Elder Children, doomed to fade before the Followers (Men), and to live ultimately only by the thin line of their blood that was mingled with that of Men, among whom it was the only real claim to 'nobility'...*

Elves represent, as it were, the artistic, aesthetic, and purely scientific aspects of the Humane nature raised to a higher level than is actually seen in Men. That is: they have a devoted love of the physical world, and a desire to observe and understand it for its own sake and as 'other' – specifically as a reality derived from God in the same degree as themselves – not as a material for use or as a power-platform.

–J.R.R. Tolkien,

The Letters of J.R.R. Tolkien

Roleplaying an Elf

Elves are often considered frivolous and aloof, but as a player this can be tiresome to play when it is all you have to work with. Here are three interesting relationships that the player can take inspiration from: the relationship between various elven subraces, the relationship between elf and fey, and the relationship between elves and art.

Shards of the Elven People. How unified are the three subraces of the elves, and what can be done to disturb or enhance this unity? What courts or monarchs exist that your character might serve or be exiled by? Exploring elven politics is a great way of diving into who your character is and what they care about.

The Feywild. While elves are not considered fey, they do have fey ancestry, and thus have connections to Fey realms. An elf may wish to find some ancient hag to ask her a question, or seek a magical plant that grows only in the Feywild. From there, an elf may have a burgeoning curiosity to explore other planes, either to satisfy their own curiosity or to meet other beings as old as themselves.

Art in Everything. Elves outlive all of the other races, giving them a broad perspective that is sometimes difficult for the other races to fathom. Partially as a result of their longevity, elves are entranced by beauty and tend to see artistic expression as being its own virtue, as worthy of protection as a town or an ideal. They may ask a companion to continue using a spell they find aesthetically attractive, or marvel at the craftsmanship behind a church or piece of armor and seek to praise the creator. These quirks can enhance your roleplaying experience in the quiet lulls between conflicts.

Elf Traits

Your elf character has a variety of natural abilities, the result of thousands of years of elven refinement.

Ability Score Increase. Your Dexterity score increases by 2.

Age. Although elves reach physical maturity at about the same age as humans, the elven understanding of adulthood goes beyond physical growth to encompass worldly experience. An elf typically claims adulthood and an adult name around the age of 100 and can live to be 750 years old.

Alignment. Elves love freedom, variety, and self-expression, so they lean strongly toward the gentler aspects of chaos. They value and protect others' freedom as well as their own, and they are more often good than not. The drow are an exception; their exile into darkness has made the vicious and dangerous. Drow are more often evil than not..

Size. Elves range from under 5 to over 6 feet tall and have slender builds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Infravision. Elven infravision enables you to see up to 60 feet in darkness. You can't discern color in darkness, only shades of gray.

Keen Senses. You have proficiency in the Perception skill.

Fey Ancestry. You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Trance. Elves don't need to sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day. (The Common word for such meditation is "trance.") While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

Languages. You can speak, read, and write Common and Elvish. Elvish is fluid, with subtle intonations and intricate grammar. Elven literature is rich and varied, and their songs and poems are famous among other races. Many bards learn their language so they can add Elvish ballads to their repertoires.

Subrace. Ancient divides among the elven people resulted in three main subraces: high elves, wood elves, and dark elves, who are commonly called drow. Choose one of these subraces.

High Elf

As a high elf, you have a keen mind and a mastery of at least the basics of magic. High elves often have the fairest skin of the elves, and hair colors ranging from silver-white, black, or blue to warmer shades of blond, brown, and red. Their eyes are blue or green and flecked with gold.

Ability Score Increase. Your Intelligence score increases by 1.

Elf Weapon Training. You have proficiency with the longsword, shortsword, shortbow, and longbow.

Cantrip. You know one cantrip of your choice from the wizard spell list. Intelligence is your spellcasting ability for it.

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

Variant High Elf Traits

If the high elves in your campaign have strong ties to the Feywild, your Game Master might allow a reflection of that with these variant traits, which replace the high elf's Cantrip and Extra Language traits. Since *misty step* is a 2nd-level spell, this ability is potent enough that this variant doesn't need additional traits. You can explain away their lack of an Extra Language as a result of their increased isolation.

Fey Step. You can cast the *misty step* spell once using this trait. You regain the ability to do so when you finish a short or long rest.

Wood Elf

As a wood elf, you have keen senses and intuition, and your fleet feet carry you quickly and stealthily through your native forests. Wood elves' skin tends to be copper in hue, sometimes with traces of green. Their hair tends towards browns, blacks, blonds, and copper tones. Their eyes are green, brown, or hazel. If you wish to make them a bit more exotic (a la the Sylvari in *Guild Wars*) you can alter their appearance to be more plant-like, with your Game Master's permission.

Ability Score Increase. Your Wisdom score increases by 1.

Elf Weapon Training. You have proficiency with the longsword, shortsword, shortbow, and longbow.

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

Mask of the Wild. You can attempt to hide even when you are only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.

Dark Elf (Drow)

Descended from an earlier subrace of elves, the drow were banished from the realms of the other races for following dark powers down the path of evil.

Ability Score Increase. Your Charisma score increases by 1.

True Darkvision. Thanks to your connection to dark powers, you can see perfectly in non-magical darkness, up to a range of 120 feet.

Sunlight Sensitivity. You have disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight when you, the target of your attack, or whatever you are trying to perceive is in direct sunlight.

Drow Magic. You know the *dancing lights* cantrip. When you reach 3rd level, you can cast the *faerie fire* spell once with this trait and regain the ability to do so when you finish a long rest. When you reach 5th level, you can cast the *darkness* spell once with this trait and regain the ability to do so when you finish a long rest. Charisma is your spellcasting ability for these spells.

Drow Weapon Training. You have proficiency with rapiers, short swords, and hand crossbows.

Halfling

IN A HOLE IN THE GROUND THERE LIVED A HOBBIT. *Not a nasty, dirty, wet hole, filled with the ends of worms and an oozy smell, nor yet a dry, bare, sandy hole with nothing in it to sit down on or to eat: it was a hobbit-hole, and that means comfort.*

The mother of our particular hobbit – what is a hobbit? I suppose hobbits need some description nowadays, since they have become rare and shy of the Big People, as they call us. They are (or were) a little people, about half our height, and smaller than the bearded dwarves. Hobbits have no beards. There is little or no magic about them, except the ordinary everyday sort which helps them to disappear quietly and quickly when large stupid folk like you and me come blundering along, making a noise like elephants which they can hear a mile off. They are inclined to be fat in the stomach; they dress in bright colours (chiefly green and yellow); wear no shoes, because their feet grow natural leathery soles and thick warm brown hair like the stuff on their heads (which is curly); have long clever brown fingers, good-natured faces, and laugh deep fruity laughs (especially after dinner, which they have twice a day when they can get it). Now you know enough to go on with.

–J.R.R. Tolkien,
The Hobbit

Roleplaying a Halfling

The comforts of home are the goals of most halflings' lives: a place to settle in peace and quiet, far from the chaos of the world. For a bit more excitement, here are three considerations when playing a halfling: the origins of halflings, the end of the adventure, and the luck that halflings are known for.

Origins. The elves, the dwarves, and even the humans all have their own creation myths, but they seldom come up in daily life and are generally regarded as ancient history. Halfling origin stories, on the other hand, are widespread and diverse – they are widely agreed to be the youngest race. Dwarves say halflings were once dwarves who preferred the sunlit hills of the world to the mountains, caves, and woods. Elves say halflings have always been peaceful and exist as a magical manifestation of the peace of the realm. Some humans say halflings are a people destined to save a future world. The truth may not be out there...but it may be something interesting for the player to explore.

An End to Adventure. Halflings are little men with big appetites and comfortable homes, and they seek to return to those homes as soon as whatever little distraction they are on is completed, though their wanderlust or curiosity may allow for another delay, and yet another one. Halflings

are more likely than most to reminisce about the comforts of home rather than to dream of gold and glory. Bring this down-to-earth attitude to life through your character and you'll bring a whole new dimension to the game. Inquire about what other characters will do once their quests are over.

Blessed by Luck. Halflings are notoriously lucky, so much so that their luck can rub off on those around them. While the intent of the halfling's Good Luck Charm feature is to aid the party, you can impart that luck narratively to the people you visit throughout your journey, or cite it as a reason to keep you alive if you are captured. The uses are limitless if you allow yourself to be creative.

Halfling Traits

Your Halfling character has a number of traits in common with all other halflings.

Ability Score Increase. Your Dexterity score increases by 2.

Age. A Halfling reaches adulthood at the age of 20 and generally lives into the early years of his or her second century.

Alignment. Most halflings are lawful good. As a rule, they are good-hearted and kind, hate to see others in pain, and have no tolerance for oppression. They are also very orderly and traditional, leaning heavily on the support of their community and the comfort of their old ways.

Size. Halflings average about 3 feet tall and weigh about 40 pounds. Your size is Small.

Speed. Your base walking speed is 25 feet.

Good Luck Charm. When you roll a 1 on the d20 for an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll. Additionally, once per long rest, you can allow a friendly ally within 10 feet of you to reroll a 1 on a d20 in the same manner.

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

Halfling Nimbleness. You can move through the space of any creature that is of a size larger than yours and opportunity attacks against you made by any creature that is of a size larger than yours are made with disadvantage.

Languages. You can speak, read, and write Common and Halfling. The Halfling language isn't secret, but halflings are loath to share it with others. They write very little, so they don't have a rich body of literature. Their oral tradition, however, is very strong. Almost all halflings speak Common to converse with the people in whose lands they dwell or through which they are traveling.

Subrace. The two main kinds of Halfling, lightfoot and stout, are more like closely related families than true subraces. Choose one of these subraces.

Lightfoot Halfling

As a lightfoot halfling, you are adept at blending into a crowd, and are prone to more wanderlust than other halflings.

Ability Score Increase. Your Dexterity score increases by 1.

Naturally Stealthy. You can attempt to hide even when you are obscured only by a creature that is at least one size larger than you.

Stout Halfling

As a stout halfling, you're hardier than average. Rumors have it that the stouts have dwarven blood.

Ability Score Increase. Your Constitution score increases by 1.

Stout Resilience. You have advantage on saving throws against poison and you have resistance against poison damage.

Human

Roleplaying a Human

At the time of this writing, it is January 1st, 2017. There are an estimated 7.4 billion humans living on Earth. This is worth meditating on for a minute. When we think about roleplaying humans and humanity, it is helpful to step back from fantasy conventions, whether they stem the mythical court of King Arthur, *One Thousand and One Nights*, Chinese *wuxia* stories, the Greek epics, or any other such tales. It is helpful to think of what humanity is to you and to those around you, and to consider the following:

When you play as a human, you give voice to someone new, one more voice to add to all of the voices of humanity that you hear on a daily basis. Whether you create a pauper or a prince, you will be giving a name to the nameless, a voice to the voiceless. Through the course of your adventure, that human's voice – unknown though it may be – may become a vehicle of explosive power.

When you play as a human, you paint a self-portrait of the world as you see it. Here are three things to think about when you are committing yourself to such a presentation: what is happiness to you, what is war to you, and what is justice to you?

Happiness. As of yet, there is no universally accepted answer to the question of what happiness constitutes. There are humans who find happiness in the darkest places, enslaved and abused by others. There are humans who find little of happiness despite lives of wealth and comfort. Some humans are grateful simply for being alive; life is a miracle to them. Others bring a dizzying spectrum of highs and lows into their lives to keep things fresh.

Think on what makes you happy, and on how you might want to portray or alter this with your character.

War. War is a bridge, built on bodies and often crossed out of hatred and fear. What lies on the other side of such a bridge? Who is left alive, and of those who can learn to make peace? Think about the people who may gain power after a war, and how you see those people. Think about the people who are downtrodden and victimized in the aftermath of war, and how you see those people. Think about war itself as a vehicle for your characterization – perhaps the conflict rages on even as you and your party go off questing together. Consider refugees and broken families, and consider whether or not you want to incorporate those stories into your own.

Justice. Even if you may not be a paladin, the human was the first race given access to the paladin class in *Dungeons & Dragons*, back when classes were only available to certain races. The huge variety of humans also means a broad array of perspectives on what is right and what is wrong. Consider which populations' rights you believe to be worth defending. Consider what forms of corruption you wish to combat or prevent. Finally, think about how you might treat those who denounce or push back against your justice.

Human Traits.

It's hard to make generalizations about humans, but your human character has these traits.

Ability Score Increase. Your ability scores each increase by 1.

Age. Humans reach adulthood in their late teens and live less than a century.

Alignment. Humans tend toward no particular alignment. The best and the worst are found among them.

Size. Humans vary widely in height and build, from barely 5 feet to well over 6 feet tall. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Skills. You gain proficiency in one skill of your choice.

Languages. You can speak, read, and write Common and one extra language of your choice. Humans typically learn the languages of other peoples they deal with, including obscure dialects. They are fond of sprinkling their speech with words borrowed from other tongues: Orc curses, Elvish musical expressions, Dwarvish military phrases, and so on.

Variant Human Traits

If your campaign uses the optional feat rules from chapter 6, your Game Master might allow these variant traits, all of which replace the human's Ability Score Increase and Languages traits.

Ability Score Increase. Two different ability scores of your choice increase by 1.

Feat. You gain one feat of your choice.

Languages. You speak, read, and write Common.

The focus that comes with training for a feat comes at the cost of your worldliness.

Optional Races

The Dragonborn and the rest of the races in this section are uncommon, and aren't necessarily part of the world. They will fit into any setting without problems, but they don't match all Game Masters' images of how they want their campaigns to work.

The point of having races in role-playing games is to set up the version of the game that you want to play. If a player wants to play as one of these races, they should have that right, but not necessarily at the expense of the Game Master's vision if the Game Master already knows how they want to handle such characters.

Roleplaying an Optional Race

Because the races in this chapter are uncommon, it is helpful to talk to your Game Master about what the race is like in their campaign. There are fewer literary references or folklore-inspired canons for these, after all.

If the race you want to play or emphasize in your game isn't included here, feel free to talk to your Game Master nonetheless about bringing it in, and see what they have to say on the matter. The six races presented here could be the most common additions to fantasy worlds, but there are many others. Some come in from other planes, others surface from dungeons or are created by the gods, and a few have been in the world all along but simply aren't as numerous as the major races.

Dragonborn

By any name, this race of draconic humanoids is torn between the influence of good and evil. If you are fond of them, sprinkle this race all over your world in their own self-sufficient clans and cities. If you don't like draconic humanoids running around on two legs, it is easy enough to save them only for your players, who are perhaps the only Dragonborn around. Perhaps they all died out in the wars between the good and evil dragons of the world...except for the *one* that surfaces in your campaign.

Dragonborn Traits

Your draconic heritage manifests in a variety of traits you share with other dragonborn.

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

Age. Young Dragonborn grow quickly. They walk hours after hatching, attain the size and development of a 10-year-old human child by the age of 3, and reach adulthood by 15. They live to be around 80.

Alignment. Dragonborn tend to extremes, making a conscious choice for one side or the other in the cosmic war between good and evil dragons. Most Dragonborn are good, but those who side with darkness can be terrible villains.

Natural Armor. You have tough, scaly skin. When you aren't wearing armor, your AC is 13 + your Dexterity modifier. You can use your natural armor to determine your AC if the armor you wear would leave you with a lower AC. A shield's benefits apply as normal while you use your natural armor.

Speed. Your base walking speed is 30 feet.

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

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

When you use your breath weapon, each creature in the area of the exhalation must make a saving throw, the type of which is determined by your draconic ancestry. The DC for this saving throw equals 8 + your Constitution modifier + your proficiency bonus. A creature takes 2d6 damage on a failed save, and half as much damage on a successful one. The damage increases to 3d6 at 6th level, 4d6 at 11th level, and 5d6 at 16th level.

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

Damage Resistance. You have resistance to the damage type associated with your draconic ancestry.

Languages. You can speak, read, and write Common and Draconic. Draconic is thought to be one of the oldest languages and is often used in the study of magic. The language sounds harsh to most other creatures and includes numerous hard consonants and sibilants.

Gnomes

Gnomes are small people who live in hilly, wooded lands. Their underground homes are closer to the surface than the typical dwarf homestead, but not so exposed as a halfling home. They have a remarkable talent for magic, and enjoy the power of illusion. Gnomes are often eccentric and interested in puns and pranks, though the gnomes in your campaign may vary.

Gnome Traits

Ability Score Increase. Your Intelligence score increases by 2.

Age. Gnomes mature at the same rate humans do, and most are expected to settle down into an adult life by around age 40. They can live 200 or more years.

Alignment. Gnomes are most often good. Those who tend toward law are sages, engineers, researchers, scholars, investigators, or inventors. Those who tend toward chaos are minstrels, tricksters, wanderers, or fanciful jewelers. Gnomes are good-hearted, and even the tricksters among them are more playful than vicious.

Infravision. Gnomish infravision enables you to see up to 60 feet in darkness. You can't discern color in darkness, only shades of gray.

Gnome Cunning. You have advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

Natural Illusionist. You know the *minor illusion* cantrip. Intelligence is your spellcasting ability for it.

Subrace. Two subraces of gnomes exist: forest gnomes and rock gnomes. Choose one of these subraces.

Forest Gnome

As a forest gnome, you have a natural talent for druidic magic. Forest gnomes gather in hidden communities in sylvan forests, using illusions and trickery to conceal themselves from threats. They regard elves and good fey as their most important allies. These gnomes also befriend nature itself, relying on small forest animals and plants for information about threats that might prowl their lands.

Ability Score Increase. Your Dexterity score increases by 1.

Natural Druids. You can cast the *druidcraft* cantrip at will, requiring no material components. Intelligence is your spellcasting ability for it.

Speech of the Beast and Leaf. You have the ability to convey simple ideas to beasts and plants. They understand the meaning of your words, though you have no special ability to understand them. You have advantage on all Charisma checks you make to influence them.

Rock Gnome

As a rock gnome, you have a natural inventiveness and hardiness beyond that of other gnomes.

Ability Score Increase. Your Constitution score increases by 1.

Artificer's Lore. Whenever you make an Intelligence (History) check related to magic items, alchemical objects, or technological devices, you can add twice your proficiency bonus, instead of any proficiency bonus you normally apply.

Tinker. You have proficiency with artisan's tools (tinker's tools) and start with artisan's tools (tinker's tools) as if granted the equipment by your background. Using these tools, you can spend 1 hour and 10 gp worth of materials to construct a Tiny clockwork device (AC 5, 5 hp). The device ceases to function after 1 week (unless you spend 1 hour repairing it to keep the device functioning), or when you use your action to dismantle it; at that time, you can reclaim the materials used to create it. You can have up to three such devices active at a time.

When you create a device, choose one of the following options:

Clockwork Toy. This toy is a clockwork animal, monster, or person, such as a frog, mouse, bird, dragon, or soldier. When placed on the ground, the toy moves 5 feet across the ground on each of your turns in a direction you choose. It makes noises as appropriate to the creature it represents.

Fire Starter. The device produces a miniature flame, which you can use to light a candle, torch, or campfire. Using the device requires your bonus action.

Music Box. When opened, this music box plays a single song at a moderate volume. The box stops playing when it reaches the song's end or when it is closed.

Half-Elf

Walking in two worlds but truly belonging to neither, half-elves combine what some say are the best qualities of their elf and human parents: human curiosity, inventiveness, and ambition tempered by the refined senses, love of nature, and artistic tastes of the elves. They often have no lands of their own, and because of their appearance, they are seen as elves to humans and humans to elves. It is only other half-elves who truly understand what it is to live between these two worlds.

Half-Elf Traits

Your half-elf character has some qualities in common with elves and some that are unique to half-elves.

Ability Score Increase. Your Charisma score increases by 2, and two other ability scores of your choice increase by 1.

Age. Half-elves mature at the same rate humans do and reach adulthood around the age of 20. They live much longer than humans, however, often exceeding 180 years.

Alignment. Half-elves share the chaotic bent of their elven heritage. They value both personal freedom and creative expression, demonstrating neither love of leaders nor desire for followers. They chafe at rules, resent others' demands, and sometimes prove unreliable, or at least unpredictable.

Size. Half-elves are about the same size as humans, ranging from 5 to 6 feet tall. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Infravision. Thanks to your elf blood, you have infravision. You can see up to 60 feet in darkness. You can't discern color in darkness, only shades of gray.

Fey Ancestry. You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Skill Versatility. You gain proficiency in two skills of your choice.

Languages. You can speak read, and write Common, Elvish, and one extra language of your choice.

Half-Orc

Orc and human tribes sometimes form alliances, and inevitably half-orcs will be born, given enough time. Alternatively, it is possible that in your campaign that intercourse between orcs and humans is barren or lethal, and half-orc births are a supernatural response to the existence of orcs, a sort of anomaly that becomes clear as the child matures. How half-orcs are viewed varies from campaign to campaign – adjust your expectations accordingly.

Half-Orc Traits

Your half-orc character has certain traits deriving from your orc ancestry.

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

Age. Half-orcs mature a little faster than humans, reaching adulthood around age 14. They age noticeably faster and rarely live longer than 75 years.

Size. Half-orcs are somewhat larger and bulkier than humans, and they range from 5 to well over 6 feet tall. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Infravision. Thanks to your orc blood, you have infravision. You can see up to 60 feet in darkness. You can't discern color in darkness, only shades of gray.

Menacing. You gain proficiency in the Intimidation skill.

Relentless Endurance. When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You can't use this feature again until you finish a long reset.

Savage Attacks. When you critical hit with any 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.

Languages. You can speak, read, and write Common and Orc. Orc is a harsh, grating language with hard consonants. It has no script of its own but is written in the Dwarvish script.

Tiefling

Tieflings are derived from human bloodlines, but their fiendish heritage has left a clear imprint on their appearance. The fiend-touched race is treated as strange at best and an easy victim at worst. "One's a curiosity, two's a conspiracy, three's a curse," or so the saying goes.

Tiefling Traits

Tieflings share certain racial traits as a result of their infernal descent.

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

Age. Tieflings mature at the same rate as humans but live a few years longer.

Alignment. Tieflings might not have an innate tendency toward evil, but many of them end up there. Evil or not, an independent nature inclines many tieflings toward a chaotic alignment.

Size. Tieflings are about the same size and build as humans. Your size is Medium.

Speed. Your base walking speed is 30 feet.

True Darkvision. Thanks to your fiendish heritage, you can see perfectly in non-magical darkness, up to a range of 120 feet.

Hellish Resistance. You have resistance to fire damage.

Fiendish Legacy. You know the *thaumaturgy* cantrip. When you reach 3rd level, you can cast the *hellish rebuke* spell as a 2nd-level spell once with this trait and regain the ability to do so when you finish a long rest. When you reach 5th level, you can cast the darkness spell once with this trait and regain the ability to do so when you finish a long rest. Charisma is your spellcasting ability for these spells.

Languages. You can speak read, and write Common and either Infernal or Abyssal. Infernal is spoken by devils, and Abyssal by demons. Pick the appropriate language depending on which heritage you claim.

Swan Maiden

Swan maidens, sometimes called swanmays for short, form a unique sorority of lycanthropic rangers who attain their abilities through the acquisition of a special swan token. Swanmays are extremely selective about membership into this sorority, and only the most noble of women are inducted into the society. Other than only admitting female rangers, its requirements to join are unknown. Swanmays often hide from the world, protecting mankind and nature in secret.

Swanmays are special for their ability to transform into swans. These women are guided by their swan personalities. They are friendly with fey creatures and wood elves, and occasionally associate with druids and the rare ranger.

Swanmays in humanoid form appear as they did before their transformation, but may be recognized for what they are by their swan token. The same token becomes part of the swan's plumage upon transformation, or is worn on a leg.

Despite the name, there is the occasional rare man who is inducted into the sorority.

Swan Maiden Traits

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

Age. Swan maidens mature and age at the same rate as other humans and live less than a century.

Alignment. Because of their natures as guardians and protectors, swan maidens are typically good. However, their unique lycanthropy does not affect their alignment, so evil swan maidens exist within the sorority.

Size. Swan maidens start their lives as humans and as such can have any build and height that a human can have. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Shapechanger. You can use your action to polymorph into a Medium swan-humanoid hybrid or into a Small swan, or back into your true form, which is humanoid. Your statistics, other than your size and AC, are the same in each form. Any equipment you are wearing or carrying isn't transformed. You revert to your true form if you fall unconscious, drop to 0 hit points, or die. You gain no special actions while in your hybrid form, though feathers cloak your body.

One with Nature. You can cast the *beast sense* spell once using this trait. You regain the ability to do so when you finish a short or long rest.

Wild Empathy. You have proficiency in the Nature and Animal Handling skills.

Languages. You can speak, read, and write Common and Druidic, the secret language of druids. You can speak the language and use it to leave hidden messages. You and others who know this language automatically spot such a message. Others spot the message's presence with a successful DC 15 Wisdom (Perception) check but can't decipher it without magic.

Swan

Small beast, unaligned

Armor Class 12

Hit Points 3 (1d4+1)

Speed 10 ft., fly 60 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	12 (+1)	2 (-4)	12 (+1)	6 (-2)

Skills Perception +3

Senses passive Perception 13

Languages n/a

Challenge 0 (10xp)

Actions

Beak. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: 1 piercing damage

Chapter 3: Three Hearts and Three Lions

Fighter

Indomitable

Beginning at 9th level, you can reroll a saving throw that you fail. If you do so, you must use the higher roll, and you can't use this feature 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 17th level.

Champion

Remarkable Athlete

You can add half your proficiency bonus (round up) to any Strength, Dexterity, or Constitution checks you make, including those that already use your proficiency bonus.

In addition, when you make a running jump, the distance you can cover increases by a number of feet equal to your Strength modifier.

Cleric

Trickery Domain

Blessing of the Trickster

Starting when you choose this domain at 1st level, you can use your action to touch a willing creature other than yourself to give it advantage on Dexterity (Sleight of Hand) and Dexterity (Stealth) checks. This blessing lasts for 1 hour or until you use this feature again.

Channel Divinity: Cloak of Shadows

Starting at 6th level, you can use your Channel Divinity to vanish.

As a bonus action, you become invisible until the end of your next turn. You become visible if you attack or cast a spell.

Divine Strike

At 8th level, you gain the ability to infuse your weapon strikes with poisons and acids – gifts from your deity. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 poison or acid damage (your choice) to the target. When you reach 14th level, the extra damage increases to 2d8

Warlock

Pact Boons

Pact of the Blade

You can use your bonus action to create a pact weapon in your empty hand. You can choose the form that this melee weapon takes each time you create it (see chapter 5 for weapon options). You are proficient with it while you wield it. This weapon counts as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Your pact weapon disappears if it is more than 5 feet away from you for 1 minute or more. It also disappears if you use this feature again, if you dismiss the weapon (no action required), or if you die.

You can transform one magic weapon into your pact weapon by performing a special ritual while you hold the weapon. You perform the ritual over the course of 1 hour, which can be done during a short rest. You can then dismiss the weapon, shunting it into an extradimensional space, and it appears whenever you create your pact weapon thereafter. You can't affect an artifact or a sentient weapon in this way. The weapon ceases being your pact weapon if you die, if you perform the 1-hour ritual on a different weapon, or if you use a 1-hour ritual to break your bond to it. The weapon appears at your feet if it is in the extradimensional space when the bond breaks.

Barbarian

Path of the Berserker

For some barbarians, rage is a means to an end – that end being violence. The Path of the Berserker is a path of untrammelled fury, slick with blood. As you enter the berserker’s rage, you thrill in the chaos of battle, heedless of your own health or well-being.

Reservoir of Anger

Yours is a path that seeks conflict and escalation, and your rage is not tempered by mere fatigue. You can spend one or more Hit Dice at the end of a short or long rest, up to your maximum number of Hit Dice. For each Hit Die spent this way, reduce your exhaustion level by 1,

Frenzy

Starting when you choose this path at 3rd level, you can go into a frenzy when you rage. If you do so, for the duration of your rage you can make a single melee weapon attack as a bonus action on each of your turns after this one. When your rage ends, you suffer one level of exhaustion (as described in appendix A).

Mindless Rage

Beginning at 6th level, you can’t be charmed or frightened while raging. If you are charmed or frightened when you enter your rage, the effect is suspended for the duration of the rage.

Intimidating Presence

Beginning at 10th level, you can use your action to frighten someone with your menacing presence. When you do so, choose one creature that you can see within 30 feet of you. If the creature can see or hear you, it must succeed on a Wisdom saving throw (DC equal to 8 + your proficiency bonus + your Strength or Charisma modifier (your choice)) or drop whatever it is holding and become frightened of you until the end of your next turn. On subsequent turns, you can use your action to extend the duration of this effect on the frightened creature until the end of your next turn. While frightened by this feature, a creature must take the Dash action and move away from you by the safest available route on each of its turns, unless there is nowhere to move. If the creature ends its turn in a location where it doesn’t have line of sight to you or more than 60 feet away from you, it can make a Wisdom saving throw. On a successful save, the effect ends.

If the creature succeeds on its saving throw, you can’t use this feature on that creature again for 24 hours.

Retaliation

Starting at 14th level, when you take damage from a creature that is within 5 feet of you, you can use your reaction to make a melee weapon attack against that creature.

Monk

Way of the Four Elements

Disciple of the Elements

When you choose this tradition at 3rd level, you learn magical disciplines that harness the power of the four elements. A discipline requires you to spend ki points each time you use it.

You know the Elemental Attunement discipline and three other elemental disciplines of your choice, which are detailed in the “Elemental Disciplines” section below. You learn three additional elemental disciplines of your choice at 6th, 11th, and 17th level.

Casting Elemental Spells. Some elemental disciplines allow you to cast spells. See chapter 10 for the general rules of spellcasting. To cast one of these spells, you use its casting time and other rules, but you don’t need to provide material components for it.

Once you reach 5th level in this class, you can spend additional ki points to increase the level of an elemental discipline spell that you cast, provided that the spell has an enhanced effect at a higher level, as *burning hands* does. The spell’s level increases by 1 for each additional ki point you spend. For example, if you are 5th-level monk and use Sweeping Cinder Strike to cast *burning hands*, you can spend 3 ki points to cast it as a second-level spell (the discipline’s base cost of 2 ki points plus 1).

The maximum number of ki points you can spend to cast a spell in this way (including its base ki point cost and any additional ki points you spend to increase its level) is determined by your monk level, as shown in the Spells and Ki Points table.

Spells and Ki Points

Monk Levels	Maximum Ki Points for a Spell
5 th -8 th	2
9 th -12 th	3
13 th -17 th	4
18 th -20 th	5

Elemental Disciplines

The elemental disciplines are presented in alphabetical order, as determined by the level you can learn the disciplines. If a discipline requires a level, you must be that level in this class to learn the discipline.

3rd Level Disciplines

Elemental Attunement. You can use your action to briefly control elemental forces nearby, causing one of the following effects of your choice:

- Create a harmless, instantaneous sensory effect related to air, earth, fire, or water, such as a shower of sparks, a puff of wind, a spray of light mist, or a gentle rumbling of stone.
- Instantaneously light or snuff out a candle, a torch, or a small campfire.
- Chill or warm up to 1 pound of nonliving material for up to 1 hour.
- Cause earth, fire, water, or mist that can fit within a 1-foot cube to shape itself into a crude form you designate for 1 minute.

Fangs of the Fire Snake. When you use the Attack action on your turn, you can cause tendrils of flame to stretch out from your fists and feet. Your reach with your unarmed strikes increases by 10 feet for that action, as well as the rest of the turn. A hit with such an attack deals fire damage instead of bludgeoning damage, and if you spend 2 ki points when the attack hits, it also deals an extra 1d10 fire damage.

Fist of Four Thunders. You can spend 1 ki point to cast *thunderwave*.

Fist of Unbroken Air. You can create a blast of compressed air that strikes like a mighty fist. As an action, you can spend 2 ki points and choose a creature within 30 feet of you. That creature must make a Strength saving throw. On a failed save, the creature takes 3d10 bludgeoning damage, plus an extra 1d10 bludgeoning damage for each additional ki point you spend, and you can push the creature up to 20 feet away from you and knock it prone. On a successful save, the creature takes half as much damage, and you don't push it or knock it prone.

Rush of the Gale Spirits. You can spend 2 ki points to cast *gust of wind*.

Shape of the Flowing River. As an action, you can spend 1 ki point to choose an area of ice or water no larger than 30 feet on a side within 120 feet of you. You can change water to ice within the area and vice versa, and you can reshape ice in the area in any manner you choose. You can raise or lower the ice's elevation, create or fill in a trench,

erect or flatten a wall, or form a pillar. The extent of any such changes can't exceed half the area's largest dimension. For example, if you affect a 30-foot square, you can create a pillar up to 15 feet high, raise or lower the square's elevation by up to 15 feet, dig a trench up to 15 feet deep, and so on. You can't shape the ice to trap or injure a creature in the area.

Sweeping Cinder Strike. You can spend 1 ki point to cast *burning hands*.

Water Whip. You can spend 2 ki points as an action to create a whip of water that shoves and pulls a creature to unbalance it. A creature that you can see that is within 30 feet of you must make a Dexterity saving throw. On a failed save, the creature takes 3d10 bludgeoning damage, plus an extra 1d10 bludgeoning damage for each additional ki point you spend, and you can either knock it prone or pull it up to 25 feet closer to you. On a successful save, the creature takes half as much damage, and you don't pull it or knock it prone.

6th Level Disciplines

Clench of the North Wind. You can spend 2 ki points to cast *hold person*.

Gong of the Summit. You can spend 2 ki points to cast *shatter*.

Mote of the Sun. You can spend 2 ki points to cast *flaming sphere*.

Claws of the Red Dragon. You can spend 2 ki points to cast *scorching ray*.

11th Level Disciplines

Cold Contemplation (11th Level Required). You can spend 3 ki points to cast *sleet storm*.

Flames of the Phoenix (11th Level Required). You can spend 3 ki points to cast *fireball*.

Mist Stance (11th Level Required). You can spend 3 ki points to cast *gaseous form*, targeting yourself.

Ride the Wind (11th Level Required). You can spend 3 ki points to cast *fly*, targeting yourself.

Gale of the Crossroads (11th Level Required). You can spend 3 ki points to cast *wind wall*.

River of the Hungry Flame (17th Level Required). You can spend 4 ki points to cast *wall of fire*.

Howl of the North Wind (17th Level Required). You can spend 4 ki points to cast *ice storm*.

Breath of Winter (17th Level Required). You can spend 5 ki points to cast *cone of cold*.

Eternal Mountain Defense (17th Level Required). You can spend 4 ki points to cast *stoneskin*, targeting yourself.

Wave of Rolling Earth (17th Level Required). You can spend 5 ki points to cast *wall of stone*.

Dawn State Ranger & Ranger Companions

Design Approach (skip to Page 2 if you want to get to the crunch of the class, Page 7 for the companions): There are dozens of approaches to the ranger, some simple, some complex. Some are spell-less, some are even more magically enhanced.

I have seen alterations so simple as to give the beast more HP based on a survivability formula, or to give the ranger prepared spellcasting instead of spells known. I've seen folks that call the PHB ranger absolutely unplayable, and I've seen folks who state that it is not only balanced, but that even the Beast Master archetype is fantastic (There is the occasional pteradon-riding halfling out there that insists on pummeling home their effectiveness).

Wizards of the Coast has released an official revised ranger in their September 2016 Unearthed Arcana article, one that revamps the Beast Master while also tweaking the core class features, though they admitted that multiclass considerations did not have a big influence on their design.

Why do this, then? Why not just take one of the many approaches out there that works?

There are multiple answers:

1. First and foremost, some of the ideas here don't reflect the needs of the average campaign. I was inspired largely by the monsters in the online web serial *Twig* written by Wildbow and wanted to have ranger companions that had been surgically or magically altered to fight alongside the ranger.
2. I was also inspired by the minimalistic alterations of /u/Leuku on the Beast Master, via the Reddit post "What the Beast Master Needs is Accounting".
3. Finally, I wanted to take design ideas from the Revised Ranger, but wanted to dial back the power so that multi-classing as a ranger didn't make you suddenly much better at initiative, but simply better at exploration features.
4. Finally, and this links back to number 1, I got the idea that it would be more interesting for the player and more easily compartmentalized for the designer to create specific beasts with the Beast Master in mind. The current design philosophy is to take beasts made for combat and to *adapt* them to be a beast companion, which makes sense if you solely have the wilderness as your source for animal companions.

In *Twig*, scientists start experimenting with animals, creating specialized creatures for war, for tracking, for spying, and the like. This is even done within the *Forgotten Realms* to some extent – we see Earth Cultists that ride young bulettes and ankhegs, we see Dragon Cultists that have figured out ways of creating Guard Drakes through Tiamat's influence, and we see a bunch of cool synergies between creatures and NPCs that can be used perhaps as a flavor basis for the Beast Master.

While I like portions of the Revised Ranger, I overall found the revival mechanics to be too far removed from who I imagined a ranger to be – it seemed more inspired by Full Metal Alchemist or by a powerful cleric of revival magic than any ranger I'd seen or read about. I also thought that the PHB Ranger's mechanic where the player must order the beast around at low levels to be fascinating rather than restrictive. I realize many people like having the beast as its own character, with its own initiative and with its own bonds and personality, but I've found in practice that it is more streamlined for the beast's action economy to be linked to the player character and their initiative. If you properly treat a beast companion as its own character, any Beast Master would by default get far more attention from the GM than the other players both in combat and out.

I'm aware these are non-issues for the majority of games. There are players who hate the idea that a beast won't act until ordered, players who love reviving their beast so that it will never die (allowing them to place it in more strategic but potentially callous positions in battle). I'm sure many players are delighted that they get some personality fluff added to their companion in the Revised Ranger, and that folks who actively dislike that part can just ignore it. These are the majority, and they will probably prefer the UA Revised Ranger to the version here.

All of the above simply provides a backdrop explaining *why* I created this. I hope folks find it illuminating.

Sincerely,
/u/jojirius

P.S. A documentation of specific changes can be found on page 2. Much of the text is simply adapted from the multitude of work that has already been done, which makes it a much more complete printout to use for players.

Documentation of Changes

1. Hunter gains Steel Will at 7th level for free.
2. Added Coordinated Attack and Beast's Defense at level 7.
3. Natural Explorer is always on, except for Int/Wis checks, which get double your proficiency in your favored terrain.
4. Primeval Awareness buffed to give advantage on initiative rolls and a minor flavor effect with beasts.
5. Foe Slayer buffed to be more versatile.
6. Giant Killer adjusted to be more focused on player agency.
7. Alterations made to Ranger's Companion and the added Companion's Bond section:
 - Can pick a creature of CR ½ or lower
 - Can pick a larger creature, though it will be counted as medium
 - Can pick from the Handler's List of Companions
 - Proficiency is now added to all saving throws
 - Proficiency is now added to all save DCs
 - The hit point maximum is now five times ranger level
 - The companion gets Ability Score Increases
 - The companion benefits from your Favored Enemy
8. Added Handler's List of Companions.
9. Spell Addition from Elemental Evil Player's Companion – I realize this spell is considered simply RAW for most folks since it is available via a completely free resource, but I'm including it for the convenience of folks who are playing only with the PHB, either because they are still new to the game or because of bookkeeping inconveniences.

Concerns

1. Granting a non-defensive option (Coordinated Attack) at Level 7 seems a bit strong, especially while Extra Attack is still present. I'm happier with it than normal because it robs the companion of opportunity attacks, and because the end result is going to incentivize more ranger + companion tactics, without robbing the ranger of their Extra Attack if the companion dies mid-adventure, as might happen to the UA Revised Ranger.
2. I think that there may be a slight imbalance since I recommend directly adding proficiency bonus rather than replacing the beast's proficiency bonus. That said, my way is quicker and requires less backtracking to figure out doubled proficiencies and the like (for example, for the Panther's stealth ability).
3. There will always be things that are left out – I don't have the Blink Dog as an option in the Handler's List, for example, and that is arguably a creature that belongs in there. I personally dislike having a ranger whose pet is able to teleport – it was an aesthetic choice to exclude that particular creature. It could easily be added in without breaking the game, I think. Similarly, I didn't stat any enhanced goats, elk, etc., in the Handler's List. I imagine you could re-skin the Gilded Boar though to make those companions work. With 14 choices of companion, I think *most* players would be satisfied, possibly even overwhelmed.

Class Features

As a ranger, you gain the following class features.

Hit Points

Hit Dice: 1d10 per ranger level

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

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

Proficiencies

Armor: Light armor, medium armor, shields

Weapons: Simple weapons, martial weapons

Tools: None

Saving Throws: Strength, Dexterity

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

Equipment

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

- (a) scale mail or (b) leather armor
- (a) two shortswords or (b) two simple melee weapons
- (a) a dungeoneer's pack or (b) an explorer's pack
- A longbow and a quiver of 20 arrows

Favored Enemy

Beginning at 1st level, you have significant experience studying, tracking, hunting, and even talking to a certain type of enemy.

Choose a type of favored enemy: aberrations, beasts, celestials, constructs, dragons, elementals, fey, fiends, giants, monstrosities, oozes, plants, or undead.

Alternatively, you can select two races of humanoid (such as gnolls and orcs) as favored enemies.

You have advantage on Wisdom (Survival) checks to track your favored enemies, as well as on Intelligence checks to recall information about them.

When you gain this feature, you also learn one language of your choice that is spoken by your favored enemies, if they speak one at all.

You choose one additional favored enemy, as well as an associated language, at 6th and 14th level. As you gain levels, your choices should reflect the types of monsters you have encountered on your adventures.

Natural Explorer

You are particularly familiar with one type of natural environment and are adept at traveling and surviving in such regions. Choose one type of favored terrain: arctic,

coast, desert, forest, grassland, mountain, swamp, or the Underdark. When you make an Intelligence or Wisdom check related to your favored terrain, your proficiency bonus is doubled if you are using a skill that you're proficient in.

While you are in your favored terrain, you can use the Hide action as a bonus action on your turn.

Additionally, while traveling for an hour or more in any circumstance, you gain the following benefits:

- Difficult terrain doesn't slow your group's travel.
- Your group can't become lost except by magical means.
- Even when you are engaged in another activity while traveling (such as foraging, navigating, or tracking), you remain alert to danger.
- If you are traveling alone, you can move stealthily at a normal pace.
- When you forage, you find twice as much food as you normally would.
- While tracking other creatures, you also learn their exact number, their sizes, and how long ago they passed through the area.

You choose additional favored terrain types at 6th and 10th level.

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.

Two-Weapon Fighting

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

Spellcasting

By the time you reach 2nd level, you have learned to use the magical essence of nature to cast spells, much as the druid does. See chapter 10 for the general rules of spellcasting and chapter 11 for the ranger spell list.

Spell Slots

The Ranger 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 *animal friendship* and have a 1st-level and a 2nd-level spell slot available, you can cast *animal friendship* using either slot.

Spells Known of 1st Level and Higher

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

The Spells Known column of the Ranger table shows when you learn more ranger 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 ranger spells you know and replace it with another spell from the ranger spell list, which also must be of a level for which you have spell slots.

Spellcasting Ability

Wisdom is your spellcasting ability for your ranger spells, since your magic draws on your attunement to nature. 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 ranger 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

Ranger Conclave

At 3rd level, you choose to emulate the ideals and training of a ranger conclave: the Hunter Conclave or the Handler Conclave, both detailed at the end of the class description. Your choice grants you features at 3rd level and again at 7th, 11th, and 15th level.

Primeval Awareness

At 3rd level, you establish a powerful link to beasts and to the land around you.

You have advantage on initiative rolls.

You have an innate ability to communicate with beasts, and they recognize you as a kindred spirit. Through

sounds and gestures, you can communicate simple ideas to a beast as an action, and can read its basic mood and intent. You learn its emotional state, whether it is affected by magic of any sort, its short-term needs (such as food or safety) and actions you can take (if any) to persuade it to not attack.

You cannot use this ability against a creature that you have attacked within the past 10 minutes.

Additionally, you can use your action and expend one ranger spell slot to focus your awareness on the region around you. For 1 minute per level of the spell slot you expend, you can sense whether the following types of creatures are present within 1 mile of you (or within up to 6 miles if you are in your favored terrain): aberrations, celestials, dragons, elementals, fey, fiends, and undead. This feature only reveals the creatures' numbers, but does not reveal their location.

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.

Land's Stride

Starting at 8th level, moving through nonmagical difficult terrain costs you no extra movement. You can also pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard.

In addition, you have advantage on saving throws against plants that are magically created or manipulated to impede movement, such those created by the entangle spell.

Hide in Plain Sight

Starting at 10th level, you can spend 1 minute creating camouflage for yourself. You must have access to fresh mud, dirt, plants, soot, and other naturally occurring materials with which to create your camouflage.

Once you are camouflaged in this way, you can try to hide by pressing yourself up against a solid surface, such as a tree or wall, that is at least as tall and wide as you are. You gain a +10 bonus to Dexterity (Stealth) checks as long as you remain there without moving or taking actions.

Once you move or take an action or a reaction, you must camouflage yourself again to gain this benefit.

Vanish

Starting at 14th level, you can use the Hide action as a bonus action on your turn regardless of where you are. Also, you can't be tracked by nonmagical means, unless you choose to leave a trail.

Feral Senses

At 18th level, you gain preternatural senses that help you fight creatures you can't see. When you attack a creature you can't see, your inability to see it doesn't impose disadvantage on your attack rolls against it.

You are also aware of the location of any invisible creature within 30 feet of you, provided that the creature isn't hidden from you and you aren't blinded or deafened.

Foe Slayer

At 20th level, you become an unparalleled hunter. You count all hostile creatures as your favored enemies and all natural terrain as your favored terrain.

Additionally, once on each of your turns, you can add your Wisdom modifier to the attack roll or the damage roll of an attack you make. You can choose to use this feature before or after the roll, but before any effects of the roll are applied.

Ranger Conclaves

Across the wilds, rangers come together to form conclaves – loose associations whose members share a similar outlook on how best to protect nature from her foes.

Hunter Conclave

Members of the Hunter Conclave seek and destroy the most vicious threats of the wild, from rampaging ogres and hordes of orcs to towering giants and terrifying dragons.

Hunter's Prey

At 3rd level, you gain one of the following features of your choice.

Colossus Slayer. Your tenacity can wear down the most potent foes. When you hit a creature with a weapon attack, the creature takes 1d8 extra damage if it's below its hit point maximum. You can deal this extra damage only once per turn.

Giant Killer. Your proficiency bonus is doubled for any weapon attack roll you make against a creature that is Large or larger.

Horde Breaker. Once on each of your turns when you make a weapon attack, you can make another attack with

the same weapon against a different creature that is within 5 feet of the original target and within range of your weapon.

Steel Will

At 7th level, you have advantage on saving throws against being frightened.

Defensive Tactics

At 7th level, you gain one of the following features of your choice.

Escape the Horde. Opportunity attacks against you are made with disadvantage.

Multiattack Defense. When a creature hits you with an attack, you gain a +4 bonus to your AC against all subsequent attacks made by it on the same turn.

Multiattack

At 11th level, you gain one of the following features of your choice.

Volley. You can use your action to make a ranged attack against any number of creatures within 10 feet of a point you can see within your weapon's range. You must have ammunition for each target, as normal, and you make a separate attack roll for each target.

Whirlwind Attack. You can use your action to make a melee attack against any number of creatures within 5 feet of you, with a separate attack roll for each target.

Superior Hunter's Defense

At 15th level, you gain one of the following features of your choice.

Evasion. When you are subjected to an effect, such as a red dragon's fiery breath or a *lightning bolt* spell, 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.

Stand Against the Tide. When a hostile creature misses you with a melee attack, you can use your reaction to force that creature to repeat the same attack against another creature (other than itself) of your choice.

Uncanny Dodge. When an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

Handler Conclave

Members of the Handler Conclave form close bonds with beasts and ally with them, strengthening those bonds in the crucible of strife as they vanquish their foes as a team.

Ranger's Companion

At 3rd level, you gain a creature that accompanies you on your adventures as your companion and is trained to fight

alongside you. Choose a monstrosity from the Handler's List of Companions or a beast that has a challenge rating of ½ or lower (appendix D presents statistics for the hawk, black bear, wolf, and panther as examples), but without a flying speed if the challenge rating is above ¼. If the companion is listed as larger than Medium, it was the runt of its pack and is treated as Medium-sized.

Your companion acts independently of you, but it always obeys your commands. In combat, it shares your initiative and acts on your turn but cannot take the Attack action. When you take the Attack action, you can forgo one of your own attacks to order your companion to make an attack of its own with its reaction. The companion is able to take the Dash, Disengage, Dodge, or Help actions as normal.

If you are incapacitated or absent, your companion acts on its own and is able to take the Attack action. You determine its actions, decisions, attitudes, and so on. Your companion never requires your command to use its reaction in other ways, such as when making an opportunity attack.

If your companion dies, you can obtain a new companion by spending 8 hours bonding with a creature that isn't hostile to you and that meets the requirements.

Companion's Bond

Your companion gains a variety of benefits while it is linked to you.

The companion loses its Multiattack action, if it has one. Add your proficiency bonus to the companion's AC, attack rolls, damage rolls, saving throws, and save DCs, as well as to any skills it is proficient in. Its hit point maximum equals the hit point number in its stat block or five times your ranger level, whichever is higher. It also has a number of Hit Dice appropriate to its size that it can spend during a short rest to regain hit points.

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

Your companion gains the benefits of your Favored Enemy feature, though it does not learn the languages spoken by your favored enemies. It uses the favored enemies you selected for those features. Additionally, when traveling through your favored terrain, you and your companion can both move stealthily at a normal pace.

Coordinated Attack

At 7th level, you and your animal companion form a more potent fighting team. When you use the Attack action on your turn, if your companion can see you, it can use its reaction move up to half its speed and make a melee attack. If it is a monstrosity from the Handler's List of Companions, it may only use the attack specified in the companion's stat block.

Bestial Defense

At 7th level, when your companion can see you, it has advantage on Strength, Dexterity, and Constitution saving throws.

Primal Fury

Starting at 11th level, when your companion makes an attack with its reaction, it can make two attacks.

Additionally, your companion's attacks count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Shared Spells

Beginning at 15th level, when you cast a spell targeting yourself, you can also affect your companion with the spell if the beast is within 30 feet of you.

Spell Addition

Beast Bond

1st-level divination for Rangers

Casting Time: 1 action | **Range:** Touch

Components: V, S, M (a bit of fur in a cloth)

Duration: Concentration, up to 10 minutes

You establish a telepathic link with one beast you touch that is friendly to you or charmed by you. The spell fails if the beast Intelligence is 4 or higher. Until the spell ends, the link is active while you and the beast are within line of sight of each other. Through the link, the beast can understand your telepathic messages to it, and it can telepathically communicate simple emotions and concepts back to you. While the link is active, the beast gains advantage on attack rolls against any creature within 5 feet of you that you can see.

Handler's List of Companions

Behemoth Warbeast

Medium monstrosity, unaligned

Armor Class 11 (natural armor)

Hit Points 22

Hit Dice 3d8+9

Speed 40 ft., climb 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 +4	10 +0	16 +3	2 -4	13 +1	7 -2

Skills Perception +3

Senses darkvision 60 ft., passive Perception 13

Languages n/a

Challenge ¼

Coordinated Attack. Once the ranger gains 7 class levels, when the ranger uses the Attack action on their turn, if the warbeast can see the ranger, it can use its reaction to move up to half its speed and make a bite attack.

Keen Smell. The warbeast has advantage on Wisdom (Perception) checks that rely on smell.

Rampage. When the warbeast reduces a creature to 0 HP with a melee attack on the warbeast's turn, it can take a bonus action to move up to half its speed and make a bite attack.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: (1d6+4) piercing damage.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: (2d4+4) slashing damage.

Bracken Wolf

Medium monstrosity, unaligned

Armor Class 13 (natural armor)

Hit Points 16

Hit Dice 3d8+3

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 +1	15 +2	12 +1	3 -4	13 +1	11 +0

Skills Perception +3, Stealth +4

Senses passive Perception 13

Languages n/a

Challenge ¼

Coordinated Attack. Once the ranger gains 7 class levels, when the ranger uses the Attack action on their turn, if the wolf can see the ranger, it can use its reaction to move up to half its speed and make a bite attack.

Keen Hearing and Smell. The wolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics. The wolf has advantage on attack rolls against a creature if at least one of the wolf's allies is within 5 feet of the creature and the ally isn't incapacitated.

Green Fern Camouflage. The wolf has advantage on Dexterity (Stealth) checks it makes in any terrain with ample obscuring plant life.

Silver Fern Camouflage. The wolf has advantage on Dexterity (Stealth) checks made to hide in snowy terrain.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: (2d4+2) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

Handler's List of Companions

Coeurl

Medium monstrosity, unaligned

Armor Class 12

Hit Points 13

Hit Dice 3d8

Speed 50 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 +2	15 +2	11 +0	3 -4	14 +2	7 -2

Skills Perception +4, Stealth +6

Senses passive Perception 14

Languages n/a

Challenge ¼

Coordinated Attack. Once the ranger gains 7 class levels, when the ranger uses the Attack action on their turn, if the coeurl can see the ranger, it can use its reaction to move up to half its speed and make melee attack.

Displacement. The coeurl projects a magical illusion that makes it appear to be standing near its actual location, causing attack rolls against it to have disadvantage. If it is hit by an attack, incapacitated, or has its speed reduced to 0, this trait is disrupted for the day.

Keen Senses. The coeurl has advantage on Wisdom (Perception) checks that rely on smell or electric fields.

Pounce. If the coeurl moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 12 Strength saving throw or be knocked prone. If the target is prone, the coeurl can make one bite attack against it as a bonus action.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: (1d6+2) piercing damage.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: (1d4+2) slashing damage.

Whiskers. *Melee Weapon Attack.* +4 to hit, reach 10 ft, one target.

Hit: (1d4+2) bludgeoning damage plus (1d6) lightning damage

Deep Scorpion

Medium monstrosity, unaligned

Armor Class 15 (natural armor)

Hit Points 13

Hit Dice 3d8

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 +1	15 +2	11 +0	1 -5	9 -1	3 -4

Skills Stealth +4

Senses blindsight 60 ft., darkvision 10 ft., passive Perception 9

Languages n/a

Challenge ¼

Coordinated Attack. Once the ranger gains 7 class levels, when the ranger uses the Attack action on their turn, if the scorpion can see the ranger, it can use its reaction to move up to half its speed and make a melee attack.

Echolocation. The scorpion can't use its blindsight while deafened.

Keen Hearing. The scorpion has advantage on Wisdom (Perception) checks that rely on hearing.

Actions

Bite. *Melee Weapon Attack.* +3 to hit, reach 5 ft., one target. Hit: (1d4+1) piercing damage plus (1d6) poison damage.

Claw. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.

Hit: (1d6+1) bludgeoning damage, and the target is grappled (escape DC 11). The Scorpion has two claws, each of which can grapple only one target.

Handler's List of Companions

Emperor Cobra

Small monstrosity, unaligned

Armor Class 14

Hit Points 13

Hit Dice 3d6+3

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 +0	18 +4	13 +1	2 -4	10 +0	9 -1

Skills Intimidation +1, Perception +2

Senses blindsight 10 ft., passive Perception 12

Languages n/a

Challenge ¼

Coordinated Attack. Once the ranger gains 7 class levels, when the ranger uses the Attack action on their turn, if the cobra can see the ranger, it can use its reaction to move up to half its speed and make a bite attack.

Hold Breath. The cobra can hold its breath for 15 minutes.

Underwater Camouflage. The cobra has advantage on Dexterity (Stealth) checks made while underwater.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: (1d4 +4) piercing damage, and the target must make a DC 11 Constitution saving throw, taking (3d6) poison damage on a failed save, or half as much damage on a successful one.

Spit Poison. *Ranged Weapon Attack:* +6 to hit, range 15/30 ft., one target.

Hit: The target must succeed a DC 11 Constitution saving throw or take (3d6) poison damage. If the target rolls a 1 on the saving throw, it is blinded until the end of its next turn.

Giant Rust Beetle

Small monstrosity, unaligned

Armor Class 14 (natural armor), 11 while prone

Hit Points 13

Hit Dice 3d6+3

Speed 40 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
12 +1	12 +1	12 +1	2 -4	13 +1	6 -2

Senses blindsight 30 ft., darkvision 60 ft., passive Perception 11

Languages n/a

Challenge ¼

Coordinated Attack. Once the ranger gains 7 class levels, when the ranger uses the Attack action on their turn, if the rust beetle can see the ranger, it can use its reaction to move up to half its speed and make a bite attack.

Iron Scent. The rust beetle can pinpoint, by scent, the location of ferrous metal within 30 feet of it.

Rust Metal. Any nonmagical weapon made of metal that hits the rust beetle corrodes. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Nonmagical ammunition made of metal that hits the rust monster is destroyed after dealing damage.

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit: (1d6+1) piercing damage.

Antennae. The rust beetle corrodes a nonmagical ferrous metal object it can see within 5 feet of it. If the object isn't being worn or carried, the touch destroys a 1-foot cube of it. If the object is being worn or carried by a creature, the creature can make a DC 11 Dexterity saving throw to avoid the rust beetle's touch.

If the object touched is either metal armor or a metal shield being worn or carried, it takes a permanent and cumulative -1 penalty to the AC it offers. Armor reduced to an AC of 10 or a shield that drops to a +0 bonus is destroyed. If the object touched is a held metal weapon, it rusts as described in the Rust Metal trait.

Handler's List of Companions

Gilded Boar

Medium monstrosity, unaligned

Armor Class 11 (natural armor)

Hit Points 16

Hit Dice 3d8+3

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 +3	11 +0	12 +1	2 -4	9 -1	5 -3

Senses passive Perception 9

Languages n/a

Challenge ¼

Charge. If the boar moves at least 20 feet straight toward a target and then hits it with a tusk attack on the same turn, the target takes an extra (1d6) slashing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Coordinated Attack. Once the ranger gains 7 class levels, when the ranger uses the Attack action on their turn, if the boar can see the ranger, its reaction to move up to half its speed and make a tusk attack.

Relentless (Recharges after a Short or Long Rest). If the boar takes 7 damage or less that would reduce it to 0 hits points, it is reduced to 1 HP instead. Once the ranger gains 7 class levels, the damage maximum for this feature becomes 10 damage.

Actions

Tusk. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: (1d6+3) slashing damage.

Khanate Destrier

Medium monstrosity, unaligned

Armor Class 11

Hit Points 16

Hit Dice 3d8+3

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 +3	12 +1	13 +1	2 -4	12 +1	8 -1

Skills Perception +3

Senses passive Perception 13

Languages n/a

Challenge ¼

Coordinated Attack. Once the ranger gains 7 class levels, when the ranger uses the Attack action on their turn, if the horse can see the ranger, its reaction to move up to half its speed and make an attack with its hooves.

War Mount. The horse is considered to be a Large animal for the purpose of determining its carrying capacity and functionality as a mount.

Sure-Footed. The horse has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

Trampling Charge. If the horse moves at least 20 feet straight toward a creature and then hits it with a hooves attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the horse can make another attack with its hooves against it as a bonus action.

Actions

Hooves. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit: (2d4+3) bludgeoning damage.

Handler's List of Companions

Lying Cat

Medium monstrosity, unaligned

Armor Class 12

Hit Points 13

Hit Dice 3d8

Speed 50 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 +2	15 +2	11 +1	10 +0	16 +3	7 -2

Skills Insight +7, Perception +5, Stealth +6

Senses passive Perception 15

Languages understands Common but can only say the word "Lying"

Challenge ¼

Coordinated Attack. Once the ranger gains 7 class levels, when the ranger uses the Attack action on their turn, if the cat can see the ranger, it can use its reaction to move up to half its speed and make a melee attack.

Keen Smell. The cat has advantage on Wisdom (Perception) checks that rely on smell.

Lie Detector. The cat has advantage on Wisdom (Insight) checks that determine whether a creature is lying, even if it does not understand the creature's language. If the cat believes the creature is lying, it may then contemptuously utter the word "Lying", the only word in Common it is able to say.

Pounce. If the cat moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 12 Strength saving throw or be knocked prone. If the target is prone, the coeurl can make one bite attack against it as a bonus action.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: (1d6+2) piercing damage.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: (1d4+2) slashing damage.

Mournhawk

Small monstrosity, unaligned

Armor Class 13

Hit Points 13

Hit Dice 3d6+3

Speed 20 ft., climb 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
7 -2	16 +3	13 +1	3 -4	14 +2	7 -2

Skills Perception +4, Stealth +5

Senses darkvision 120 ft., passive Perception 14

Languages n/a

Challenge ¼

Coordinated Attack. Once the ranger gains 7 class levels, when the ranger uses the Attack action on their turn, if the hawk can see the ranger, it can use its reaction to move up to half its speed and make an attack with its beak.

Flyby. The hawk doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Keen Hearing and Sight. The mournhawk has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Mimicry. The hawk can mimic simple sounds it has heard, such as a person whispering, a baby crying, or an animal chittering. A creature that hears the sounds can tell they are imitations with a successful DC 10 Wisdom (Insight) check.

Actions

Beak. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: (1+3) piercing damage.

Talons. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: (1d6+3) slashing damage.

Handler's List of Companions

Plague Stirge

Tiny monstrosity, unaligned

Armor Class 14 (natural armor)

Hit Points 7

Hit Dice 3d4

Speed 10 ft., climb 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
4 -3	16 +3	11 +0	2 -4	8 -1	6 -2

Senses darkvision 60 ft., passive Perception 9

Damage Immunities poison

Condition Immunities diseased, poisoned

Languages n/a

Challenge ¼

Concocted Plague. Once the ranger gains 7 class levels, the ranger can feed the stirge doses of poison as an action, replacing the effects of its *poisonous skin* with the effects of the new poison for 1 hour per dose of poison. Applicable poisons are at the GM's discretion, but might include carrion crawler mucous and diseased giant rat blood from the *Monster Manual* or the basic poison from the *Player's Handbook*. The plague stirge does not benefit from the coordinated attack feature.

Poisonous Skin. Any creature comes into direct contact with the stirge's skin must succeed on a DC 12 Constitution saving throw or become poisoned for 1 minute. A poisoned creature no longer in direct contact with the stirge can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Actions

Blood Drain. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: (1d4+3) piercing damage, and the stirge attaches to the target, triggering its *poisonous skin* ability. While attached, the stirge doesn't attack. Instead, at the start of each of the stirge's turns, the target loses (1d4+3) HP due to blood loss.

The stirge can detach itself by spending 5 ft. of its movement. A creature, including the target, can use its action to detach the stirge.

Shroud Weaver

Medium monstrosity, unaligned

Armor Class 13

Hit Points 16

Hit Dice 3d8+3

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 +1	16 +3	12 +1	2 -4	11 +1	4 -3

Skills Perception +3, Stealth +7

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 13

Languages n/a

Challenge ¼

Coordinated Attack. Once the ranger gains 7 class levels, when the ranger uses the Attack action on their turn, if the spider can see the ranger, it can use its reaction to move up to half its speed and make a bite attack.

Spider Climb. The spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Sense. While in contact with a web, the spider knows the exact location of any other creature in contact with the same web.

Web Walker. The spider ignores movement restrictions caused by webbing.

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit: (1d6+1) piercing damage, and the target must make a DC 11 Constitution saving throw, taking (2d6) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 HP, the target is stable but poisoned for 1 hours, even after regaining HP, and is paralyzed while poisoned in this way.

Web (Recharge 6). *Ranged Weapon Attack:* +5 to hit, range 30/60 ft., one creature.

Hit: The target is restrained by webbing. As an action, the restrained target can make a DC 12 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

Handler's List of Companions

Sightless Hound

Medium monstrosity, unaligned

Armor Class 12

Hit Points 16

Hit Dice 3d8+3

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 +1	14 +2	12 +1	3 -4	16 +3	5 -3

Skills Perception +5, Stealth +4, Survival +5

Senses blindsight 60 ft., passive Perception 15

Languages n/a

Challenge ¼

Coordinated Attack. Once the ranger gains 7 class levels, when the ranger uses the Attack action on their turn, if the hound can see the ranger, it can use its reaction to move up to half its speed and make an attack with its tentacles.

Mental Fortitude. The hound has advantage on saving throws against being charmed or frightened, and magic can't put the hound to sleep.

Tracking. The hound has advantage on Wisdom (Perception) checks and Wisdom (Survival) checks that rely on hearing or smell.

Actions

Tentacles. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.

Hit: (1d6+1) bludgeoning damage, and the target is grappled (escape DC 11) if it is a Large or smaller creature. Until this grapple ends, the target is restrained, and the hound can't attack another target with its tentacles.

Drakeling

Medium monstrosity, unaligned

Armor Class 13 (natural armor)

Hit Points 19

Hit Dice 3d8+6

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 +2	10 +0	15 +2	4 -3	10 +0	5 -3

Skills Perception +2

Senses darkvision 60 ft., passive Perception 12

Languages understands Draconic but can't speak it

Challenge ¼

Coordinated Attack. Once the ranger reaches 5th level, when the ranger uses the Attack action on their turn, if the drakeling can see the ranger, it can use its reaction to move up to half its speed and make a tail attack.

Elemental Affinity. The drakeling gains damage resistance to its affiliated dragon type: acid for black drakelings, lightning for blue drakelings, poison for green drakelings, fire for red drakelings, and cold for white drakelings.

Pack Tactics. The drakeling has advantage on attack rolls against a creature if at least one of the drakeling's allies is within 5 feet of the creature and the ally isn't incapacitated.

Unique Movement. The drakeling gains a climbing speed of 30 ft. if it is a red or white drakeling. It is amphibious (it can breathe air or water) and has a swimming speed of 30 ft. if it is black or green drakeling. It has a burrowing speed of 20 ft. if it is a blue drakeling.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: (1d6+2) piercing damage plus (1d4) elemental damage related to its affiliated dragon type: acid for black drakelings, lightning for blue drakelings, poison for green drakelings, fire for red drakelings, and cold for white drakelings.

Tail. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: (1d4+2) bludgeoning damage.

Handler's List of Companions

Although they are variable in color and specific features, all **behemoth warbeasts** are built to look brutish and heavyset. They're meant to tear and break things, and aren't really built with stopping in mind.

The **bracken wolf** takes its name from the symbiotic relationship between the wolf and the thorny ferns that suffuse its body. The druids of ages past combined plant and beast into one to protect their forests.

Coeurls are related to displacer beasts. They have seen increased usage among those who worship cat deities. The tentacle-like whiskers are said to bless the worthy, though they are more likely to deliver a nasty shock.

Denizens of the Underdark though they may be, **deep scorpids** are considered the good creatures of the region. Dwarves train them to hunt and kill umber hulks. Illithid train them to hunt and kill dwarves.

Emperor cobras are the world's longest venomous snake, and they are prized by snake charmers for their beautiful hoods. As pet monsters, they're prized for their naga-like spitting attacks and their potent venom.

The juvenile form of the rust monster was long thought to be a completely different species, which is why to this day they're still called **giant rust beetles**. Despite their smaller size, they're just as corrosive as their adult counterpart.

The only warbeast that can compete with the brute force of the behemoth is the **gilded boar**, a creature bred to never relent in its continuous goring of its enemies. Dwarves have had more luck with the boar than humans – they've got more truffles to satiate the beast.

The **khanate destrier** is simply a beautiful breed of horse, easily the equal of any warhorse despite its smaller size. It's a favorite steed of many adventurers, because its

smaller frame and surer step allow it to traverse dungeons with ease.

When a large cat is exposed to too much divination magic by their human companion and not enough adventure, they become adept lie-detecting tools suited to a more urban lifestyle – thus was born the **lying cat**. Hairless, ugly as sin, but more loyal than most dogs, a lying cat is an invaluable tool to the fantasy gumshoe.

Mournhawks are the ultimate falconer's dream, once you get over the creepiness of it all. Products of the Lich King's madness, mournhawks have remarkably articulated joints for a bird, and are able to crawl around even if their wings are damaged on all fours, continuing to hunt their prey.

After all the outbreaks of giant rats in the city, some diabolical terrorist came up with the idea that stirges would carry the plague further and even more viciously than rats would. **Plague stirges** are an effective but abhorred tool of poisoners.

Shroud weavers are a species of giant spider that are relatively docile and don't require a contract with a spider demon to tame them. Their silken strands are beautiful, and they're owned by craftsmen as often as rangers.

With their heads lobotomized and rearranged, **sightless hounds** share none of the distractibility that normal dogs have. They're absolutely ruthless trackers, and their tentacles serve them well for holding their quarry down as the ranger comes in for the killing blow.

When a guard drake is made through evil rituals to Tiamat, its personality can vary. Despite their low cunning, even guard drakes sometimes come to despise their evil masters. The cults regularly purge their ranks of these temperamental creatures...only to have the **drakelings** find their way to heroes of the realm.

Chapter 6: Customization Options

Feats

A feat represents a talent or an area of expertise that gives characters special capabilities. It embodies training, experience, and abilities beyond what a class provides.

At certain levels, your class gives you the Ability Score Improvement feature. With this rule, you can forgo taking that feature to take a feat of your choice instead. You can take each feat only once, unless the feat's description says otherwise.

You must meet any prerequisite specified in a feat to take that feat. If you ever lose a feat's prerequisite, you can't use that feat until you regain the prerequisite. For example, the Grappler feat requires you to have Strength of 13 at least. If your Strength is reduced below 13 somehow—perhaps by a withering curse—you can't benefit from the Grappler feat until your Strength is restored.

Athlete

You have undergone extensive physical training to gain the following benefits:

- Increase your Strength or Dexterity score by 1, to a maximum of 20.
- You gain proficiency in the Athletics skill if you do not have it already.
- When you are prone, standing up uses only 5 feet of your movement.
- Climbing doesn't cost you extra movement.
- You can make a running long jump or a running high jump after moving only 5 feet on foot, rather than 10 feet.

Charger

Always ready to rush your enemies, you gain the following benefits:

- Increase your Strength or Constitution score by 1, to a maximum of 20.
- When you use your action to Dash, you can use a bonus action to make one melee weapon attack or to shove a creature.
- When taking this bonus action, you gain a +5 bonus to the attack's damage roll (if you chose to make a melee attack and hit) or push the target up to 10 feet away from you and deal 5 bludgeoning damage to it (if you chose to shove and you succeed).

Defensive Duelist

Prerequisite: Dexterity 13 or higher

When you are wielding a finesse weapon with which you are proficient and another creature hits you with a melee attack, you can use your reaction to add your proficiency bonus to your AC for that attack and all subsequent attacks made by that creature for the rest of the turn.

Dungeon Delver

Alert to the various hidden dangers of the dungeons of the world, you gain the following benefits:

- You have advantage on Wisdom (Perception) and Intelligence (Investigation) checks made to detect the presence of secret doors.
- You have advantage on Intelligence (History) checks made to recall lore about events, people, or civilizations related to dungeons.
- You have advantage on saving throws made to avoid or resist traps.
- You have resistance to the damage dealt by traps.
- You can search for traps while traveling at a normal pace, instead of only at a slow pace.

Durable

Hardy and resilient, you gain the following benefits:

- Increase your Constitution score by 1, to a maximum of 20.
- When you roll a Hit Die to regain hit points, you add three times your Constitution modifier to it (minimum of 3).

Grappler

Prerequisite: Strength 13 or higher

You've developed the skills necessary to hold your own in close-quarters grappling. You gain the following benefits:

- Increase your Strength or Constitution score by 1, to a maximum of 20.
- You have advantage on attack rolls against a creature you are grappling.
- If a creature you grappled attempts to escape your grapple, you can use your reaction to attempt to grapple the target again.

- You can use your bonus action to try to pin a creature grappled by you. To do so, make another grapple check. If you succeed, you and the creature are both restrained until the grapple ends.

Savage Attacker

You apply brute force with reckless abandon, maximizing the havoc you bring to combat. You gain the following benefits:

- Increase your Strength or Dexterity score by 1, to a maximum of 20.
- Once per turn when you roll damage for a melee weapon attack, you can reroll the weapon's damage dice and use either total.

Tavern Brawler

Accustomed to rough-and-tumble fighting using whatever weapons happen to be at hand, you gain the following benefits:

- Increase your Strength or Constitution score by 1, to a maximum of 20.
- You are proficient with improvised weapons.
- The improvised weapon uses, at minimum, a d6 for damage.
- Your unarmed strike uses a d4 for damage.
- When you hit a creature with a melee weapon attack on your turn, you can use a bonus action to attempt to grapple the target.

Weapon Master

You have practiced extensively with a variety of weapons, gaining the following benefits:

- Increase your Strength or Dexterity score by 1, to a maximum of 20.
- You gain proficiency with four weapons of your choice. Each one must be a simple or a martial weapon.
- You gain a +1 bonus to attack rolls you make with the four weapons chosen by this feat.

Dungeon Master's Guide to Conjunction

Conjure Animals (PHB 225)

3rd-level conjuration

Druids, Rangers

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 hour

Name	Size	Type	Challenge	Monster Manual Page
Frog	Tiny	Beast	0	322
Sea Horse	Tiny	Beast	0	337
Baboon	Small	Beast	0	318
Badger	Tiny	Beast	0	318
Bat	Tiny	Beast	0	318
Cat	Tiny	Beast	0	320
Crab	Tiny	Beast	0	320
Deer	Medium	Beast	0	321
Eagle	Small	Beast	0	322
G. Fire Beetle	Small	Beast	0	325
Goat	Medium	Beast	0	330
Hawk	Tiny	Beast	0	330
Hyena	Medium	Beast	0	331
Jackal	Small	Beast	0	331
Lizard	Tiny	Beast	0	332
Octopus	Small	Beast	0	333
Owl	Tiny	Beast	0	333
Quipper	Tiny	Beast	0	335
Rat	Tiny	Beast	0	335
Raven	Tiny	Beast	0	335
Scorpion	Tiny	Beast	0	337
Spider	Tiny	Beast	0	337
Vulture	Medium	Beast	0	339
Weasel	Tiny	Beast	0	340
Blood Hawk	Small	Beast	1/8	319
Camel	Large	Beast	1/8	320
Flying Snake	Tiny	Beast	1/8	322
G. Crab	Medium	Beast	1/8	324
G. Rat	Small	Beast	1/8	327
G. Weasel	Medium	Beast	1/8	329
Mastiff	Medium	Beast	1/8	332
Mule	Medium	Beast	1/8	333
Psn. Snake	Tiny	Beast	1/8	334
Pony	Medium	Beast	1/8	335

Stirge	Tiny	Beast	1/8	284
Axe Beak	Large	Beast	1/4	317
Boar	Medium	Beast	1/4	319
Constr. Snake	Large	Beast	1/4	320
Draft Horse	Large	Beast	1/4	321
Elk	Large	Beast	1/4	322
G. Badger	Medium	Beast	1/4	323
G. Bat	Large	Beast	1/4	323
G. Centipede	Small	Beast	1/4	323
G. Frog	Medium	Beast	1/4	325
G. Lizard	Large	Beast	1/4	326
G. Owl	Large	Beast	1/4	327
G. Psn. Snake	Medium	Beast	1/4	327
G. Wolf Spider	Medium	Beast	1/4	330
Panther	Medium	Beast	1/4	333
Pteranodon	Medium	Beast	1/4	80
Riding Horse	Large	Beast	1/4	336
Swm. Of Bats	Medium	Swarm	1/4	337
Swm. Of Rats	Medium	Swarm	1/4	339
Swm. Of Ravens	Medium	Swarm	1/4	339
Wolf	Medium	Beast	1/4	341
Ape	Medium	Beast	1/2	317
Black Bear	Medium	Beast	1/2	318
Crocodile	Large	Beast	1/2	320
Giant Goat	Large	Beast	1/2	326
Giant Sea Horse	Large	Beast	1/2	328
Giant Wasp	Medium	Beast	1/2	329
Reef Shark	Medium	Beast	1/2	336
Swm. Of Bugs	Medium	Beast	1/2	338
Warhorse	Large	Beast	1/2	340
Brown Bear	Large	Beast	1	319
Dire Wolf	Large	Beast	1	321
G. Eagle	Large	Beast	1	324
G. Hyena	Large	Beast	1	326
G. Octopus	Large	Beast	1	326
G. Spider	Large	Beast	1	328
G. Toad	Large	Beast	1	329
G. Vulture	Large	Beast	1	329
Lion	Large	Beast	1	331
Swm. Of Quippers	Medium	Swarm	1	338
Tiger	Large	Beast	1	339
Allosaurus	Large	Beast	2	79
Cave Bear	Large	Beast	2	334

G. Boar	Large	Beast	2	323
G. Constr. Snake	Large	Beast	2	324
G. Elk	Huge	Beast	2	325
Hunter Shark	Large	Beast	2	330
Plesiosaurus	Large	Beast	2	80
Polar Bear	Large	Beast	2	334
Rhinoceros	Large	Beast	2	336
S-Toothed Tiger	Large	Beast	2	336
Swm. Of Psn. Snakes	Medium	Swarm	2	338

Conjure Celestial (PHB 225)

7th-level conjuration

Clerics

Casting Time: 1 minute

Range: 90 feet

Components: V, S,

Duration: Concentration, up to 1 hour

Name	Size	Type	Challenge	Monster Manual Page
Pegasus	Large	Celestial	2	250
Couatl	Medium	Celestial	4	43
Unicorn*	Large	Celestial	5	294

*only if using a 9th-level spell slot

Conjure Elemental, Conjure Minor Elementals (PHB 225,226)

5th-level conjuration, 4th-level conjuration

Druids, Wizards

Casting Time: 1 minute

Range: 90 feet

Components for *Conjure Elemental*: V, S, M (burning incense, soft clay, sulfur & phosphorus, or water & sand)

Components for *Conjure Minor Elementals*: V, S

Duration: Concentration, up to 1 hour

Name	Size	Type	Challenge	Monster Manual
Mud Mephit	Small	Elemental	1/4	216
Smoke Mephit	Small	Elemental	1/4	217
Steam Mephit	Small	Elemental	1/4	217
Dust Mephit	Small	Elemental	1/2	215
Ice Mephit	Small	Elemental	1/2	215
Magma Mephit	Small	Elemental	1/2	216
Magmin	Small	Elemental	1/2	212
Fire Snake	Medium	Elemental	1	265
Azer	Medium	Elemental	2	22
Gargoyle	Medium	Elemental	2	140
Water Weird	Large	Elemental	3	299
Air Elemental	Large	Elemental	5	124
Earth Elemental	Large	Elemental	5	124
Fire Elemental	Large	Elemental	5	125
Salamander	Large	Elemental	5	266
Water Elemental	Large	Elemental	5	125
Xorn	Medium	Elemental	5	304
Galeb Duhr*	Medium	Elemental	6	139
Invisible Stalker*	Medium	Elemental	6	192

*only if using a spell slot of 6th level or higher

Conjure Fey, Conjure Woodland Beings (PHB 226)

6th-level conjuration, 4th-level conjuration

Druids, Warlocks, Rangers

Casting Time: 1 minute for *Conjure Fey*, 1 action for *Conjure Woodland Beings*

Range: 90 feet

Components for *Conjure Fey*: V, S

Components for *Conjure Woodland Beings*: V, S, M (one holly berry per creature summoned)

Duration: Concentration, up to 1 hour

Name	Size	Type	Challenge	Monster Manual
Blink Dog	Medium	Fey	1/4	318
Pixie	Tiny	Fey	1/4	253
Sprite	Tiny	Fey	1/4	283
Satyr	Medium	Fey	1/2	267
Dryad	Medium	Fey	1	121
Sea Hag	Medium	Fey	2	179
Green Hag	Medium	Fey	3	177
Coven Sea Hag*	Medium	Fey	4	176
Coven Green Hag	Medium	Fey	5	176
Night Hag**	Medium	Fiend	5	178
Coven Night Hag	Medium	Fiend	7	176
See Above***				
Ankylosaurus	Huge	Beast	3	79
Giant Scorpion	Large	Beast	3	327
Killer Whale	Huge	Beast	3	331
Elephant	Huge	Beast	4	322
G. Crocodile	Huge	Beast	5	324
G. Shark	Huge	Beast	5	328
Triceratops	Huge	Beast	5	80
Mammoth	Huge	Beast	6	332
G. Ape	Huge	Beast	7	323
T. Rex	Huge	Beast	8	80

* Covens require multiple castings of this spell, meaning multiple druids or warlocks, or a magic item that allows you to cast multiple spells that require concentration.

** Night Hags could be "*Fiends*" or "*Fey*" in your campaign. By RAW, they are fiends.

*** All animals from *Conjure Animals* are also available, albeit rarely used choices