

MASTERS OF THE GAUNTLET



THE OFFICIAL HANDBOOK OF
THE ARENA GUY'S WORKS



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RACES, SUBRACES, & VARIANTS

DEVA

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

—Nostradamus, Century 1

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

AGENTS OF THE GODS

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

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

VIGILANT GUARDIANS

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

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

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

DEVA NAMES

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

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

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

DEVA TRAITS

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

Ability Score Increase. Your Wisdom score increases by 2.

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

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

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

Speed. Your base walking speed is 30 feet.

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

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

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

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

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

EMISSARY

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

Ability Score Increase. Your Dexterity score increases by 1.

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

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

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





OVERSEER

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

Ability Score Increase. Your Constitution score increases by 1.

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

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

RAMPART

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

Ability Score Increase. Your Strength score increases by 1.

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

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

DRAGONBORN

Traits for the dragonborn race can be found on page 143–144.

COSMIC DRAGONBORN TRAITS

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

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

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

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

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

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

Speed. Your base walking speed is 30 feet.

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

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

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

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

Draconic Ancestry

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

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

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

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

VARIANT COSMIC DRAGONBORN TRAITS

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

COMET DRAGONBORN

Comet dragonborn tend to be distant, always in search of the next adventure. In contrast to other dragonborn, those that claim comet dragon ancestry not only bear a tail, but two tails. These tails are not composed of scale and hide; rather, one resembles solid rock and the other a constant stream of icy gas.

Ability Score Increase. Your Dexterity score increases by 1.

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

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

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

MOON DRAGONBORN

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

Ability Score Increase. Your Charisma score increases by 1.

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

Orbital Movement. While you are within 60 feet of your companion, you can use your bonus action to move up to half your speed; you can't end this movement farther away from your companion than you started.

NEBULA DRAGONBORN

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

Ability Score Increase. Your Intelligence score increases by 1.

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

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

PLANETARY DRAGONBORN

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

Ability Score Increase. Your Wisdom score increases by 1.

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

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

GAS GIANT

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

ICE GIANT

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

TERRESTRIAL

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

SUN DRAGONBORN

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

Ability Score Increase. Your Strength score increases by 1.

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

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

VARIANT DRAGONBORN

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

BLACK DRAGONBORN

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

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

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

BLUE DRAGONBORN

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

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

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

BRASS DRAGONBORN

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

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

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

BRONZE DRAGONBORN

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

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

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

COPPER DRAGONBORN

Crafty. You have proficiency in the Deception skill.

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

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

GOLD DRAGONBORN

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

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

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

GREEN DRAGONBORN

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

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

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

RED DRAGONBORN

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

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

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

SILVER DRAGONBORN

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

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

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

WHITE DRAGONBORN

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

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

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

OTHER DRACONIC ANCESTRIES

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

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

FAERIE DRAGONBORN

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

Ability Score Increase. Your Dexterity score increases by 2.

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

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

While charmed by this effect, the creature is incapaci-

tated and has a speed of 0. Once you use this trait, you can't use it again until you finish a short or long rest.

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

RED, ORANGE, & YELLOW FAERIE DRAGONBORN

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

Ability Score Increase. Your Charisma score increases by 1.

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

GREEN & BLUE FAERIE DRAGONBORN

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

Ability Score Increase. Your Intelligence score increases by 1.

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

INDIGO & VIOLET FAERIE DRAGONBORN

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

Ability Score Increase. Your Wisdom score increases by 1.

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

PSEUDO-DRAGONBORN

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

Ability Score Increase. Your Dexterity score increases by 2.

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

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

BONDED PSEUDO-DRAGONBORN

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

Ability Score Increase. Your Intelligence score increases by 1.

Familiar Arcana. You are proficient in the Arcana skill. In addition, you can cast *find familiar* once with this trait, requiring no components. You regain the ability to cast this spell with this trait when you finish a long rest. Intelligence is your spellcasting ability for this spell.

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

NATURAL PSEUDO-DRAGONBORN

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

Ability Score Increase. Your Wisdom score increases by 1.

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

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

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



DWARF

Traits for the dwarf race can be found on page 142.

DWARF SUBRACES

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

DEEP DWARF

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

Ability Score Increase. Your Intelligence score increases by 1.

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

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

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

DUERGAR PENETRANT

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

Ability Score Increase. Your Strength score increases by 1.

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

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

Arcane Scourge. Whenever damage you deal forces a creature to make a Constitution saving throw to maintain concentration, the minimum DC for the saving throw equals 10 + your proficiency bonus.

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

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

HALF-AZER

As a half-azer, you are locked in a constant struggle between worlds—that of your ancient dwarven lineage, and that of your relentless elemental cousins.

Your brethren, the azers, are now truly beings created of pure elemental fire, but you belong to a rare line of dwarves who escaped the Elemental Plane of Fire before their blazing corruption could be fully realized.

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

Ability Score Increase. Your Strength score increases by 1.

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

Fire Resistance. You have resistance to fire damage.

Heat Weapon. As a bonus action, you can cause one metal melee weapon you are holding to ignite for 1 minute or until you let go of it. While ignited, whenever a creature is hit by an attack with that weapon, the target takes extra fire damage equal to half your proficiency bonus (rounded down). Once you use this trait, you can't use it again until you finish a short or long rest.

PRIMAL DWARF

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

Ability Score Increase. Your Dexterity score increases by 1.

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

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

Survivalist. You have proficiency in the Survival skill.

TUNDRA DWARF

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

Ability Score Increase. Your Charisma score increases by 1.

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

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



Illustration by
Kristen Collins

ELF

Traits for the elf race can be found on pages 142–143.

ELF SUBRACES

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

AQUATIC ELF

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

Ability Score Increase. Your Constitution score increases by 1.

Amphibious. You can breathe air and water.

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

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

Swim. You have a swimming speed of 40 feet.

DROW ELECT

This rare line of drow are blessed from birth with numerous characteristics in common with their revered spider allies. Some have several tiny eyes dotting their forehead, while others possess prominent spider-like

fangs. However, unlike the accursed driders, these dark elves are esteemed members of drow society, typically serving as high priestesses or mages.

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

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

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

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

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

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

WILD ELF

Wild elves have an appearance similar to that of wood elves, but are notably more barbaric and tribal, almost startlingly so to their elven kin. Generations of living in the wilderness have refined them into a much harder form, and they often find themselves more readily accepted by the beasts of the forests than other elves, even their wood elf cousins.

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



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

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

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

EXALTED AASIMAR

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

EXALTED AASIMAR TRAITS

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

Ability Score Increase. Your Wisdom score increases by 2.

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

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

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

Speed. Your base walking speed is 30 feet.

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

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

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

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

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

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

FORGOTTEN AASIMAR

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

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

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

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

TITAN AASIMAR

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

Ability Score Increase. Your Strength score increases by 1.

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

This effect lasts for 1 minute (no concentration required) or until you choose to end it as a bonus action.

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

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

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

GNOME

Traits for the gnome race can be found on page 142.

GNOME SUBRACE

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

SAGE GNOME

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

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

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

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

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

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

WOODLAND GNOME

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

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

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

Woodland Magic. You know the *druidcraft* cantrip. When you reach 3rd level, you can cast *animal friendship* once with this trait. When you reach 5th level, you can cast *pass without trace* once with this trait. You regain the ability to cast these spells with this trait when you finish a long rest. Wisdom is your spellcasting ability for these spells.



HALF-DRYAD

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

CHILDREN OF NATURE

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

HALF-DRYAD NAMES

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

HALF-DRYAD TRAITS

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

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

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

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

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

Speed. Your base walking speed is 30 feet.

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

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

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

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

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

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

HALF-ELF

Traits for the half-elf race can be found on page 145.

HALF-ELF VARIANTS

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

AQUATIC ELF HERITAGE

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

Aquatic elf subrace: page 7

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

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



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Illustration by Brett Neufeld

DROW ELECT HERITAGE

Drow elect subrace: pages 7–8

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

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

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

WILD ELF HERITAGE

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

Wild elf subrace: page 8

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

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

HALF-GIANT (JÖTUNKYN)

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

HALF-GIANT TRAITS

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

Ability Score Increase. Your Strength score increases by 2.

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

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

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

Speed. Your base walking speed is 30 feet.

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

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

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

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

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

HALF-CLOUD GIANT

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

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

Ability Score Increase. Your Wisdom score increases by 1.

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



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

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

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

HALF-FIRE GIANT

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

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

Ability Score Increase. Your Charisma score increases by 1.

Fire Resistance. You have resistance to fire damage.

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

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

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

HALF-FROST GIANT

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

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

Ability Score Increase. Your Constitution score increases by 1.

Cold Resistance. You have resistance to cold damage.

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

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

HALF-HILL GIANT

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

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

Bully. You have proficiency in the Intimidation skill.

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

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

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

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

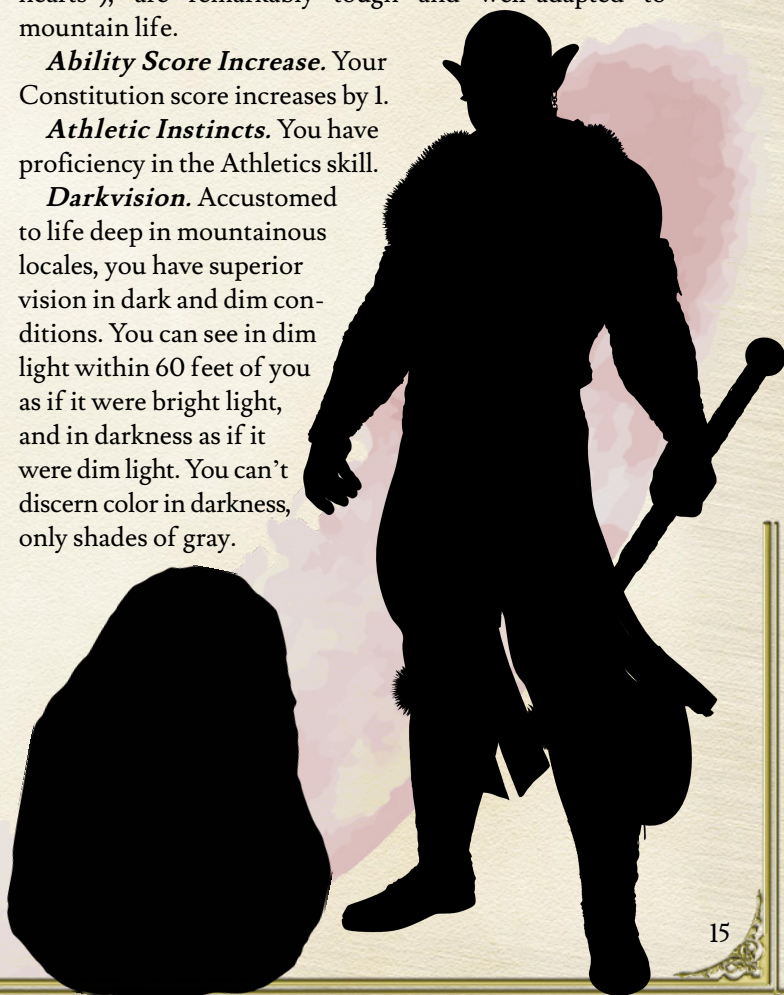
HALF-STONE GIANT

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

Ability Score Increase. Your Constitution score increases by 1.

Athletic Instincts. You have proficiency in the Athletics skill.

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



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

HALF-STORM GIANT

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

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

Ability Score Increase. Your Intelligence score increases by 1.

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

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

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

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

HALF-CYCLOPS

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

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

Ability Score Increase. Your Constitution score increases by 1.

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

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

Grotesque Coercion. You have proficiency in the Intimidation skill.

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



HALF-ORC

Traits for the half-orc race can be found on page 145.

HALF-ORC VARIANTS

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

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

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

BUGBEAR HERITAGE

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

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

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

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

Ambusher. You have proficiency in the Stealth skill.

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

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

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



DRAGONBORN HERITAGE

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

Dragonborn race, chromatic/metallic draconic ancestries: pages 143–144

Other draconic ancestries: pages 3–6

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

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

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

CHROMATIC OR METALLIC DRAGON

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

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

In addition, choose one of the following traits:

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

FAERIE DRAGON

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

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

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

PSEUDODRAGON

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

Limited Telepathy. You have the **pseudodragonborn’s** Limited Telepathy trait.

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

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

DWARF HERITAGE

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

Dwarf race, hill dwarf subrace: page 142

Other dwarf subraces: pages 6–7

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

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

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

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

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

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

COMMON DWARF

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

DEEP DWARF

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

DUERGAR PENETRANT

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

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

HALF-AZER

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

HILL DWARF

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

PRIMAL DWARF

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

TUNDRA DWARF

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

ELF HERITAGE

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

Elf race, high elf subrace: pages 142–143

Other elf subraces: pages 7–8

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

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

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

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

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

AQUATIC ELF

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

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

Swim. You have a swimming speed of 30 feet.

DROW ELECT

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

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

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

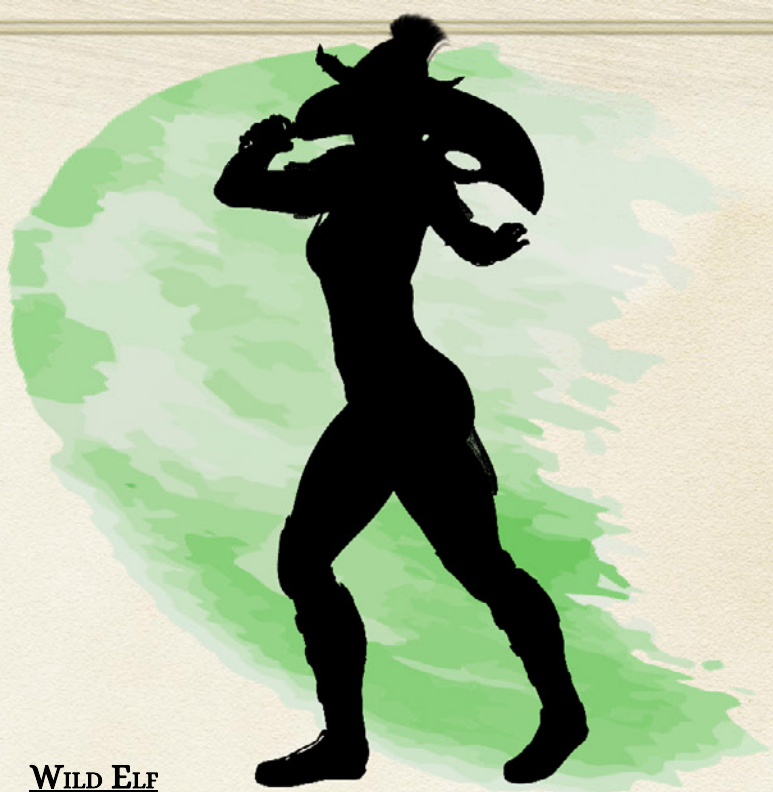
Savage Attacks. You have the half-orc's Savage Attacks trait.

HIGH ELF

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

In addition, choose one of the following traits:

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



WILD ELF

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

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

AASIMAR HERITAGE

Orcs are rarely fond of celestial beings and as such, any crossbreeding with an aasimar is typically done as a supreme insult and disgrace to the aasimar parent. The celestial blood of such a hybrid creature is all but indistinguishable as compared to a more typical half-orc of human descent—that is, until they unleash their bursts of divine fury.

Exalted aasimar race and subraces: pages 8–9

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

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

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

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

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

TITAN AASIMAR

Ability Score Increase. Your Strength score increases by 1.

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

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

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

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

GNOME HERITAGE

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

Gnome race, rock gnome subrace: page 144

Other Gnome subraces: page 9

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

Size. Your size is Small.

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

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

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

COMMON GNOME

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

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

ROCK GNOME

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

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

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

SAGE GNOME

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

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

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

WOODLAND GNOME

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

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

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

HALF-ELF HERITAGE

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

ALTERNATE SKILL VERSATILITY TRAITS

A half-orc with half-elf heritage can choose to replace the Skill Versatility trait with traits as described in the Half-Elf Variants section on pages 10–11.

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

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

Half-elf race: page 145

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

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

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

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

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

HALF-GIANT HERITAGE

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

Half-giant race and subraces: pages 11–14

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

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

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

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

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

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

HALF-CLOUD GIANT

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

HALF-FIRE GIANT

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

Martial Legacy. You have proficiency with 1 weapon of your choice, as well as with light armor.



HALF-FROST GIANT

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

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

HALF-HILL GIANT

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

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

HALF-STONE GIANT

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

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

HALF-STORM GIANT

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

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

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

HALF-CYCLOPS

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

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

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

HALFLING HERITAGE

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

Halfling race, lightfoot subrace: page 143

Other halfling subraces: page 20

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

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

Lucky. You have the halfling's Lucky trait.

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

COMMON HALFLING

Ability Score Increase. Your Strength score increases by 1.

Brave. You have the halfling's Brave trait.

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

DEEP HALFLING

Ability Score Increase. Your Intelligence score increases by 1.

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

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

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

LIGHTFOOT HALFLING

Ability Score Increase. Your Charisma score increases by 1.

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

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

TALLFELLOW HALFLING

Ability Score Increase. Your Wisdom score increases by 1.

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

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

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

HOBGOBLIN HERITAGE

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

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

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

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

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

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

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

KOBOLD HERITAGE

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

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

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

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

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

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

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

TIEFLING HERITAGE

Orcs are no strangers to fiendish blood, regularly influenced by the demonic corruption of their unborn. The result of that process is a terrifyingly vicious and nigh uncontrollable creature known as a Daijek.

More wary orcs looking for a tamer but equally ruthless child may have the foresight to choose a tiefling mate for a similar effect that doesn't inherently endanger the well-being of their tribe. Fiendish blood runs strong in these crossbreeds, granting them innate magical abilities comparable to full-blooded tieflings.

Tiefling race: page 145

Rakshasa Tiefling subrace: page 27

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



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

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

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

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

HALFLING

Traits for the halfling race can be found on page 143.

HALFLING SUBRACES

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

DEEP HALFLING

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

Ability Score Increase. Your Intelligence score increases by 1.

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

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

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

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

TALLFELLOW HALFLING

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

Ability Score Increase. Your Wisdom score increases by 1.

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

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

Keen Senses. You have proficiency in the Perception skill.

KOBOLD VIPER

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

KOBOLD VIPER TRAITS

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

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

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

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

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

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

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

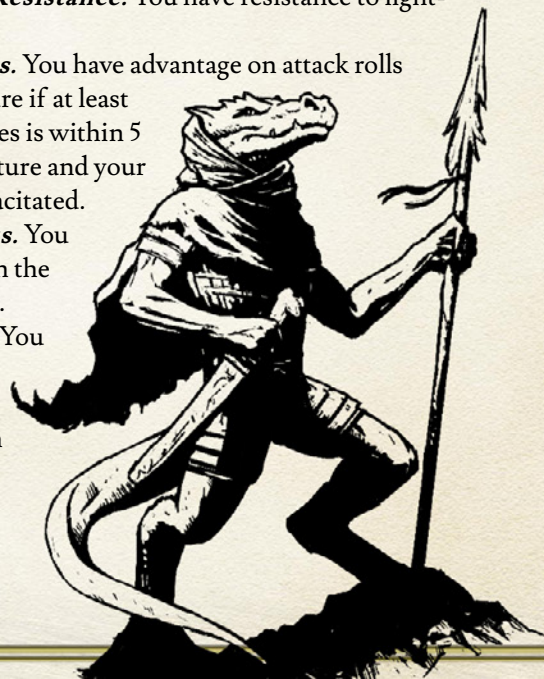
Daylight Sensitivity. While you are in direct sunlight, you have disadvantage on Wisdom (Perception) checks that rely on sight, and all targets are considered to have half cover against your attacks.

Lightning Resistance. You have resistance to lightning damage.

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

Treacherous. You are proficient in the Deception skill.

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



NAGARAN

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

– Ramakrishna

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

ANCESTORS' LEGACY

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

VAIN ORIGINS

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

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

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

NAGARAN NAMES

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

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

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



Illustration by Matt Morrow

NAGARAN TRAITS

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

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

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

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

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

Speed. Your base walking speed is 30 feet.

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

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

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

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

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

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

GUARDIAN NAGARAN

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

Ability Score Increase. Your Wisdom score increases by 2.

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

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

SPIRIT NAGARAN

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

Ability Score Increase. Your Intelligence score increases by 2.

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

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

WATER NAGARAN

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

Ability Score Increase. Your Charisma score increases by 2.

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

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

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

RIVENER

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

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

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

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

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

UNYIELDING SPIRIT

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

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

WANDERING MIND, BODY, & SOUL

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

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

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

PROTECTIVE COATING

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

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

RIVENER NAMES

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

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

RIVENER TRAITS

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

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

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

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

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

Speed. Your base walking speed is 30 feet.

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

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



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

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

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

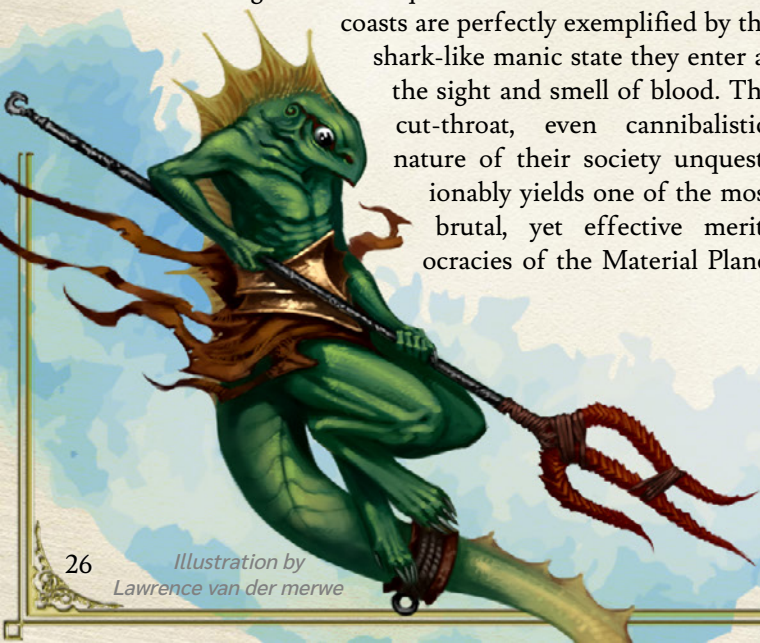
Whenever you end a 24-hour period without finishing a long rest, your protective coating begins to deteriorate; the AC provided by your Extradimensional Armor trait is reduced by 1, and your hit point maximum is reduced by 1d10. Finishing a long rest restores your Extradimensional Armor trait and your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

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

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

SAHUAGIN

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



26 Illustration by
Lawrence van der merwe

DEEP SEA DEVILS

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

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

SERFS OF SELACH

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

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

SAHUAGIN NAMES

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

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

SAHUAGIN TRAITS

Your character shares a number of traits with all sahuagin.

Ability Score Increase. Your Constitution score increases by 1.

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

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

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

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

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



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

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

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

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

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

BRACHIAN

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

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

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

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

MALENTI

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

Ability Score Increase. Your Dexterity score increases by 2.

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

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

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

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

PROSELYTE

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

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

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

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

SACROSANCT

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

Ability Score Increase. Your Wisdom score increases by 2.

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

SELAKIN

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

Ability Score Increase. Your Strength score increases by 2.

Apex Predator. You have proficiency in the Intimidation skill.

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

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

TIEFLING

Traits for the tiefling race can be found on page 145.

TIEFLING SUBRACE

At your GM's discretion, you can choose the following option as a subrace for your tiefling character: rakshasa tiefling. The following traits replace the tiefling's Ability Score Increase, Hellish Resistance, and Infernal Legacy traits.

RAKSHASA TIEFLING

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

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

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

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



Illustration by Gary Dupuis

UNBOUND ARCHON

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

HONORABLY DISCHARGED

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

UNBOUND ARCHON NAMES

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

Male Names: Adonael, Damabiath, Galizur, Jael, Micus, Oriel, Prul, Ramiel, Sannyasi, Saphon, Vachar, Zarall

Female Names: Arael, Cassiel, Eirwyn, Elyon, Haziel, Israfil, Jefischa, Lumalia, Naya'il, Pravuil, Zaphiela

UNBOUND ARCHON TRAITS

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

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

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

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

Speed. Your base walking speed is 30 feet.

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

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

You regain the ability to cast these spells with this trait when you finish a long rest, and when you cast them, they require no material components. Your spellcasting ability

for these spells is either Wisdom (hound or stag archon) or Charisma (trumpet archon).

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

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

Subrace. Choose one of the following subraces.

HOUND ARCHON

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

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

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

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

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

STAG ARCHON

Akin to their hound archon cousins, stag archons in their true form appear to be sturdy humanoids possessing the visage of a deer or elk. Though they have lost the ability



Illustration by
Jacob E. Blackmon

to assume their cervine form, they still feel most at home amongst the wilderness and its denizens.

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

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

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

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

TRUMPET ARCHON

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

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

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

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

VÎTOREM

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

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

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

MIND THIEVES

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

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

SECLUDED STALKERS

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

VÎTOREM NAMES

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

VÎTOREM TRAITS

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

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

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

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

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

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

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

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



SUBCLASSES

BARBARIAN

PRIMAL PATHS

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

PATH OF LEAST RESISTANCE

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

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

UNERRING ASSAULT

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

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

UNBRIDLED FURY

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

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

SPIRITUAL EXPEDITION

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

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

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

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

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

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

UNWAVERING FOCUS

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

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

PATH OF THE TRIBAL HUNTER

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

BONUS PROFICIENCIES

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

TRIBAL WARFARE

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



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

SHARPENED FEROCITY

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

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

WAR DANCE

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

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

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

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

INSTINCTIVE PURSUIT

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

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

BARD

BARD COLLEGES

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

COLLEGE OF BRAVADO

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

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

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



GRANDIOSE FAÇADE

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

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

INTREPID VEIL

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

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

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

RESOLUTE COUNTERCHARM

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

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

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

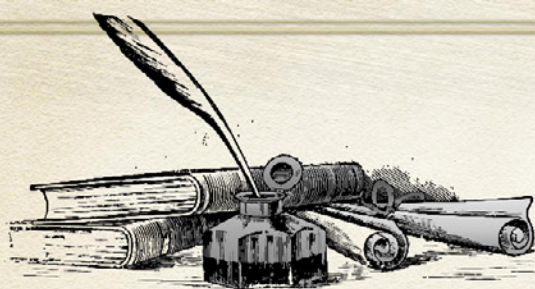
PRODIGIOUS PRESENCE

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

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

As a bonus action on each of your turns for the duration of this effect, you can direct your towering, terrifying presence at one creature within 60 feet of you that can see you. The target must succeed on a Wisdom saving throw against your bard spell save DC or become frightened of you for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the condition ends for it, the creature is immune to this effect for the next 24 hours.

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



COLLEGE OF LINGUISTICS

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

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

BONUS PROFICIENCIES

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

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

ARCANE LINGUIST

At 3rd level, you learn the *comprehend languages* spell. If you already know this spell, you learn a different 1st-level bard spell of your choice. The spell doesn’t count against your number of spells known. When you cast *comprehend languages*, the spell has a range of touch, instead of self, and if you cast it using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.

VOCAL PROJECTION

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

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

When you expend a use of your Bardic Inspiration in this way, you can also apply one of the following Vocal

Projections of your choice to the spell. You can use only one Vocal Projection option per turn.

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

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

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

BARDIC INSCRIPTION

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

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

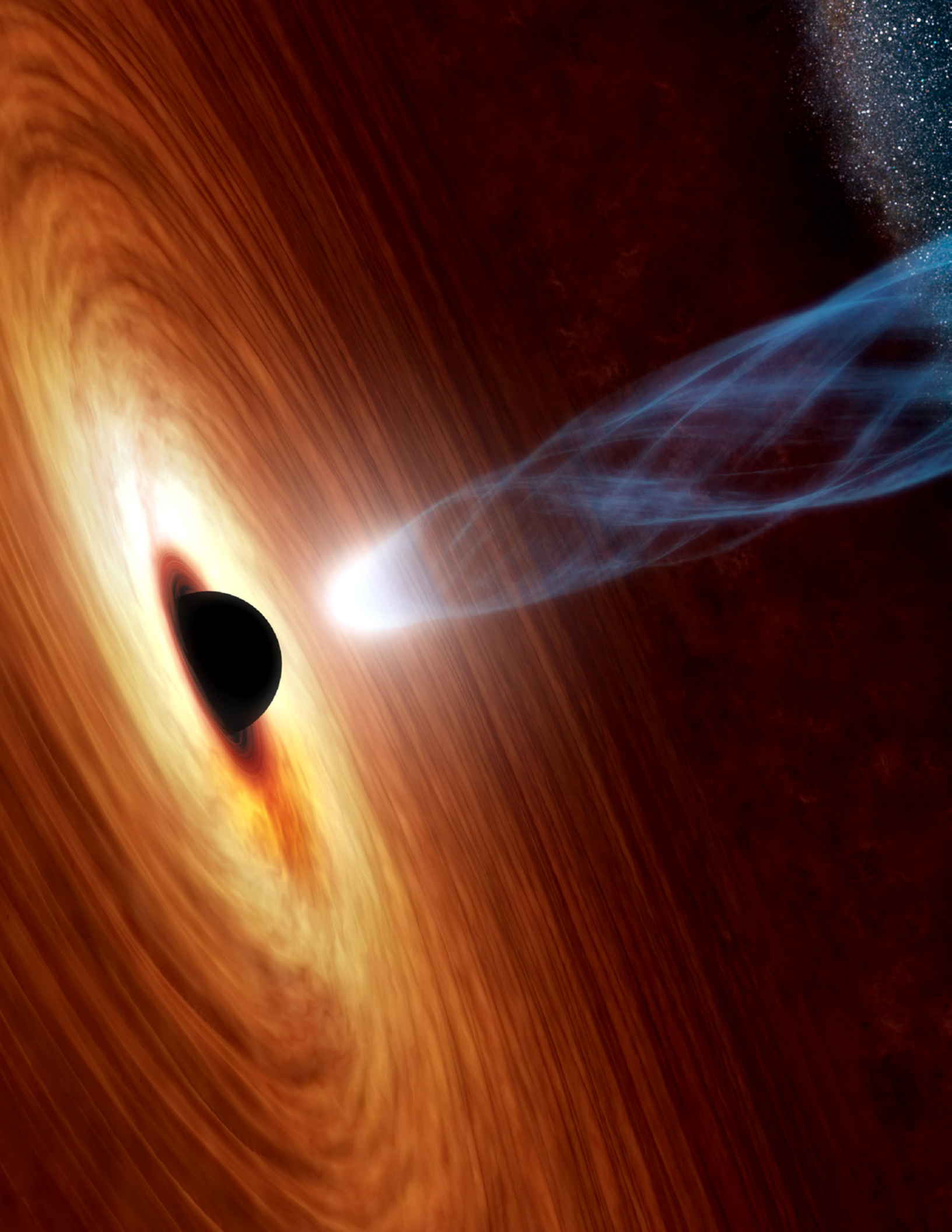
You can only have three objects infused with this bardic magic at a time, and you can choose to dismiss the magic from the text of any of these objects at any time.

WORDS OF POWER

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

On a failed save, the target takes psychic or thunder damage (your choice) equal to $2d10 + \text{half your bard level}$, and for 1 minute or until you lose your concentration (as if concentrating on a spell), the target can’t speak, communicate telepathically, perform the verbal components of spells, or understand language. On a successful save, the target takes half as much damage and stumbles over its words for a short time; all creatures have advantage on saving throws made against any spells the target casts before the end of its next turn.

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



CLERIC

DIVINE DOMAINS

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

INFINITY DOMAIN

To follow the Infinity Domain is to embrace the understanding that everything known and accepted as fact by the inhabitants of this reality—including even the greatest of the deities worshiped by mortals—is not the all-encompassing truth for all beings that have ever existed. Clerics of this domain pursue the deities and god-like beings of foreign realms, known and unknown, with awe and reverence, entreating such entities to share their divine power and ability to comprehend such dimensions.

The Infinite Wastes are one such reality beyond the Material Plane, beyond the Elemental Chaos, even beyond the Upper Planes of the celestial gods and the Lower Planes of the archdevils and demon lords. The Infinite Wastes are entirely separate from the known multiverse, and it is believed that aberrations, such as aboleths and gibbering mouthers, either originated from this plane or have been touched by its bizarre influence.

This realm is governed by utterly alien and incomprehensible laws of magic and physics that would send most mortal minds spiraling into delusion and hysteria. Clerics of this domain, in their divine search, often discover one of the few gods known to have a connection to the Infinite Wastes, but some deities of the known multiverse who claim dominion over esoteric knowledge and unconventional magic often claim some degree of influence over this domain as well.

Infinity Domain Spells

Cleric Level	Spells
1st	<i>bane</i> , <i>life siphon</i> ^{\$}
3rd	<i>darkness</i> , <i>detect thoughts</i>
5th	<i>fear</i> , <i>power word eviscerate</i> ^{\$}
7th	<i>confusion</i> , <i>phantasmal killer</i>
9th	<i>dream</i> , <i>legend lore</i>

ABERRANT UNDERSTANDING

At 1st level, you learn to speak and understand Deep Speech. In addition, the *eldritch blast* and *minor illusion* cantrips are added to the cleric spell list for you and you learn one of these cantrips (your choice). This cantrip doesn't count against your number of cantrips known.

PHASE STEP

Also at 1st level, you gain the ability to move through other creatures as if they were difficult terrain, as you partially shift between realms.

In addition, when you move through a hostile creature's space in this way, you can use your bonus



action to pierce that creature's mind with imagery of terrifying eyes and inky, black tentacles. If the target is not an aberration, it must succeed on a Wisdom saving throw or take 2d8 psychic damage. Whether the target succeeds or fails on the save, that creature can't make opportunity attacks against you until the start of its next turn.

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

CHANNEL DIVINITY: FAR RIFT

Starting at 2nd level, you can use your Channel Divinity to open up a rift in space, momentarily connecting your world to an extradimensional reality.

As an action, you present your holy symbol and choose a point centered on an unoccupied space within 60 feet of you. The rift appears as a 5-foot-radius sphere of blackness and long, slithery tendrils immediately lash out from it.

Choose a number of creatures up to your Wisdom modifier within 30 feet of the sphere that you can see. Each target must succeed on a Dexterity saving throw or be pulled 20 feet toward the sphere. A target that is not an aberration and is pulled into the sphere's space takes psychic damage equal to 2d8 + your cleric level as it catches a glimpse of the inexplicable horrors of realms unknown. The rift then closes.

CHANNEL DIVINITY: BEND SPACE

When you reach 6th level, you learn to use your Channel Divinity to instinctively manipulate the fabric of space itself to subvert your enemies' attacks.

Whenever you or a friendly creature within 30 feet of you would be hit by an attack, you can use your reaction to

warp the space between the original target of the attack and another willing creature you can see within 30 feet of you, who becomes the target instead. When you do so, you teleport the two chosen creatures, exchanging their positions. The effect fails if both creatures are not Large or smaller.

The new target of the attack gains a +2 bonus to AC against the attack, as the sudden swap confounds the attacker.

POTENT SPELLCASTING

Starting at 8th level, once per turn, you can add your Wisdom modifier to the damage you deal with any cleric cantrip.

IMPART MADNESS

Starting at 17th level, whenever a creature takes damage from your Phase Step or Far Rift features, you can bestow an effect of madness on that creature for 1 minute or until you lose your concentration (as if you were concentrating on a spell). At the end of each of the target's turns, and each time it takes damage, it can make an Intelligence saving throw against your cleric spell save DC, ending the effect on a success.

Roll on the table below to determine the effect the madness has on the creature.

Madness Effects

d10	Effect
1	The creature retreats into its mind and becomes paralyzed.
2	The creature becomes incapacitated, begins uncontrollably screaming, laughing, or weeping, and may use its movement on each of its turns to move in a random direction.
3	The creature becomes frightened of you and, as long as it has line of sight to you, must take the Dash action and move away from you by the safest available route on each of its turns, unless there is nowhere to move.
4	The creature begins babbling, can't understand what other creatures say, and is incapable of coherent speech or casting spells with a verbal component.
5	The creature must use its action each round to attack the nearest creature, using its movement as necessary in order to do so. If it is incapable of attacking the nearest creature, it wastes its action that turn doing nothing.
6	The creature experiences vivid hallucinations and has disadvantage on all ability checks.
7	The creature is charmed by you and, if it can hear and understand you, does whatever you tell it to do that isn't obviously harmful to it.
8	The creature becomes incapacitated and experiences an overwhelming urge to eat something strange such as dirt, slime, or offal.
9	The creature falls prone and is stunned.
10	The creature falls unconscious.

DRUID

DRUID CIRCLES

The following options are available to druids when they gain the Druid Circle feature at 2nd level.

CIRCLE OF THE CALAMITY

To an outsider, the Circle of the Calamity seems like a paradox—druids who simultaneously revere nature and emulate that which destroys it. However, these druids see themselves as agents of balance, upholding the natural order of the world. Sometimes druids of this circle may even resort to drastic, destructive measures in order to restore civilized lands to their natural, wild state.

CALAMITOUS ATTUNEMENT

Starting at 2nd level, the cataclysmic power of a natural disaster courses through your veins. Choose a type of calamity from the following table. You can change your calamity choice whenever you gain a level in this class.

Calamity	Damage Type
Blizzard	Cold
Earthquake	Bludgeoning
Tempest	Lightning or Thunder
Wildfire	Fire

When you are attacked by or take damage from a creature you can see within 30 feet of you, you can use your reaction to unleash a magical wave of devastating energy at that creature. The target must succeed on a Dexterity saving throw against your druid spell save DC or take damage equal to your Wisdom modifier (minimum of 1) of the type associated with your calamity.

HARBINGER OF DEVASTATION

At 2nd level, you learn to harness a surge of your druidic magic, temporarily adopting some physical features that embody aspects of your chosen calamity. As an action, you can expend one use of your Wild Shape to gain the following benefits for 1 minute or until you use your Wild Shape feature again.

Blizzard. For the duration, your melee weapon attacks deal extra cold damage equal to your proficiency bonus. In addition, you gain temporary hit points equal to your druid level as an icy frost reinforces your form. If a creature hits you with a melee attack while you have these hit points, the creature takes cold damage equal to your Wisdom modifier.

Earthquake. If you are not wearing heavy armor, you gain a +1 bonus to AC. This bonus increases when you reach certain levels in this class, increasing to +2 at 9th level, and +3 at 17th level.

In addition, when you take bludgeoning, piercing, or slashing damage, you can use your reaction to halve that damage against you.



Tempest. Whenever a creature takes lightning damage from your Calamitous Attunement feature, you can cause the electrical energy to arc to one additional creature of your choice within 20 feet of the original target. That creature must also make a Dexterity saving throw against your spell save DC or take the same amount of damage. The number of creatures you can arc this energy to increases when you reach certain levels in this class, increasing to two additional creatures at 9th level and three additional creatures at 17th level.

Whenever a creature takes thunder damage from your Calamitous Attunement feature, you can simultaneously push the creature up to 10 feet in any direction of your choice. The number of feet you can push the creature increases when you reach certain levels in this class, increasing to 15 feet at 9th level and 20 feet at 17th level.

Wildfire. When a creature succeeds on its saving throw against your Calamitous Attunement feature, it still takes half as much damage. In addition, the damage dealt by your Calamitous Attunement feature increases by 3. This extra damage increases when you reach certain levels in this class, increasing to 5 at 5th level, 7 at 10th level, and 10 at 15th level.

ARBITER OF BALANCE

By 6th level, you have trained yourself to overcome hindrances related to your calamity with ease.

Blizzard. You can move across and climb icy surfaces without needing to make an ability check, and difficult terrain composed of ice or snow doesn't cost you extra movement. In addition, you always have the *sleet storm* spell prepared and can cast them each once using this feature without expending a spell slot. You regain the ability to cast it with this feature when you finish a long rest.

Earthquake. You can move across difficult terrain made of earth or stone without expending extra movement. In addition, you always have the *meld into stone* and *pass without trace* spells prepared and can cast them each once using this feature without expending a spell slot. When you cast *meld into stone* in this way, you gain tremorsense out to a range of 60 feet until the spell ends. You regain the ability to cast these spells with this feature when you finish a long rest.

Tempest. You have advantage on saving throws made against effects that would push you, pull you, or knock you prone. In addition, you always have the *gust of wind* spell prepared and can cast it once using this feature without expending a spell slot. You regain the ability to cast it with this feature when you finish a long rest.

Wildfire. Whenever you are subjected to an effect that deals fire damage and allows you to make a saving throw to take only half damage, you instead take no damage if you succeed on the saving throw and only half damage if you fail. In addition, you know the *fireball* spell and you always have it prepared.

CATASTROPHIC RESILIENCE

Starting at 10th level, your attunement to your calamity protects you from similar types of harm. You gain resistance to the damage type associated with your calamity. If you are attuned to the Tempest, you gain resistance to either lightning or thunder damage (your choice), and you can change your resistance whenever you finish a long rest.

AVATAR OF THE CATAclysm

Beginning at 14th level, you assume a cataclysmic form when you use your Harbinger of Devastation feature.

Blizzard. You emit a continuous aura of freezing energy, granting you the following benefits for the duration:

- You are immune to cold damage and have resistance to fire damage.
- The ground in a 10-foot radius around you is covered in slick ice and is difficult terrain for each creature of your choice in the area.
- At the start of each of your turns, you gain temporary hit points equal to half your druid level. These hit points count as temporary hit points from the Harbinger of Devastation feature for the purpose of dealing cold damage to the attacker when you are hit by a melee attack.

Earthquake. Your skin becomes cracked and stony, granting you the following benefits for the duration:

- You have resistance to bludgeoning, piercing, and slashing damage.
- When you take bludgeoning, piercing, or slashing damage, you can use your reaction to take no damage instead.
- As a bonus action on each of your turns, you can cause seismic waves to ripple through the ground. Each creature of your choice within 10 feet of you must make a Dexterity saving throw against your druid spell save DC or be knocked prone. If a creature that fails its saving throw is concentrating on a spell, it must also make a DC 10 Constitution saving throw or lose its concentration.

Tempest. Turbulent winds begin circling you, granting you the following benefits for the duration:

- Ranged weapon attacks made against you have disadvantage on the attack roll.
- You gain a flying speed of 30 feet for the duration.
- If the original target of the lightning damage you deal from your Calamitous Attunement feature fails its saving throw by 5 or more, it becomes stunned until the end of your next turn.
- Whenever you deal thunder damage from your Calamitous Attunement feature, if the target fails its saving throw by 5 or more it becomes paralyzed until the end of your next turn.

Wildfire. Roaring flames envelop your body. These flames don't harm you or anything being worn or carried. You gain the following benefits for the duration:

- You are immune to fire damage and have resistance to cold damage.
- You shed bright light in a 20-foot radius and dim light for an additional 20 feet.
- If a creature hits you with a melee attack, the creature takes 1d10 fire damage.
- You can cast *burning hands* as a bonus action on each of your turns without expending a spell slot.

FIGHTER

MARTIAL ARCHETYPES

The following options are available to fighters when they gain the Martial Archetype feature at 3rd level.

SCORN KNIGHT (MAGICUTIONER)

Scorn knights are trained destroyers of all things magic. Often driven by a personal vendetta against spellcasters, animosity toward magic items, or unadulterated hatred for magic itself, they seek to annihilate it at every turn.

Sometimes referred to as “magicutioners,” these warriors typically won't use magic items unless they are forced to.

Spellcasters—be they arcane or divine—tremble at the sight of an enemy scorn knight, knowing that their foe's mere presence is enough to disrupt or sever their magical connection, the very essence of their power.

ADVERSARIAL AWARENESS

When you choose this archetype at 3rd level, you gain proficiency in one of the following skills of your choice: Arcana, Insight, Investigation, Nature, or Religion. Alternatively, you learn one language of your choice.

SCORN

Starting at 3rd level, your extreme disdain for magic drives so deeply to your core that it manifests itself as a form of antimagic, which courses through your veins. This antimagic power is known only as scorn. When you gain this feature, you learn two Scorn options of your choice (see “Scorn Options” below).

You have a number of uses of Scorn equal to your Constitution modifier (minimum 1), and you regain all expended uses when you finish a short or long rest. You learn an additional Scorn option of your choice when you reach certain levels in this class: 7th, 10th, and 15th level.

Some features you gain later require a saving throw, which is calculated as follows:

$$\text{Scorn save DC} = 8 + \text{your proficiency bonus} + \text{your Constitution modifier}$$

ARCANE PURGE

When you reach 7th level, damage you deal with nonmagical weapons counts as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage. In addition, you learn to perform a powerful antimagic ritual on a magic item or magical effect. You perform the ritual over the course of 1 hour, which can be done during a short rest. Once you use one of the options below, you can't use that option again until you finish a long rest.

Magic Item. When you complete the ritual, you can touch one magic item that is of uncommon rarity or lower and permanently eradicate one of its magical properties. If the item has no remaining magical properties, it becomes a mundane, nonmagical item. The maximum rarity of magic item you can affect with this ritual increases to rare at 10th level and very rare at 15th level.

When you destroy a magical property of an item in this way, your antimagic power surges until the end of your next long rest or until you die. For the duration, you gain a +1 bonus to attack and damage rolls you make with nonmagical weapons. The bonus increases when you reach certain levels in this class, increasing to +2 at 10th level and +3 at 15th level.

Magical Effects. When you begin the ritual, choose one creature, object, or magical effect. You must stay

within 30 feet of the target for the duration. When you complete the ritual, all curses and any spells of 3rd level or lower on the target end. For each spell of 4th level or higher on the target, make a Constitution check. The DC equals 10 + the spell's level. On a successful check, the spell ends. Starting at 10th level, this ritual is capable of ending a spell or magical effect that would normally require a *greater restoration* spell to end, such as *feeblemind* or *geas*.

HEIGHTENED DISRUPTION

At 10th level, you learn to infuse your attacks with a flare of magic interference. When you hit a creature that is concentrating on a spell or other magical effect with a weapon attack, the minimum DC for the creature's Constitution saving throw to maintain its concentration is equal to your Scorn save DC, rather than 10.

ANTIMAGIC STRIKE

At 15th level, you learn a debilitating, new way to manipulate your scorn. When you hit a creature with a weapon attack on your turn, you can use your bonus action and expend two uses of Scorn to inject some of your antimagic power into the creature, stifling the magical energy that suffuses the multiverse around it for 1 minute.

For the duration, all bludgeoning, piercing, and slashing damage the creature deals is considered nonmagical, and if the creature is targeted by a spell or magical effect that causes it to regain hit points or gain temporary hit points, the amount it gains is halved.

In addition, the creature must make a Constitution saving throw against your Scorn save DC. On a failure, the creature is also subjected to the following effects:

Spellcasting. If the creature attempts to cast a spell, it must first make an ability check using its spellcasting ability modifier. The DC equals your Scorn save DC. On a failure, the creature's spell fails and has no effect.

Magic Items. The properties and powers of any magic items the creature possesses, except those created by an artifact or a deity, are suppressed. For example, a *+1 longsword* functions as a nonmagical longsword.

Magical Travel. The creature can't teleport or otherwise engage in magical travel, including entering a portal to another location or plane.

Summoned Creatures. If the creature was summoned or created by a spell or magical effect with a non-instantaneous duration (such as *conjure elemental*), it temporarily winks out of existence. When this effect ends, the creature reappears in the space it left or in the nearest unoccupied space if that space is occupied.

ELDRITCH DAMPENER

Starting at 18th level, your scorn has grown so powerful that it forms an unceasing antimagic ward around you. You have resistance to damage from spells and magical

effects, and whenever you use your Indomitable feature against a spell or magical effect, you gain a bonus to the roll equal to your Constitution modifier.

In addition, you can't be unwillingly detected by or perceived through divination magic or magical scrying sensors.

SCORN OPTIONS

The following options are presented in alphabetical order.

Antimagic Shield. When a creature hits you with a spell attack or a magical weapon attack, you can use your reaction and expend one use of Scorn to form an emanating antimagic barrier around yourself. Until the start of your next turn, you have a +5 bonus to AC against spell attacks and magical weapon attacks, including against the triggering attack.

Arcane Absolution. Whenever you are under the effects of a spell or other magical effect that allows you to repeat a saving throw on your turn to end the effect, you can use your bonus action and expend one use of Scorn to repeat the saving throw, possibly ending the effect early.

Eldritch Vision. As an action, you can expend one use of Scorn to rout out nearby concentrated areas of magical energy. For 1 minute, you gain the effects of the *detect magic* spell, requiring no concentration.

Scornful Vigor. When you take the Attack action on your turn, you can forgo one of your attacks and expend one use of Scorn to gain a number of temporary hit points equal 1d6 + half your fighter level (rounded down).

Spell Obstruction. When a creature within 10 feet of you casts a spell, you can use your reaction to attempt to disrupt the creature's magical connection. If the creature is casting a spell of 1st level or lower—referred to as your spell threshold—the spell fails and has no effect, and you expend one use of Scorn. If the creature is casting a spell above your spell threshold, your attempt fails, but you don't expend a use of Scorn.

The spell threshold and range of this option increase when you reach certain levels in this class, as noted in the table below.

Fighter Level	Spell Threshold	Range
3rd	1st level	10 ft.
7th	2nd level	15 ft.
10th	3rd level	20 ft.
15th	4th level	25 ft.
18th	5th level	30 ft.



MONK

MONASTIC TRADITIONS

The following options are available to monks when they gain the Monastic Tradition feature at 3rd level.

WAY OF TRANSCENDENCE

Monks of the Way of Transcendence follow a tradition that emphasizes a path of personal growth, enlightenment, and ultimately absolute understanding. Its principles are most embodied by the pursuit of true freedom: body, mind, and spirit. Their lofty goals eventually manifest outwardly, granting them the ability to hover effortlessly just off the ground—a mark of progress on their spiritual journey.

SPELLCASTING

When you reach 3rd level, the mystical essence that suffuses your body allows you to harness the ability to cast spells. See the core rulebooks for the general rules of spellcasting and the cleric spell list.

Cantrips. You learn two cantrips of your choice from the cleric spell list. You learn an additional cleric cantrip of your choice at 10th level.

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

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

Spells Known of 1st-Level and Higher. You know three 1st-level cleric spells of your choice, two of which you must choose from the abjuration and divination spells on the cleric spell list.

The Spells Known column of the Way of Transcendence Spellcasting table shows when you learn more cleric spells of 1st level or higher. Each of these spells must be an abjuration or divination spell of your choice, and must be of a level for which you have spell slots. For instance, when you reach 7th level in this class, you can learn one new spell of 1st or 2nd level.

The spells you learn at 8th, 14th, and 20th level can come from any school of magic.

Whenever you gain a level in this class, you can replace one of the cleric spells you know with another spell of your choice from the cleric spell list. The new spell must be of a level for which you have spell slots, and it must be an abjuration or divination spell, unless you're replacing the spell you gained at 8th, 14th, or 20th level.

Way of Transcendence Spellcasting

Monk Level	Cantrips Known	Spells Known	–Spell Slots per Spell Level–			
1st	2nd	3rd	4th	5th	6th	7th
3rd	2	3	2	—	—	—
4th	2	4	3	—	—	—
5th	2	4	3	—	—	—
6th	2	4	3	—	—	—
7th	2	5	4	2	—	—
8th	2	6	4	2	—	—
9th	2	6	4	2	—	—
10th	3	7	4	3	—	—
11th	3	8	4	3	—	—
12th	3	8	4	3	—	—
13th	3	9	4	3	2	—
14th	3	10	4	3	2	—
15th	3	10	4	3	2	—
16th	3	11	4	3	3	—
17th	3	11	4	3	3	—
18th	3	11	4	3	3	—
19th	3	12	4	3	3	1
20th	3	13	4	3	3	1

Spellcasting Ability. Wisdom is your spellcasting ability for your cleric spells, since you learn your spells through your divine path of universal understanding. You use your Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a cleric spell you cast and when making an attack roll with one.

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

Spell attack modifier = your proficiency bonus + your Wisdom modifier

EXALTED DISCIPLINE

Starting at 3rd level, your ability to cast spells is as fluid and instinctive for you as your martial arts. If you use your action to cast a spell on your turn, you can make one unarmed strike as a bonus action.

KI-EMPOWERED FOCUS

When you reach 6th level, you learn to infuse your ki with your spellcasting, reinforcing and amplifying your spells. Whenever you make a Constitution saving throw to maintain concentration on a spell, you can add your Wisdom modifier to the roll.

In addition, when you cast a spell that forces a creature to make a saving throw to resist its effects, you can expend ki points to give one target of the spell disad-

vantage on its first saving throw made against the spell. The number of ki points expended is equal to 1 + the spell's level (1 ki point if the spell is a cantrip).

UPLIFTED SPIRIT

Starting at 11th level, you have a flying speed equal to your walking speed and can hover. This flying speed doesn't allow you to move more than 5 feet off the ground. If you fall from a greater height, your fall ends 5 feet off the ground, where you resume hovering, taking no falling damage.

In addition, you learn to meditate while resting, in pursuit of greater enlightenment. Whenever you finish a long rest, you can cast the *commune* spell, without expending material components, but only as a ritual. While casting the spell and for its duration, you are blinded and deafened to your own surroundings.

NIRVANIC ASCENSION

At 17th level, you have achieved your transcended state, attaining the peak form of your true, metaphysical self. You gain the following benefits.

Dualistic Essence. When an attacker that you can see hits you with a weapon attack, you can expend 2 ki points as a reaction to momentarily evanesce into your immaterial, universal self. The weapon or projectile passes through your form causing the attack to miss you instead.

Liberated Spirit. Whenever you cast a spell of 1st level or higher, your flight becomes unrestricted until the end of your next turn, allowing you to fly more than 5 feet off the ground. In addition, for the duration, you don't provoke opportunity attacks when you fly out of an enemy's reach.

Mystic Vision. You have truesight out to a range of 30 feet.

WAY OF THE UNBROKEN STONE

Monks who follow the Way of the Unbroken Stone are driven to unceasingly interpose themselves between the weak and those who would do them harm. They remain steadfast in the face of even the gravest of threats—an unwavering pillar of courage and tenacity.

Monasteries that teach this tradition are often located among the mountains or rocky shores as a constant reminder to their followers of the unshakable and enduring way of life they seek to emulate.

PILLAR OF FORTITUDE

When you choose this tradition at 3rd level, you learn to fortify your body against physical harm as you manipulate your ki. Whenever you spend ki points, you gain temporary hit points equal to half your monk level (rounded up) for each ki point spent.



In addition, the next time you take bludgeoning, piercing, or slashing damage before the start of your next turn, you have resistance to that damage.

MOUNTAINOUS PRESENCE

At 6th level, your sturdy form enhances your ability to assert your position in combat. You have advantage on saving throws made against effects that would push you, pull you, or knock you prone. In addition, you count as one size larger when determining the size of creature you can grapple or shove, and when you attempt to grapple or shove a creature, you can choose to make a Dexterity (Athletics) check, rather than a Strength (Athletics) check.

MONOLITHIC RESOLVE

Starting at 11th level, your unflinching composure allows you to resist incoming attacks. When an attacker that you can see hits you with an attack, you can use your reaction to roll a d4, adding the number rolled to your AC against that attack and potentially causing it to miss you instead.

AVALANCHING STRIKES

At 17th level, you learn to focus repeated blows upon your adversaries, pulverizing them with unyielding force. When you make your first attack on your turn, you can spend 2 ki points to infuse your strikes with the crushing power of your ki. Until the end of your turn, when you hit a Large or smaller creature with a melee weapon attack, you can knock the target prone. In addition, any unarmed strikes you make against a prone target deals an extra 1d10 force damage until the end of your turn.

PALADIN

SACRED OATHS

The following options are available to paladins when they gain the Sacred Oath feature at 3rd level.

OATH OF PURIFICATION

The Oath of Purification requires a steadfast commitment to truth, regardless of what others, including those in positions of authority, view to be right and just. Paladins who dedicate themselves to this oath believe in revealing the truth by any means necessary, and purging the world of those who would obscure it.

Sometimes referred to as Truth Knights, Sanctifiers, or Emberblades, those who swear this oath seek first to offer their foes a chance at redemption—often via a fiery penance. All beings can make amends for their past nefarious deeds and come to the light, attest such paladins, and the world is better off the more in it that are committed to that ideal.

TENETS OF PURIFICATION

Paladins who take this oath often emblazon the tenets of purification upon their shield or weapon as a forthright display to others of what they fight for.

Bring the Truth to Light. Be not clouded by the laws and expectations of others. You seek truth, no matter what challenges impede your path.

Purify the Wicked. Rehabilitation is preferred. A fiery death for the unrepentant is an acceptable alternative.

Defend the Undefined. Those who remain clean from the toxic path of evil are worthy of your protection. Safeguard their purity.

OATH SPELLS

You gain oath spells at the paladin levels listed.

Oath of Purification Spells

Paladin Level	Spells
3rd	<i>burning hands, faerie fire</i>
5th	<i>moonbeam, zone of truth</i>
9th	<i>clairvoyance, fireball</i>
13th	<i>fire shield, wall of fire</i>
17th	<i>flame strike, legend lore</i>

CHANNEL DIVINITY

When you take this oath at 3rd level, you gain the following two Channel Divinity options.

Trial by Fire. As an action, you present your holy symbol and censure your foe, using your Channel Divinity. Choose one creature within 60 feet of you that you can see. That creature must make a Dexterity saving throw. Fiends and undead have disadvantage on this saving throw.

The target takes fire damage equal to $2d10 + \text{your}$

paladin level on a failed save, or half as much on a successful one. On a failed save, the target also burns for up to 1 minute. The burning target sheds bright light in a 20-foot radius and dim light for an additional 20 feet.

While burning, all fire and radiant damage dealt to the target ignores resistance to those types, and if the target has immunity to fire or radiant damage, it still takes half as much damage from those types, including against the initial fire damage dealt by this Channel Divinity. At the end of each of its turns, the target repeats the saving throw. On a failed save, it takes fire damage equal to your Charisma modifier (minimum of 1 damage), and the effect ends on a successful one.

These magical flames can't be extinguished by nonmagical means. If damage from this effect kills a target, it has been deemed unclean and is turned to ash.

Oculus of Truth. You can use your Channel Divinity to enhance your intuition and discerning eye. As an action, you grant yourself a +5 bonus to Intelligence (Investigation), Wisdom (Insight), and Wisdom (Perception) checks for the next 10 minutes.

AURA OF CLEANSING

At 7th level, you gain resistance to fire damage. In addition, while you are conscious, you radiate a purifying aura within 10 feet of you. At 18th level, the range of this aura increases to 30 feet.

The range of your Lay on Hands feature extends to match the range of this aura. As an action, you can expend 5 points from your pool of healing to end one effect causing a creature within the aura to be blinded, deafened, or paralyzed. You can cure multiple diseases, neutralize multiple poisons, and end multiple effects causing blindness, deafness, or paralysis with a single use of Lay on Hands, expending hit points separately for each one.

AGONIZING RETRIBUTION

Starting at 15th level, whenever a creature you can see deals damage to you or an ally in your Aura of Cleansing, you can use your reaction to conjure a brief conflagration around that creature, causing it to take fire damage equal to half your paladin level (rounded down).

PARAGON OF PURIFICATION

When you reach 20th level, you have become an exemplar of truth and purity. As an action, you can shroud yourself in sanctifying fire, gaining the following benefits for 1 minute:

- You gain immunity to fire and radiant damage.
- As a bonus action, you can end all diseases and poisons affecting a creature that you can see within 60 feet.
- Once on each of your turns, you can deal extra fire damage to one target when you damage it with an attack or a spell. The extra fire damage equals your paladin level.
- Whenever you deal fire or radiant damage to a creature, it ignores the target's resistance or immunity to those types.

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





RANGER

RANGER ARCHETYPES

The following options are available to rangers when they gain the Ranger Archetype feature at 3rd level.

DRAGON APPRENTICE

Dragon Apprentices dedicate themselves to respecting dragons in all their ferocity and all their mysterious splendor. They learn from dragons and seek to emulate the virtues of those they align themselves with.

DRAGON APPRENTICE MAGIC

Starting at 3rd level, you learn an additional spell when you reach certain levels in this class, as shown in the Dragon Apprentice Spells table. The spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

Dragon Apprentice Spells

Ranger Level	Spell
3rd	<i>heroism</i>
5th	<i>see invisibility</i>
9th	<i>fly</i>
13th	<i>secret chest</i>
17th	<i>commune</i>

DRACONIC AFFINITY

When you choose this archetype at 3rd level, you irrevocably align yourself with a category of dragons. Choose one of the following options as your Draconic Affinity: chromatic, cosmic, metallic, or divergent.

You focus your training under one type of dragon associated with your Draconic Affinity, designating them as your advocate. The Dragon Advocate table shows the available options for each affinity. You can change your

Dragon Advocate

Dragon	Damage Type
<i>Chromatic Affinity</i>	
Black	Acid
Blue	Lightning
Green	Poison
Red	Fire
White	Cold
<i>Cosmic Affinity</i>	
Comet	Fire
Moon	Cold
Nebula	Psychic
Planetary	Poison (<i>Gas Giant</i>), Cold (<i>Ice Giant</i>), or Fire (<i>Terrestrial</i>)
Sun	Radiant
<i>Metallic Affinity</i>	
Brass	Fire
Bronze	Lightning
Copper	Acid
Gold	Fire
Silver	Cold
<i>Divergent Affinity</i>	
Dracolisk	Poison
Dragon Ghost	Necrotic
Dragon Turtle	Fire
Wyvern	Poison

advocate whenever you gain a level in this class. Your advocate is used for several features you gain.

In addition, you gain a supreme awareness and understanding of dragons. You can speak, read, and write Draconic, and you can use your Primeval Awareness feature to sense dragons for a number of minutes equal to your proficiency bonus without expending a ranger spell slot. If there are any dragons within range of a type associated with your Draconic Affinity, you learn their exact type, age category, location, and number. Once you use your Primeval Awareness feature in this way, you can't do so again until you finish a short or long rest.

DRAGON WARRIOR

Starting at 3rd level, you can invoke the power of your dragon advocate in battle. As a bonus action, you can cause one weapon you are holding to begin pulsing with draconic energy for 1 minute. If you are engaging in two-weapon fighting, you can simultaneously cause the effect on both weapons as part of the same bonus action.

For the duration, the first target you hit on each of your turns with a pulsing weapon takes an extra 1d6 damage of the type associated with your advocate. When you reach 11th level in this class, the extra damage increases to 2d6.

RITE OF THE DRAGONS

At 7th level, you learn an ancient ritual bestowed by dragonkin upon only their most trusted allies. You perform the ritual over the course of 1 hour, which can be done during a short rest. You must be wearing armor while you perform the ritual.

At the completion of the ritual, your armor is magically reinforced by an infusion of gleaming, resilient dragon scales of the same type as your dragon advocate. If another creature dons this armor, the scales immediately fade, and you must perform the ritual again in order to gain the benefits of this feature. While wearing this armor, you gain benefits based on your Draconic Affinity.

Chromatic Affinity. You gain resistance to the damage type associated with your dragon advocate. In addition, you have advantage on saving throws against being frightened.

Cosmic Affinity. Your hit point maximum increases by an amount equal to your ranger level. In addition, you have advantage on ability checks made to discern illusions.

Metallic Affinity. You gain a +1 bonus to AC, and this armor doesn't impose disadvantage on your Dexterity (Stealth) checks.

Divergent Affinity. You gain proficiency in Constitution saving throws. If you already have this proficiency, you instead gain proficiency in Wisdom or Charisma saving throws (your choice).

ADVOCATE'S PRESENCE

At 11th level, you learn to channel the fearsome presence of your draconic protector. As an action, you can beseech your advocate to send a dragon spirit to come to your aid. When you do so, the spectral form of an ancient dragon descends upon your space—only for a moment—as its spirit inhabits your body, allowing you to unleash a terrifying, guttural roar.

Each creature of your choice within 60 feet of you must make a Wisdom saving throw against your ranger spell save DC. A target automatically succeeds on the save if it can't see or hear you. On a failed save, a target becomes frightened of you for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Once you use this feature, you can't use it again until you finish a short or long rest.

RITE OF THE DRAGONS: DIVERGENT AFFINITY

In place of dragon scales, those of the Divergent Affinity may choose a more appropriate effect for their armor based on their advocate. For example:

Dracolisk Advocates may simply transform the armor into solid stone, as if petrified.

Dragon Ghost Advocates may give the armor a translucent or shimmering appearance.

Dragon Turtle Advocates may reinforce their apprentice's armor with a durable shell.

Wyvern Advocates may choose to cover their apprentice's armor in stinger-like spines.

DRAGON KEEPER

When you reach 15th level, your proven kinship with your dragon allies grants you a boon for your friendship and service—a dragon spirit entrusted to you by your advocate. You can cast the *find steed* spell using this feature, without expending a spell slot, to summon the spirit to join you as a companion.

When you cast it in this way, the spirit takes the form of a wyrmling of the same type as your dragon advocate,[†] and its creature type is dragon rather than celestial, fey, or fiend. When summoned in this way, the wyrmling is a Large creature and the reach of its bite attack increases to 10 feet. It retains all other statistics. Once you use this feature, you can't use it again until you finish a long rest.

[†] Divergent and Cosmic Affinity wyrmling statistics: pages 89–114.

ROGUE

ROGUISH ARCHETYPES

The following options are available to rogues when they gain the Roguish Archetype feature at 3rd level.

KNAVE

You hone and refine your expertise with playing cards, understanding that their power and utility is far beyond a mere game. Rogues who pursue this archetype are often quick-witted and expert tricksters, be it with their hands or their silver tongue. Knaves most commonly find their way in society as entertainers, con artists, or captivating storytellers—always planning their next scheme.

CARD SLINGING

At 3rd level, you gain proficiency with the playing card set if you don't already have it, and you can add double your proficiency bonus whenever you make an ability check that involves playing cards.

In addition, you can make a ranged attack by throwing one card from your deck, which counts as a ranged weapon for you. The attack deals 1d4 piercing damage on a hit and has a normal range of 20 feet and a maximum range of 60 feet. Whenever you make an attack with a card as part of the Attack action on your turn, you can make an attack with another card as a bonus action. You don't add your ability modifier to the damage of the bonus attack, unless that modifier is negative.

If you hit a creature with a card as part of the Attack action, you can use your Sneak Attack against that target if you hit it with another card on that turn and haven't already used your Sneak Attack, even if you don't have advantage on the attack roll, but not if you have disadvantage on it.

When you reach 6th level, your card attacks count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.



ENTRANCING SHOWMANSHIP

At 3rd level, you gain proficiency in the Performance skill if you don't already have it. In addition, you learn to execute captivating card tricks and other entertaining displays that involve playing cards. After 1 minute of engaging in such a performance, each creature of your choice within 30 feet of you must make a Wisdom (Insight) check contested by your Charisma (Performance) check.

On a failure, a creature becomes entranced by your performance. An entranced creature has disadvantage on Wisdom (Perception) checks until it takes any damage or moves more than 30 feet away from you, or until you end your performance (maximum of 10 minutes).

DEFENSIVE DEALER

At 9th level, you learn to employ defensive tactics using your cards. When a creature within 30 feet of you is hit by a ranged weapon attack, you can use your reaction to fling a card, attempting to impede or deflect the projectile. Make a Dexterity check using playing cards contested by the attacker's attack roll. On a success, the attack's damage is reduced by 1d4 + your Dexterity modifier + half your rogue level (rounded down).

If you reduce the damage to 0, the projectile is destroyed unless it is magical, and you turn the hit into a miss.

CARDMASTER'S GAMBIT

Starting at 13th level, you learn to infuse your card attacks with devastating effects. Whenever you deal extra damage

from your Sneak Attack feature on your turn with a card attack, you can forgo that damage to instead add one of the following effects to the attack.

Explosive Impact. The target and each creature within 5 feet of it must make a Dexterity saving throw. A creature takes 3d6 fire damage on a failed save, or half as much damage on a successful one. The damage increases when you reach certain levels in this class, increasing to 4d6 at 15th level and 5d6 at 19th level.

Disorienting Strike. The target of your attack takes an extra 2d6 psychic damage and must make a Wisdom saving throw. On a failure, the target's speed is halved until the end of its next turn and it has disadvantage on the next ability check or attack roll it makes before the end of its next turn. If the creature is concentrating on a spell when it takes the damage from this attack, the minimum DC for the Constitution saving throw it makes to maintain its concentration is equal to 8 + half your rogue level + your Dexterity modifier.

The extra damage increases when you reach certain levels in this class, increasing to 3d6 at 15th level, 4d6 at 17th level, and 5d6 at 19th level.

Spectral Flurry. You can make two additional card attacks as part of the same action with cards made of pure magical force. These additional attacks must also target the original target of your attack or creatures within 10 feet of it. All damage dealt by these additional attacks is force damage, and the target takes an extra 1d6 force damage on a hit from each of these cards. When you reach 17th level in this class, the extra damage increases to 2d6.

WILDCARD

Starting at 17th level, one random card from your deck becomes unerringly potent each day. Whenever you finish a long rest, roll a d20 and record the number rolled.

When you make an attack with a card and your d20 roll is equal to the recorded number, the attack automatically hits. In addition, you can add one of the effects from your Cardmaster's Gambit feature without forgoing any Sneak Attack damage, even if you can't use your Sneak Attack on that attack.

SORCERER

SORCEROUS ORIGINS

The following options are available to sorcerers when they gain the Sorcerous Origin feature at 1st level. This Draconic Weave origin is a variant of the Draconic Bloodline origin from the core rulebooks and incorporates cosmic dragon options as well as revised wording and mechanics.

DRACONIC WEAVE

Your innate magic comes from the mythical energies that emanate from dragons and their extraordinary domains. Often the result of a surge of draconic power in your midst or ties to dragon parentage somewhere in your ancestry, this energy has infused within you the ability to influence the worlds around you by drawing power from the magic that suffuses the multiverse.

VARIANT: ORIGIN SPELLS

You learn an additional spell when you reach certain levels in this class. The spell counts as a sorcerer spell for you, but it doesn't count against the number of sorcerer spells you know. These spells can't be replaced when you gain a level in this class.

Draconic Bloodline Spells

Sorcerer Level	Spells
1st	<i>command</i>
3rd	<i>alter self</i>
5th	<i>fear</i>
7th	<i>polymorph</i>
9th	<i>dominate person</i>

DRAGON ANCESTOR

At 1st level, choose one type of dragon as your ancestor from the options listed in the Draconic Ancestry table. The damage type associated with each dragon is used by features you gain later.

In addition, you can speak, read, and write Draconic; if you already know Draconic, you instead learn another language of your choice. Whenever you make a Wisdom (Insight) check or Charisma check when interacting with dragons, you can add your proficiency bonus to the check. If you are already proficient in the skill used for the check, you can add double your proficiency bonus instead.

DRACONIC RESILIENCE

Starting at 1st level, magic flows through your body causing physical traits of your dragon ancestors to emerge. Your hit point maximum increases by 1, and it increases by 1 again whenever you gain a level in this class.

In addition, parts of your skin are covered by a thin sheen of dragon-like scales. When you aren't wearing armor your AC equals 13 + your Dexterity modifier.

ANCESTRAL AFFINITY

When you reach 6th level, the draconic power coursing through your veins further emboldens your form and your magic. You have resistance to the damage type associated with your draconic ancestry. In addition, when you cast a spell that deals damage of the type associated with your draconic ancestry, you can add your Charisma modifier to one damage roll of that spell.

Draconic Ancestry

Dragon	Damage Type
<i>Chromatic Dragons</i>	
Black	Acid
Blue	Lightning
Green	Poison
Red	Fire
White	Cold
<i>Cosmic Dragons</i>	
Comet	Fire (<i>Resistance: Cold</i>)
Moon	Cold
Nebula	Psychic
Planetary	Poison (<i>Gas Giant</i>), Cold (<i>Ice Giant</i>), or Fire (<i>Terrestrial</i>)
Sun	Radiant
<i>Metallic Dragons</i>	
Brass	Fire
Bronze	Lightning
Copper	Acid
Gold	Fire
Silver	Cold

DRAGON WINGS

Starting at 14th level, you can use a bonus action to sprout a pair of dragon wings from your back, granting you a flying speed equal to your walking speed. The wings last until you're incapacitated, you die, or you dismiss them as a bonus action. You can't manifest your wings while wearing armor, unless the armor is made to accomodate them, and clothing not made to accomodate your wings might be destroyed when you manifest them.

DRACONIC PRESENCE

At 18th level, you gain immunity to the damage type associated with your draconic ancestry. In addition, as an action, you can exude the terrifying presence of your dragon ancestor for 1 minute. For the duration, at the start of each of your turns, each hostile creature within 60 feet of you that can see or hear you must make a Wisdom saving throw against your spell save DC.

On a failure, the creature becomes frightened of you for the duration of this effect. As an action, an affected creature can make a Wisdom check against your spell save DC to steel its resolve and end the effect on itself. If a creature's saving throw or ability check is successful or the effect otherwise ends for it, that creature is immune to this effect for the rest of the duration. Once you use this feature, you can't do so again until you finish a short or long rest.



SEASONAL SORCERY

Your innate magic is derived from the natural flow of the seasons. Sorcerers blessed with this arcane gift can often trace their birth to the height of a seasonal event—the autumnal or vernal equinox or the winter or summer solstice—or to the influence of powerful fey magic.

Some seasonal sorcerers remain aligned with a particular season for their entire lives, while others ritually shift their form with the changing of the seasons themselves. Still, some may change merely on a whim or according to their emotional state that day.

ONE WITH NATURE

The cycle of the seasons flows through the blood in your veins, granting you an innate understanding of the natural world. You gain proficiency in the Nature skill and you learn the *druidcraft* cantrip, which doesn't count against your number of cantrips known.

SEASONAL SPELLS

At 1st level, choose a season to which you are attuned: autumn, winter, spring, or summer. You have access to additional spells based on the season you are attuned to.

While attuned to a season, you can choose a number of spells from the associated spell list equal to your proficiency bonus, designating them as your seasonal spells. You gain access to additional spells you can designate as your seasonal spells at 3rd, 5th, 7th, and 9th level.

You can cast your seasonal spells as normal by expending a spell slot, or—when you later gain the Font of Magic feature—you can also cast them at their lowest level by spending a number of sorcery points equal to the spell's level. If they don't appear on the sorcerer spell list, they nonetheless count as sorcerer spells for you. You can change your list of seasonal spells, as well as which season you are attuned to, whenever you finish a long rest.

Autumn

Sorcerer Level	Spells
1st	<i>chill touch, feather fall</i>
3rd	<i>gust of wind, ray of enfeeblement</i>
5th	<i>create food and water, wind wall</i>
7th	<i>blight, death ward</i>
9th	<i>antilife shell, insect plague</i>

Winter

Sorcerer Level	Spells
1st	<i>ray of frost, sanctuary</i>
3rd	<i>moonbeam, power word survive^S</i>
5th	<i>sleet storm, slow</i>
7th	<i>control water, ice storm</i>
9th	<i>cone of cold, hold monster</i>

Spring

Sorcerer Level	Spells
1st	<i>goodberry, shillelagh</i>
3rd	<i>lesser restoration, spike growth</i>
5th	<i>plant growth, speak with plants</i>
7th	<i>conjure woodland beings, freedom of movement</i>
9th	<i>awaken, greater restoration</i>

Summer

Sorcerer Level	Spells
1st	<i>burning hands, produce flame</i>
3rd	<i>heat metal, scorching ray</i>
5th	<i>daylight, fireball</i>
7th	<i>fire shield, wall of fire</i>
9th	<i>flame strike, hallow</i>

ECOLOGICAL EMBODIMENT

Starting at 6th level, your attunement to your chosen season emanates from you, granting the following benefits.

Autumn. As an action, you can unleash a concentrated burst of air at a Huge or smaller creature within 30 feet of you. The target must succeed on a Strength saving throw or be pushed a number of feet away from you up to $5 \times$ your proficiency bonus. Alternatively, you can target an object that weighs no more than 25 pounds and isn't being worn or carried that is within 30 feet of you, pushing it up to the same distance.

In addition, whenever you push a creature with this feature or cast a sorcerer spell that causes a creature to be knocked prone or pushed away from you, the target takes magical bludgeoning damage equal to your Charisma modifier (minimum of 1).

Winter. You have resistance to cold damage. In addition, whenever a creature within 30 feet of you moves at

least 10 feet straight toward you or provokes an opportunity attack from you, you can spend 1 sorcery point as a reaction to momentarily coat the ground beneath it in slick ice. The target must succeed on a Dexterity saving throw against your spell save DC or fall prone.

Spring. Once on each of your turns, when you cast one of your seasonal spells of 1st-level or higher, you regain hit points equal to your Charisma modifier (minimum of 1) and you gain resistance to necrotic damage until the end of your next turn. You can also spend 1 sorcery point at the same time to channel this renewing, positive energy into one other creature of your choice that you can see within 30 feet of you, granting it the same benefits.

Summer. You gain resistance to fire damage. In addition, when you cast *produce flame*, you can conjure a second flame in your other hand. The flames shed bright light out to 30 feet and dim light for an additional 30 feet. Attacking with the flames does not end the spell, and you can hurl them up to 60 feet, rather than 30. Finally, whenever you attack with one of the flames, you can hurl the other flame at your target as part of the same attack. On a hit, the target takes extra fire damage equal to your Charisma modifier (minimum of 1).

SEASON'S ZENITH

At 14th level, your seasonal magic flares with the intensity of the peak of your season.

Blessing of the Equinox (Autumn/Spring). Whenever you finish a short or long rest, you can either grant an amount of temporary hit points equal to $2 \times$ your sorcerer level + your Charisma modifier (Autumn) or restore a total number of hit points equal to the same amount (Spring), divided as you choose among any number of creatures that you can see within 30 feet of you. A creature that receives any of these hit points is also cured of any diseases or poisons affecting it.

Blessing of the Solstice (Winter/Summer). Whenever you or a creature within 30 feet of you takes cold or fire damage, you can use your reaction to consume some of that energy, granting resistance to the creature against the triggering damage. In addition, once on each of your turns when you make an attack or cast a spell that deals cold damage (Winter) or fire damage (Summer), you can add your Charisma modifier to one damage roll of that attack or spell.

AVATAR OF THE FOUR SEASONS

Starting at 18th level, when you finish a long rest, you can choose your seasonal spells from any season's spell list, though you must still designate one season to attune yourself to. In addition, you can spend 6 sorcery points as a bonus action to magically transform into a dazzling fusion of all four seasons. For 1 minute, you gain the benefits of each season's Ecological Embodiment feature, and you can cast a 1st- or 2nd-level spell from any season's spell list at its lowest level without expending a spell slot or sorcery points. For the duration, you also gain a flying speed of 60 feet.

WARLOCK

OTHERWORLDLY PATRONS

The following options are available to warlocks when they gain the Otherworldly Patron feature at 1st level.

THE DIVINE BEAST

Your patron is an exceptionally good and powerful entity from the Beastlands. The creature you have made a pact with may resemble an enormous and glorious specimen of a more mundane beast from the Prime Material Plane. Some examples of such demigod-like celestial beasts include the gaelin (eagle), the hal-yun (wolf), the jentigu (tiger), the kojaku (gorilla), and the leqiri (elk).

EXPANDED SPELL LIST

The Divine Beast lets you choose from an expanded spell list when you learn a warlock spell. The following spells are added to the warlock spell list for you.

Divine Beast Expanded Spells

Spell Level	Spell
1st	<i>animal friendship, longstrider</i>
2nd	<i>locate animals or plants, pass without trace</i>
3rd	<i>mass healing word, plant growth</i>
4th	<i>dominate beast, hallucinatory terrain</i>
5th	<i>awaken, commune with nature</i>

PATRON BEAST

At 1st level, you can beseech your patron to send a young bestial companion to your aid. Choose one of the following animals as your patron beast: ape, bear, dog, eagle, elk, fox, horse, komodo dragon, lion, rhinoceros, tiger, turtle, or wolf. You can change the form your patron beast takes whenever you gain a level in this class.

As a bonus action, you can summon your patron beast in an unoccupied space you can see within 30 feet of you. The following rules apply to your patron beast:



PATRON BEAST CREATURES

The beasts listed in the Patron Beast feature are intended as examples of the most common celestial beasts. With your GM's approval, you can choose any other beast you deem to be appropriate as your patron beast.

See pages 82–88 for example Divine Beast patrons, including monster statistics and lore.



- Its creature type is celestial and it is the same size as you—for example, if you are Small, so is your patron beast. It lacks proper training to serve as a mount.
- It has an AC equal to 10 + your proficiency bonus + your Charisma modifier and a number of hit points equal to your Charisma modifier + five times your warlock level. When you finish a short rest, you can expend 1 of your hit dice to restore it to its hit point maximum.
- It has a walking speed of 30 feet, with one exception: an eagle has a walking speed of 10 feet and a flying speed of 30 feet, but its fledgling wings can't sustain it in flying more than 10 feet off the ground.
- It has the same ability scores as you, but you can switch its Charisma score with its Strength score, or with its Dexterity score if it is an eagle.
- It shares your skill and saving throw proficiencies and can understand your languages, but it is unable to speak.
- It doesn't have any special senses, such as darkvision, or any special traits, such as pack tactics.
- It has one or more natural melee weapons, such as claws, fangs, horns, or a tail, as appropriate for its form. When it makes a melee weapon attack with one of its natural weapons, it uses your proficiency bonus for the attack roll, and deals 1d8 bludgeoning, piercing, or slashing damage, as appropriate, on a hit. An eagle adds its Dexterity modifier, rather than its Strength modifier to the damage roll.
- It obeys any verbal commands that you issue to it. On your turn, you can command it where to move (no action required by you). As an action, you can command it to take the Attack, Dash, Disengage, Help, Hide, Ready, or Search action. If you don't issue a command, it takes the Dodge action.
- Starting at 5th level, it can attack twice, instead of once, whenever you command it to take the Attack action on your turn. The number of attacks increases to three when you reach 11th level in this class and to four when you reach 17th level in this class.
- As an action, you can temporarily dismiss it back to your patron's side. While dismissed, you can resummon it as a bonus action as normal.
- If it is reduced to 0 hit points, it disappears and can't be summoned again until you finish a long rest or until you expend a warlock spell slot to resummon it as an action. If you resummon it by expending a spell slot more than 1 hour after it disappeared, it gains one level of exhaustion.

If you later gain the Pact of the Chain feature, your patron beast counts as a familiar for you for the purpose of applying any benefits from your Pact of the Chain invocations. In addition, you can communicate with and issue orders to your patron beast telepathically, as long as it is on the same plane of existence as you.

TAMED AND TRAINED

Starting at 6th level, your patron beast's natural weapons count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage. In addition, it gains two traits of your choice from the list below. You can change one or both of the chosen traits whenever you gain a level in this class.

Adaptive Camouflage. It can attempt to hide even when it is only lightly obscured by foliage, heavy rain, falling snow, mist, or other natural phenomena.

Amphibious. It gains a swimming speed equal to its walking speed and it can breathe air and water.

Beast Speech. It is always under the effects of the *Speak with Animals* spell.

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

Keen Senses. It has advantage on Wisdom (Perception) checks.

Nature Stride. Moving through nonmagical difficult terrain costs it no extra movement. It can also pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard.

Riding Discipline (No flying speed). It grows one size larger—from Medium to Large, for example—and has gained the necessary training to serve as a mount.

Running Leap. Its long jump is up to 30 feet and its high jump is up to 15 feet when it has a 10-foot running start.

Soaring Flight (Requires flying speed). Its flight becomes unrestricted.

Strapping. It gains a climbing speed equal to its walking speed and it counts as one size larger when determining its carrying capacity and the weight it can push, drag, or lift.

BLESSING OF THE BEAST

At 10th level, your bond with your patron beast grants you a supernatural ability to protect it from harm. If your patron beast drops to 0 hit points, you can use your reaction to make a DC 10 Charisma saving throw. If you succeed, it drops to 1 hit point instead. Each time you use this feature after the first, the DC increases by 5. When you finish a long rest, the DC resets to 10.

In addition, your patron beast has developed an innate ability to aid you and your allies in return. As an action, you can command your patron beast to touch another creature, releasing a surge of healing energy. The target magically regains hit points equal to 2d8 + your Charisma modifier and is cured of all diseases and poisons affecting it. You can use this ability three times, and you regain all expended uses when you finish a long rest.

DIVINE TRANSFIGURATION

At 14th level, you learn to harness the deific energy of your patron through the companion it has entrusted to you. As a bonus action, you can fill your patron beast with an overwhelming surge of holy power. For 1 minute or until you lose your concentration (as if concentrating on a spell), your patron beast sheds bright light in a 15-foot radius and dim light for an additional 15 feet. Any magical darkness that overlaps the light shed by this effect is dispelled.

For the duration, your patron beast has advantage on all its attack rolls. On a hit with one of its natural weapons, it deals an extra 1d8 radiant damage. Once you use this feature, you can't use it again until you finish a long rest.

THE ELDER ELEMENTAL (AIR)

The Elder Elementals are beings of cataclysmic power that wield promises of utter devastation. Your pact with an Elder Air Elemental has granted you an affinity for the howling storms of the sky.

EXPANDED SPELL LISTS

The Elder Elementals let you choose from an expanded spell list when you learn a warlock spell. The following spells are added to the warlock spell list for you.

Elder Elemental Expanded Spells

Spell Level	Spell
1st	<i>Aldricor's elemental rebuke</i> ^{\$}
2nd	<i>protection from poison</i>
3rd	<i>protection from energy</i>
4th	<i>conjure minor elementals</i>
5th	<i>Talya's energy field</i> ^{\$}

In addition, your Air Elemental patron lets you choose from an additional expanded spell list when you learn a warlock spell. The following spells are also added to the warlock spell list for you.

Air Elemental Expanded Spells

Spell Level	Spell
1st	<i>feather fall</i>
2nd	<i>gust of wind</i>
3rd	<i>call lightning</i>
4th	<i>greater invisibility</i>
5th	<i>cloudkill</i>

ELEMENTAL APTITUDE

Starting at 1st level, whenever you deal force damage to a creature, you can choose to deal lightning or thunder damage instead of the force damage.

ELDER FLARE

At 1st level, you learn to harness the elemental power of your patron. As a bonus action, you can create a small storm cloud above one creature you can see within 60 feet of you. The cloud moves with the creature, remaining centered on it, and lasts for 1 minute. The effect ends early if you use this feature again or if the target dies, you die, or you are incapacitated. For the duration, you gain the following benefits:

- Whenever you deal lightning or thunder damage to the target, the cloud emits a flash of energy causing the target to take extra damage of the same type equal to your proficiency bonus.
- When you score a critical hit against the target, strong winds and heavy rain begin buffeting its space. These stormy conditions impose disadvantage on the next weapon attack roll the target makes before the end of its next turn.
- As a bonus action, you can cause the cloud to temporarily descend, forming a light fog over the target. Until the start of your next turn, the target's space is lightly obscured, giving it disadvantage on Wisdom (Perception) checks that rely on sight.

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

PRIMORDIAL ERUPTION

Starting at 6th level, you learn to infuse your spells with an eruption of elemental energy. Whenever you cast a spell using a warlock spell slot, you can choose one target of the spell, centering the eruption on that creature.

Each creature of your choice that you can see within 10 feet of the target is subjected to a crippling electrical shock and can't take reactions until the end of your next turn.



ASPECT OF THE SKIES

At 10th level, your form begins to manifest features characteristic of your patron, granting you the following benefits:

- When you use your Primordial Eruption feature, you gain a flying speed of 30 feet until the end of your next turn.
- You gain resistance to lightning or thunder damage (your choice when you gain this feature) as well as poison damage, and you have advantage on saving throws against being poisoned.
- When you are hit by an attack that deals nonmagical bludgeoning, piercing, or slashing damage, you can use your reaction to gain resistance to that damage type against the attack. Once you use this ability, you can't use it again until you finish a short or long rest or you cast a spell of 1st level or higher that deals lightning or thunder damage.

IMPROVED ELDER FLARE

Starting at 14th level, your Elder Flare becomes more potent, granting additional benefits. Immediately after you deal lightning or thunder damage to the target of your Elder Flare on your turn, you can dismiss the cloud as a bonus action, causing it to burst in an arcing flurry of tempestuous energy. The energy flashes down at the target of your Elder Flare and then chains to as many as two other creatures, both of which must be within 30 feet of the original target.

Each target must make a Dexterity saving throw against your warlock spell save DC. On a failed save, the target takes 4d8 lightning damage, and it is stunned until the start of your next turn. On a successful save, the target takes half as much damage and isn't stunned.

THE ELDER ELEMENTAL (EARTH)

The Elder Elementals are beings of cataclysmic power that wield promises of utter devastation. You exude the hulking, stony presence of an Elder Earth Elemental.

EXPANDED SPELL LISTS

The Elder Elementals let you choose from an expanded spell list when you learn a warlock spell. The following spells are added to the warlock spell list for you.

Elder Elemental Expanded Spells

Spell Level	Spell
1st	<i>Aldricor's elemental rebuke</i> ^{\$}
2nd	<i>protection from poison</i>
3rd	<i>protection from energy</i>
4th	<i>conjure minor elementals</i>
5th	<i>Talya's energy field</i> ^{\$}

In addition, your Earth Elemental patron lets you choose from an additional expanded spell list when you learn a warlock spell. The following spells are also added to the warlock spell list for you.

Earth Elemental Expanded Spells

Spell Level	Spell
1st	<i>thunderwave</i>
2nd	<i>spike growth</i>
3rd	<i>meld into stone</i>
4th	<i>stoneskin</i>
5th	<i>wall of stone</i>

ELEMENTAL APTITUDE

Starting at 1st level, whenever you deal force damage to a creature, you can choose to deal bludgeoning or thunder damage instead of the force damage.

ELDER FLARE

At 1st level, your skin becomes supernaturally tough and durable. Your AC can't be less than 15, regardless of what kind of armor you are wearing. Using a shield doesn't add to this benefit. The AC increases when you reach certain levels in this class, increasing to 16 at 5th level, 17 at 10th level, and 18 at 15th level.

In addition, you gain the ability to harness the elemental power of your patron. As a bonus action, you can surge with earthen energies, magically transforming your flesh into a hardened and rocky state for 1 minute. For the duration, you gain the following benefits:

- Your minimum AC granted by this feature increases by 2.
- You have advantage on saving throws made against effects that would push you, pull you, or knock you prone.
- When you roll a 1 on a damage die for an attack that deals bludgeoning damage, you can reroll the die and must use the new roll, even if it is another 1.

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

PRIMORDIAL ERUPTION

Starting at 6th level, you learn to infuse your spells with an eruption of elemental energy. Whenever you cast a spell using a warlock spell slot, you begin sending shockwaves through the ground in a 30-foot-radius circle around you. Each creature of your choice in the area that is concentrating on a spell or other effect must make a successful Constitution saving throw against your spell save DC or lose concentration.

These shockwaves persist until the end of your next turn. For the duration, the area is difficult terrain for creatures other than you.

ASPECT OF THE EARTH

At 10th level, your form begins to permanently manifest features characteristic of your patron, granting you the following benefits:

- When you use your Primordial Eruption feature, you gain tremorsense within the area of your shockwaves for the duration.
- You gain resistance to poison damage and you have advantage on saving throws against being paralyzed, petrified, poisoned, or stunned.
- When you are hit by an attack that deals nonmagical bludgeoning, piercing, or slashing damage, you can use your reaction to gain resistance to that damage type against the attack. Once you use this ability, you can't use it again until you finish a short or long rest or until you cast a spell of 1st level or higher that deals bludgeoning or thunder damage.

IMPROVED ELDER FLARE

Starting at 14th level, your Elder Flare becomes more potent, granting additional benefits. While transformed by your Elder Flare feature, you deal double damage to objects and structures, and you count as one size larger when determining the size of creature you can grapple or shove.

In addition, as a bonus action on your turn while you are transformed, you can draw on the revitalizing energy of your patron. When you do so, you regain a number of hit points equal to your warlock level + your Charisma modifier. Once you use this ability, you can't use it again for the rest of this transformation.

THE ELDER ELEMENTAL (FIRE)

The Elder Elementals are beings of cataclysmic power that wield promises of utter devastation. You are driven by the undying passion of an Elder Fire Elemental to unleash a blazing inferno upon your foes.

EXPANDED SPELL LISTS

The Elder Elementals let you choose from an expanded spell list when you learn a warlock spell. The following spells are added to the warlock spell list for you.

Elder Elemental Expanded Spells

Spell Level	Spell
1st	<i>Aldricor's elemental rebuke</i> ^{\$}
2nd	<i>protection from poison</i>
3rd	<i>protection from energy</i>
4th	<i>conjure minor elementals</i>
5th	<i>Talya's energy field</i> ^{\$}

In addition, your Fire Elemental patron lets you choose from an additional expanded spell list when you learn a

warlock spell. The following spells are also added to the warlock spell list for you.

Fire Elemental Expanded Spells

Spell Level	Spell
1st	<i>burning hands</i>
2nd	<i>scorching ray</i>
3rd	<i>fireball</i>
4th	<i>fire shield</i>
5th	<i>flame strike</i>

ELEMENTAL APTITUDE

Starting at 1st level, whenever you deal force damage to a creature, you can choose to deal fire damage instead of the force damage.

ELDER FLARE

At 1st level, you gain the ability to harness the elemental power of your patron. Immediately after you deal fire damage to a hostile creature on your turn with an attack or a spell, you can use your bonus action to cause one target of the attack or spell that you can see within 60 feet of you to magically ignite. The target takes 1d6 fire damage and begins burning for 1 minute. The effect ends early if you use this feature again or if the target dies, you die, or the flames are extinguished by magical means. The fire damage increases when you reach certain levels in this class, increasing to 2d6 at 5th level, 3d6 at 10th level, and 4d6 at 15th level.

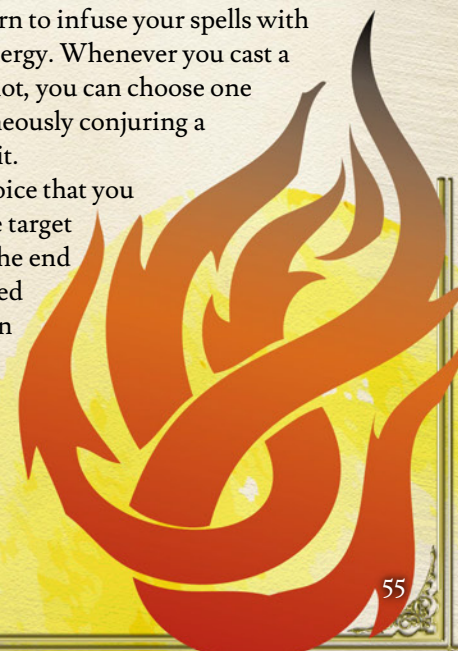
For the duration, the target sheds bright light in a 20-foot radius and dim light for an additional 20 feet, and it takes fire damage equal to your Charisma modifier (minimum of 1 damage) at the start of each of its turns. In addition, damage the target takes ignores resistance to fire damage, including the initial damage dealt by this feature.

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

PRIMORDIAL ERUPTION

Starting at 6th level, you learn to infuse your spells with an eruption of elemental energy. Whenever you cast a spell using a warlock spell slot, you can choose one target of the spell, instantaneously conjuring a blazing flash of light above it.

Each creature of your choice that you can see within 10 feet of the target becomes disoriented until the end of its next turn. A disoriented creature has disadvantage on the next attack roll it makes as well as on Wisdom (Perception) checks that rely on sight. A creature that can't be blinded is immune to this feature.



ASPECT OF THE INFERNO

At 10th level, your form begins to manifest features characteristic of your patron, granting you the following benefits:

- All damage you deal ignores resistance to fire damage, and while a creature is burning from your Elder Flare feature, if it has immunity to fire damage, it still takes half damage whenever you deal fire damage to it.
- You gain resistance to fire and poison damage and you have advantage on saving throws against being poisoned.
- When you are hit by an attack that deals nonmagical bludgeoning, piercing, or slashing damage, you can use your reaction to gain resistance to that damage type against the attack. Once you use this ability, you can't use it again until you finish a short or long rest or you cast a spell of 1st level or higher that deals fire damage.

IMPROVED ELDER FLARE

Starting at 14th level, your Elder Flare becomes more potent, granting additional benefits. When you cause a creature to ignite with your Elder Flare feature, you can choose to simultaneously envelop yourself in unquenchable flames. For 1 minute, you gain the following benefits:

- You have immunity to fire damage.
- Wings of radiant flame burst from your back, granting you a flying speed of 60 feet, and you don't provoke opportunity attacks when you fly out of a creature's reach.
- Any creature that touches you or hits you with a melee attack while within 5 feet of you takes fire damage equal to your Charisma modifier (minimum of 1 damage).
- If you are reduced to 0 hit points, you unleash a massive conflagration. Each creature within 60 feet of you must make a Dexterity saving throw against your warlock spell save DC, taking 4d10 fire damage on a failed save, or half as much on a successful one. You then rise back to your feet with 1 hit point and a number of temporary hit points equal to twice your warlock level, and all benefits of this feature end.

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

THE ELDER ELEMENTAL (WATER)

The Elder Elementals are beings of cataclysmic power that wield promises of utter devastation. Your pact with an Elder Water Elemental emboldens you with the strength of the sea and tides.

EXPANDED SPELL LISTS

The Elder Elementals let you choose from an expanded spell list when you learn a warlock spell. The following spells are added to the warlock spell list for you.

Elder Elemental Expanded Spells

Spell Level	Spell
1st	<i>Aldricor's elemental rebuke</i> ^{\$}
2nd	<i>protection from poison</i>
3rd	<i>protection from energy</i>
4th	<i>conjure minor elementals</i>
5th	<i>Talya's energy field</i> ^{\$}

In addition, your Water Elemental patron lets you choose from an additional expanded spell list when you learn a warlock spell. The following spells are also added to the warlock spell list for you.

Water Elemental Expanded Spells

Spell Level	Spell
1st	<i>create or destroy water</i>
2nd	<i>acid arrow</i>
3rd	<i>slow</i>
4th	<i>control water</i>
5th	<i>greater restoration</i>

ELEMENTAL APTITUDE

Starting at 1st level, whenever you deal force damage to a creature, you can choose to deal acid or bludgeoning damage instead of the force damage.

ELDER FLARE

At 1st level, you gain proficiency with shields as well as all martial melee weapons with the finesse property, and whips have the light property for you. In addition, you learn to harness the elemental power of your patron.

As a bonus action, you can transform one melee weapon you are holding that has the finesse property into a serpentine water whip. This magical weapon has the finesse, light, and reach properties. The whip lasts for 1 minute or until you use this feature again. You can use this feature a number of times equal to your Charisma modifier (a minimum of once), and you regain all expended uses when you finish a long rest.

If the weapon you transformed has any magical properties, it retains those benefits in this form. For example, if you transform a *+1 shortsword*, the whip also has a +1 bonus to attack and damage rolls. If you let go of the whip, it immediately turns into a puddle of water. Thereafter, while the effect persists, you can use a bonus action to reform the whip in your hand.

On a hit, the whip deals 2d4 slashing damage, and if



your target is a Large or smaller creature, you can immediately use your bonus action to attempt to perform a special maneuver—either grappling it with the whip or tripping it. The target must make a successful Strength or Dexterity saving throw (its choice) against a DC of 8 + your proficiency bonus + your Strength or Dexterity modifier (your choice). On a failure, the target is grappled or knocked prone. A creature grappled in this way can use its action to try to escape by making a Strength (Athletics) or Dexterity (Acrobatics) check against the same DC.

While grappled in this way, a creature takes acid damage equal to your Charisma modifier (minimum of 1) at the start of each of its turns. Until the grapple ends, you can't make attacks with the whip, however you can use your action to deal the acid damage to the creature again.

If you later gain the Pact of the Blade feature, the water whip counts as a pact weapon for you for the purpose of applying any benefits from your Pact of the Blade invocations. Using this feature does not dismiss your current pact weapon or break your bond to a magic weapon that you have transformed into your pact weapon.

PRIMORDIAL ERUPTION

Starting at 6th level, you learn to infuse your spells with an eruption of elemental energy. Whenever you cast a spell using a warlock spell slot, you can expel a surging blast of water around yourself.

Each creature of your choice that you can see within 10 feet of you must succeed on a Strength saving throw against your warlock spell save DC or be knocked prone.

ASPECT OF THE DEEP

At 10th level, your form begins to manifest features characteristic of your patron, granting you the following benefits:

- You gain a swimming speed of 30 feet. If you already have a swimming speed, it instead increases by 15 feet.
- You gain resistance to acid and poison damage and you have advantage on saving throws against being poisoned.
- When you are hit by an attack that deals nonmagical bludgeoning, piercing, or slashing damage, you can use your reaction to gain resistance to that damage type against the attack. Once you use this ability, you can't use it again until you finish a short or long rest or you cast a spell of 1st level or higher that deals acid or bludgeoning damage.

IMPROVED ELDER FLARE

Starting at 14th level, your Elder Flare becomes more potent, granting additional benefits. Your water whip now deals 2d8 slashing damage on a hit, and any attack roll you make with it is a critical hit on a roll of 19 or 20.

In addition, when a creature grappled by your water whip is targeted by an attack or makes a Strength or Dexterity saving throw, you can use your reaction to give the attacker advantage on its attack roll or impose disadvantage on the target's saving throw.



WIZARD

ARCANE TRADITIONS

The following options are available to wizards when they gain the Arcane Tradition feature at 2nd level.

SPELLBINDING

Spellbinders have an undying thirst for magical knowledge. After studying tirelessly to gather a sufficient understanding of the various wizard traditions, these wizards move on to researching the spells of all disciplines, be they arcane or divine.

Their spellbook functions as a secondary branch of their intellect, allowing them to cause some spells they have studied to manifest incarnate each day by mere force of will. These spells are a living strand of their consciousness that faintly vibrate and pulse on the pages of their tome, as if with a heartbeat of their own.

CONVERGENT TOME

At 2nd level, you learn a powerful ritual that magically binds your mind and your spellbook. You perform the ritual over the course of 1 hour, which can be done during a short rest. You must be touching the spellbook throughout the ritual, at the conclusion of which the bond is forged and the spellbook becomes an extension of your mind.

As long as you are on the same plane of existence as your bonded spellbook and it remains intact, you gain the following benefits:

- As an action, you can instantly summon the spellbook into your hand.
- When you take psychic damage, you can use your reaction to halve that damage against you.
- Being incapacitated does not automatically break your concentration on a spell. Instead, when you become incapacitated, you can make an Intelligence check to attempt to maintain your concentration via your spellbook. You must also repeat the check at the start of each of your turns while you remain incapacitated. The DC equals 13 + the level of the spell you are concentrating on.

If your bonded spellbook is destroyed, you lose these benefits and immediately take psychic damage equal to $3 \times$ your wizard level, as the bond is forcibly severed. You can only have one bonded spellbook. Performing the ritual again breaks your bond to the first spellbook.

ARCANE IMPRINT

When you choose this tradition at 2nd level, you gain proficiency in the Arcana skill, if you don't already have it, and your proficiency bonus is doubled for any Intelligence (Arcana) checks you make to identify a spell or recall lore about spells or magical traditions.

You can draw on your vast knowledge of all disciplines of magic to cause a spell to manifest itself in your bonded spellbook. When you do so, the spell appears to live and breathe with you—an extension of your life essence.



Whenever you finish a long rest, choose one 1st-level spell from any class's spell list to magically imprint itself in your spellbook. The spell remains for up to 24 hours or until you die. The chosen spell counts as a wizard spell for you, but doesn't count against your number of spells prepared.

While the spell remains in your spellbook, you can cast it at its lowest level once, expending a spell slot as normal. When you do so, the spell is cast out and vanishes from your spellbook, making it unable to be cast in this way again.

When you reach certain levels in this class, you can cause an additional spell to manifest itself in your spellbook in the same way: one 2nd-level spell at 5th level, one 3rd-level spell at 10th level, one 4th-level spell at 15th level, and one 5th-level spell at 20th level. Each spell can only be cast at its lowest level once, expending a spell slot as normal, before vanishing from your spellbook.

Due to their transient nature, none of these manifested spells can be cast as a ritual or selected for use with the Spell Mastery or Signature Spells features.

INTERDISCIPLINARY CANTRIPS

At 6th level, choose two cantrips of your choice from any class's spell list to manifest in your bonded spellbook. While your spellbook is on your person, you can cast those cantrips at will. If they don't appear on the wizard spell list, they are nonetheless wizard spells for you.

When you gain a level in this class, you can choose one of those cantrips and replace it with another cantrip from any class's spell list.

MINDBOUND

When you reach 10th level, your mind becomes an unwavering fortress of support for the spells you cast. While your spell book is on your person, you can add your Intelligence modifier to any Constitution saving throws you make to maintain concentration on a spell.

In addition, whenever a creature would successfully interrupt a spell you are casting or end a spell you are concentrating on, such as via *counterspell* or *dispel magic*, you can make an Intelligence saving throw. The DC of the saving throw equals $15 +$ the level of the spell you are casting or concentrating on (DC 15 if the spell is a cantrip). On a success, you overcome the attempt and continue casting your spell or concentrating as normal.

DYNAMIC MANIFESTATION

Starting at 14th level, when you finish a short rest, you can choose one of the spells manifested in your spellbook from your Arcane Imprint feature that you have not yet cast and replace it with another spell of the same level from any class's spell list.

In addition, when you use your Arcane Recovery feature, you can cause one spell you already cast that day from your Arcane Imprint feature to return, manifesting itself in your spellbook once more.

ELDRITCH LORE

Wizards of the Eldritch Lore tradition dedicate their lives to studying the mysteries of realms beyond this reality. They willfully wade into inky black seas of unspeakable horrors in search of forgotten secrets.

Many find these wizards to be increasingly eccentric, aloof, or even standoffish as they delve deeper and deeper into their esoteric studies, but there is one fact that all agree upon—it is undeniably easier on one's sanity to have such a wizard as an ally than to be on the receiving end of their otherworldly ire.

FORBIDDEN SCHOLAR

Starting at 2nd level, whenever you gain a level in this class, one of the spells of 1st level or higher that you add to your spellbook can be chosen from the warlock spell list. You can also copy a warlock spell you find into your spellbook as normal. A spell added in this way that doesn't appear on the wizard spell list is nonetheless a wizard spell for you.

In addition, you learn to speak and understand Deep Speech. If you already know Deep Speech, you instead learn another language of your choice.

OTHERWORLDLY TORMENT

Starting at 2nd level, immediately after you cast a spell of 1st level or higher on your turn, you can use your bonus action to choose one creature that took damage from the spell or failed its saving throw against it, flooding the target's mind with overwhelming visions of incomprehensible horror. The target must make a Wisdom saving throw against your wizard spell save DC. A target automatically succeeds on this saving throw if it is an aberration or if it can't be frightened.

On a failed save, the target has disadvantage on ability checks and attack rolls for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success. You can use this feature a number of times equal to your Intelligence modifier (a minimum of once), and you regain all expended uses when you finish a long rest.

RITUALS OF THE OCCULT

When you reach 6th level, your eldritch research has unearthed a number of strange truths and forsaken abilities some consider to be unnatural. You can perform a dark ritual over the course of 1 hour; this ritual is a strenuous activity and can't be performed during a short rest.

At the completion of the ritual, you undergo one of the changes of your choice below, gaining the corresponding benefits until you die, you perform the ritual again, or you choose to end the effect when you finish a long rest.

- Your eyes fade to pools of inky black as you sequester part of your mind in the void beyond. You have advantage on Intelligence saving throws, and you can add your Intelligence modifier to any Constitution saving throws you make to maintain concentration.



Illustration by Matt Morrow

- Writhing, black tentacles protrude from your body as you choose. You have proficiency in Strength saving throws, and whenever you make a Strength check or Strength saving throw, you can use your Intelligence modifier, instead of Strength, for the check or save. In addition, whenever you cast a spell with a range of touch, your reach for it extends to 10 feet.
- A number of cold, expressionless eyes are strewn across your body. You have advantage on initiative rolls as well as Wisdom (Perception) checks that rely on sight.

UNBOUNDED RESOLVE

When you reach 10th level, your persistent studies of the unfathomable realms beyond have inoculated you against even the most horrific sights, sounds, and magical effects. You are immune to being frightened, and you have advantage on saving throws against spells and effects from aberrations, such as a gibbering moulder's Gibbering trait.

SHATTERED MIND

At 14th level, you gain resistance to psychic damage. In addition, while a creature is under the effects of your Otherworldly Torment, its speed is reduced to 0 and it takes 2d6 psychic damage at the start of each of its turns until the effect ends.

ADDITIONAL OPTIONS

ELDRITCH INVOCATIONS

The following options are available to warlocks when choosing eldritch invocations. If an eldritch invocation has prerequisites, you must meet them to learn it. You can learn the invocation at the same time that you meet its prerequisites. A level prerequisite refers to your level in the warlock class.

GENERAL INVOCATIONS

The following is a collection of assorted invocations.

BOOK OF OMNISCIENCE

Prerequisite: Pact of the Tome feature

You can add half your proficiency bonus (rounded down) to any Intelligence check you make that doesn't already include your proficiency bonus.

In addition, choose one of the following skills: Arcana, History, Nature, or Religion. Your patron's knowledge of the subject magically fills the pages of your Book of Shadows. You gain proficiency in the chosen skill, and if you spend at least 1 minute reading your book before making an ability check using that skill, you can add double your proficiency bonus to the check, instead of your normal proficiency bonus.

Whenever you finish a long rest, you can entreat your patron to bestow their knowledge on a different subject, changing your skill choice to a different one from the list.

CEREBRAL CODEX

Prerequisite: Pact of the Tome feature

You can cast the *illusory script* spell at will, without expending a spell slot and requiring no components, but only targeting your Book of Shadows. When you cast it in this way, you need not write the words with ink, as they magically appear on the pages of your grimoire as you think them. If you remove the page from your grimoire, the remaining duration of the spell is halved, but the writing and illusion are otherwise unaffected.

SECRETS OF THE CONSPIRATOR

Prerequisite: Pact of the Tome feature

Your patron bestows upon you the arcane secrets of one of its allies. Choose an Otherworldly Patron option available to warlocks. You gain that patron's Expanded Spell List feature if it is a patron other than your own.

In addition, you immediately learn one spell of your choice from the chosen patron's Expanded Spell List that is of a level no higher than your warlock spell slot level. The spell doesn't count against your number of warlock spells known. If you later replace this spell, you must replace it with a spell from the same Expanded Spell List.

CURSES

Some invocations include a prerequisite of "a spell or warlock feature that curses." A qualifying spell or feature will include language specifying that it curses the target. This includes spells like *malison* and *scourge*, as well as the Sign of Ill Omen invocation, which allows a warlock to cast *bestow curse*.

SYMBIOTIC HEX

Prerequisite: Pact of the Chain feature, a spell or warlock feature that curses

When a creature is cursed by a spell you cast or by a warlock feature of yours, your familiar also gains the benefits of that spell or feature.

ELEMENTAL INVOCATIONS

The following invocations are related to the elements of air, earth, fire, and water.

ABSORPTIVE BOND

Prerequisite: Pact of the Chain feature

Whenever your familiar takes acid, cold, fire, lightning, or thunder damage, it can use its reaction to take no damage instead. When it does so, you take the damage in place of your familiar.

ARC OF THE TEMPEST

Prerequisite: 12th level

You can cast *chain lightning* once without expending a spell slot or material components. Once you cast it in this way, you can't do so again until you finish a long rest.

ASPECT OF THE HEAVENS

Prerequisite: 15th level, Pact of the Tome feature

You can cast *control weather* without expending a spell slot or material components. Once you cast it in this way, you can't do so again until you finish a long rest.

BEDROCK HIDE

Prerequisite: 3rd level

You can cast *barkskin* once without expending a spell slot or material components. Once you cast it in this way, you can't do so again until you finish a short or long rest. When you use this version of *barkskin*, the target's flesh turns pale brown or gray and becomes dry and cracked for the duration.

CONCUSSIVE CODEX

Prerequisite: Pact of the Tome feature

As an action, you can attempt to slam your Book of Shadows into one creature within 5 feet of you, causing it to boom with a thunderous force that is audible out to 300 feet.

Make a melee spell attack against your target. On a hit, the target takes 4d6 thunder damage and must make a Strength saving throw against your warlock spell save DC. On a failure, the target is pushed 10 feet away from you and knocked prone. Whether you hit or miss, the target can't make opportunity attacks against you for the rest of your turn.

The damage increases when you reach certain levels in this class, increasing to 4d8 at 5th level, 4d10 at 10th level, and 4d12 at 15th level. Once you use this invocation, you can't use it again until you finish a short or long rest.

DESCENT OF THE ZEPHYR

Prerequisite: 3rd level

You can cast *feather fall* at will, without expending a spell slot or material components.

EARTHEN CHAIN

Prerequisite: 9th level, Pact of the Chain feature

Your familiar's AC can't be less than 18. In addition, while you are within 100 feet of your familiar, whenever it makes a Strength or Constitution saving throw, you can use your reaction to add your Charisma modifier to the roll.

ELEMENTAL TETHER

Prerequisite: Pact of the Chain feature

When you cast *find familiar*, in addition to the normal forms you can choose and the special forms granted by your Pact of the Chain feature, you can choose any mephit (see the core rulebooks and pages 115–117 for statistics).

You are immune to your mephit familiar's Death Burst. In addition, while your mephit familiar is within 60 feet of you, you have resistance to poison damage and advantage on saving throws against being poisoned.

ONE WITH THE SEA

You can create harmless sensory effects with water, such as a light mist, and you can cause a 1-foot cube of water to shape itself as you wish for 1 minute. In addition, you can cast *create or destroy water* once without expending a spell slot or material components. You can't do so again until you finish a short or long rest.

Finally, being underwater doesn't impose disadvantage on your weapon attacks, regardless of what kind of weapon you are using, and your ranged weapon attacks don't automatically miss beyond the weapon's normal range.

STONE STEP

Prerequisite: 9th level

You can cast *meld into stone* at will, without expending a spell slot. When you use this version of *meld into stone*, it requires no verbal component.

WRATH OF THE MONSOON

Prerequisite: 7th level

You can cast *control water* once without expending a spell slot or material components. When you use this version of *control water*, objects and structures take double damage from the spell. Once you use this invocation, you can't use it again until you finish a long rest.

FEATS

If your GM allows you to take feats, when you gain the Ability Score Improvement feature, you can forgo that feature to instead choose one of the feat options presented in the core rulebooks or one of the following options. As usual, you must meet any prerequisite specified in a feat to take that feat.

GENERAL FEATS

The following is a collection of assorted feats.

STAIN OF THE DEAD

Consecrated by a deity of death, your hands exude a deathly, necrotic energy.

- Increase your Wisdom score by 1, to a maximum of 20.
- Once per turn, when you hit a creature with an unarmed strike, you can deal extra necrotic damage to the target equal to your Wisdom modifier.
- When you deal necrotic damage to a creature with an attack or a spell, you can deal extra necrotic damage to it equal to your level. Once you use this ability, you can't do so again until you finish a long rest.

TWINBLADE MASTER

You have trained extensively with double-bladed weapons and staves, granting you the following benefits:

- Increase your Strength or Dexterity score by 1, to a maximum of 20.
- When you make a melee attack with a twinblade, the weapon's damage die is a d8, instead of a d6.
- While wielding a twinblade or quarterstaff, the weapon is considered to have the finesse property for you.
- While wielding a quarterstaff with two hands, the weapon has the following special property:

When you take the Attack action on your turn and make at least one attack with a quarterstaff, you can make one additional attack with it as a bonus action.

RACIAL FEATS

The following is a collection of feats with a prerequisite based on your race or heritage.

DEMONIC FUROR

Prerequisite: Tiefling or other fiendish heritage

The taint of unrelenting abyssal fury lies somewhere in your lineage.

- Increase your Strength score by 1, to a maximum of 20.
- When you are hit by a melee attack, you can use your reaction to make one melee weapon attack with advantage against the attacker. You can use this ability a number of times equal to half your proficiency bonus (rounded down), and you regain all expended uses when you finish a short or long rest.

DRIDER TRANSFORMATION

Prerequisite: Elf (drow elect) or other dark elf heritage

Doomed to ostracization and an excruciating transformation by your deity, you are cursed with the form and temperament of a drider. You gain the following benefits:

- Increase your Strength or Constitution score by 1, to a maximum of 20.
- You ignore movement restrictions caused by webbing.
- You learn the *poison spray* cantrip. You also learn the *web* spell, which you can cast once without expending a spell slot. You regain the ability to cast this spell in this way when you finish a long rest. Charisma is your spellcasting ability for this spell.
- You gain a climbing speed equal to your walking speed, and you can move up, down, and across vertical surfaces and upside down along ceilings, while leaving your hands free.
- You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

You also gain the following side effects:

- You have disadvantage on Charisma checks you make when interacting with elves.
- You must drink another creature's blood at least once every 7 days. For each day beyond the seventh that you go without drinking blood, your hit point maximum is reduced by 1d10; you die if this effect reduces your hit point maximum to 0. Once you drink blood, your hit point maximum is restored to normal the next time you finish a short or long rest.

INTENSIFIED DRAGON'S BREATH

Prerequisite: Dragonborn

Your inner draconic power swells, amplifying the capabilities of your breath weapon.

You have a number of uses of your Breath Weapon equal to your proficiency bonus. When you use your Breath Weapon, you can expend an additional use of it to add one of the following benefits. You can add multiple benefits simultaneously, but only the first benefit may be added more than once.

- The damage of your Breath Weapon increases by 2d6.
- The DC of your Breath Weapon's saving throw increases by 2.
- The area of effect of your Breath Weapon increases: breath weapons with an area of 5 by 30 feet increase to 5 by 60 feet and breath weapons with an area of a 15-foot cone increase to a 20-foot cone.

You regain one expended use when you finish a short rest and all expended uses when you finish a long rest.

ORCISH OPERATIVE

Prerequisite: Half-Orc or other orcish heritage

You are an agent of an elite orcish task force, emboldened by orcish gods and specializing in covert missions.

- Increase your Dexterity score by 1, to a maximum of 20.
- You gain proficiency in one of the following skills of your choice: Acrobatics, Deception, Investigation, Perception, or Stealth.
- You gain darkvision out to a range of 60 feet. If you already have darkvision from a race or class feature, its range increases by 30 feet.
- You can see through magical darkness as if it was nonmagical darkness.

FIGHTING STYLES

Several martial classes share the Fighting Style feature.

FIGHTER & PALADIN STYLES

The following option is a Fighting Style available to Fighters and Paladins.

SHIELD BASHING

While you are wielding a shield, it is considered a martial melee weapon with which you are proficient, and it deals 1d6 bludgeoning damage on a hit. In addition, when you score a critical hit with a shield, the target can't take reactions until the end of your next turn.

MAGIC ITEMS

The following magic items are presented in alphabetical order. A magic item's description gives the item's name, its category, its rarity, and its magical properties.

GENERAL MAGIC ITEMS

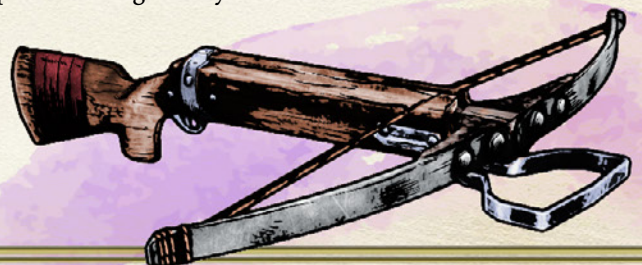
The following is a collection of assorted magic items.

BIG HANDGUN

Weapon (heavy crossbow), rare (requires attunement)

This crossbow has 3 charges. While holding it, you can expend 1 charge as a bonus action, speaking the command word ("BANG") to cast the *arcane hand* spell and immediately use the Clenched Fist option. Your target must be within 120 feet of you. When you make this attack, you do so with an attack bonus of +9.

This casting of *arcane hand* does not require your concentration, and the hand disappears immediately after it strikes at your target. The crossbow regains 1d3 expended charges daily at dawn.



BOOTS OF THE STORMSTRIDER

Wondrous item, uncommon

While wearing these boots, you can use your action to sprint forward in a flash, leaving behind a trail of electrical energy in your wake. When you do so, you can move up to 40 feet in a straight line. This movement doesn't provoke opportunity attacks, and you can move through a space occupied by a hostile creature when you move in this way.

Each creature in your path must make a DC 15 Dexterity saving throw, taking 3d6 lightning damage on a failed save, or half as much on a successful one. Once used, the boots can't be used again until the next dawn.

BOW OF MAGIC MISSILES

Weapon (any bow), very rare (requires attunement by a creature that is proficient with shortbows or longbows)

You gain a +1 bonus to attack and damage rolls made with this magic weapon. In addition, it has 5 charges. While holding it, you can expend 1 charge as an action and draw the bowstring, causing two gleaming arrows of magical force to materialize. You immediately fire each arrow at a creature that you can see within 600 feet. You can direct the arrows at one creature or multiple, and each arrow automatically hits its target, striking simultaneously.

You can choose to expend additional charges as part of the same action to fire one extra arrow per charge expended. Each arrow deals force damage equal to 1d6 + your proficiency bonus. The bow regains 1d4+1 expended charges daily at dawn. If you expend the bow's last charge, roll a d20. On a 1, the bow retains its +1 bonus to attack and damage rolls but loses all other properties.

FIREARM

Weapon (light crossbow), uncommon (requires attunement)

While holding this crossbow, you can use your action, speaking the command words ("need a light?") to cast the *burning hands* spell (save DC 13). Once used, this property of the crossbow can't be used again until you finish a short or long rest.

HANDGUN

Weapon (hand crossbow), common (requires attunement)

While holding this crossbow, you can use your action, speaking the command word ("pew-pew") to cast the *mage hand* cantrip.

HOURLASS OF ETERNITY

Wondrous item, common

This seemingly mundane hourglass contains no sand or other powder until you speak its command word and tell it how much time to keep track of. The top of the hourglass then fills with the precise amount of sand necessary to measure the amount of time requested. Its contents disappear once again when its time is completed.

LEGGUARDS OF THE WOLFPACK

Wondrous item, rare (requires attunement)

While wearing these wolf's hide legguards, you can use a bonus action to stomp your legs into the ground, filling yourself with a primal, bestial insight into striking your foes.

Until the end of your turn, you have advantage on your attack rolls against a creature if at least one of your allies is within 5 feet of the creature and the ally isn't incapacitated. Once used, the legguards can't be used again until you finish a short or long rest.

MINITAU

Wondrous item, rare

As an action, you can throw this small, stone-carved statuette of a minotaur on the ground within 60 feet of you and speak the command word. Upon impact, the statuette grows into a full-sized, sentient minotaur (see page 150 for the creature's statistics). If the space where the minotaur would appear is occupied by other creatures or objects, or if there isn't enough space for the minotaur, the statuette doesn't become a minotaur.

The minotaur is friendly to you and your companions. It understands your languages and obeys your spoken commands. It can also speak and understand Abyssal. If you issue no commands, the minotaur defends itself but takes no other actions.

The minotaur remains for up to 10 minutes. At the end of the duration, the minotaur reverts to its statuette form. It reverts to a statuette early if it drops to 0 hit points or if you use an action to speak the command word again while touching it. When the minotaur reverts to its statuette form, it can't become a minotaur again for 48 hours.

PHANTASMAL FISTS

Wondrous item, rare (requires attunement)

While wearing these handwraps, you can use your action to conjure a massive, translucent hand above a hostile creature you can see within 60 feet. The hand curls into a fist and slams down at your target who must make a DC 15 Dexterity saving throw. On a failed save, a creature takes 6d6 bludgeoning damage and is knocked prone. On a successful save, the creature takes half as much damage and isn't knocked prone.

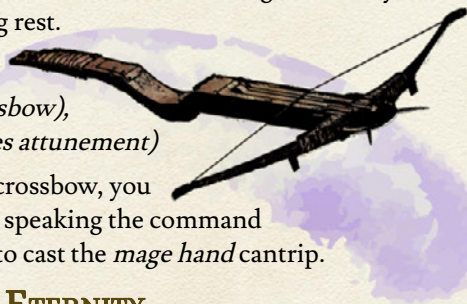
The handwraps can be used twice—once for each hand—and they regain all expended uses daily at dawn.

ROBE OF THE APPRENTICE

Wondrous item, rare (requires attunement by a sorcerer, warlock, or wizard)

This exceptional garment is made from fine cloth of white, gray, or black and adorned with lustrous runes. The robe's color corresponds to the alignment of the archmage who created the item. A white robe was made for good, gray for neutral, and black for evil. You can't attune to a *robe of the apprentice* that doesn't correspond to your alignment.

You gain these benefits while wearing the robe:



- If you aren't wearing armor, your base Armor Class is 13 + your Dexterity modifier.
- You can add half your proficiency bonus (rounded down) to any Intelligence, Wisdom, or Charisma saving throw you make that doesn't already include your proficiency bonus.
- Your spell save DC and spell attack bonus each increase by 1.

SPIRIT TOTEM NECKLACE

Wondrous item, very rare (requires attunement)

This necklace has a magical connection to nearby passed animal spirits. While wearing this necklace, when you finish a long rest, roll a d4 to determine which animal spirit manifests its totem (about the size of a gold piece) on the necklace for the day. Until the end of your next long rest, you have resistance to the damage type associated with the spirit as shown in the following table.

d4	Animal Spirit	Totem	Damage Resistance
1	Giant Constrictor Snake	Pair of snake fangs	Poison
2	Giant Elk	Pair of antlers	Bludgeoning
3	Polar Bear	Fur-covered claw	Cold
4	Saber-Toothed Tiger	Ivory tusk	Piercing

In addition, you can use your action to speak the necklace's command word. When you do so, choose a point you can see within 30 feet of you for the spirit to manifest in physical form (see pages 149–151 for the creatures' statistics). Once used, this property of the necklace can't be used again until you finish a long rest.

The summoned creature is considered a fey. It lasts for 10 minutes or until it drops to 0 hit points, and it is friendly to you and your companions. Roll initiative for the summoned creature, which has its own turns. It obeys any verbal commands that you issue to it (no action required by you). If you don't issue any commands to it, it defends itself from hostile creatures, but otherwise takes no actions.



STAFF OF THE APPRENTICE

Staff, rare (requires attunement by a sorcerer, warlock, or wizard)

This staff can be wielded as a magic quarterstaff that grants a +1 bonus to attack and damage rolls made with it. While you hold it, you gain a +1 bonus to spell attack rolls.

Spells. The staff has 10 charges. While holding it, you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using your spell save DC and spellcasting ability modifier: *alarm* (1 charge), *burning hands* (3rd-level version, 2 charges), *darkvision* (1 charge), *detect magic* (1 charge), *identify* (1 charge), *magic missile* (1 charge per spell level, up to 3rd), *mirror image* (2 charges), *phantom steed* (3 charges), *see invisibility* (2 charges), *sleet storm* (3 charges), *unseen servant* (1 charge).

You can also use an action to cast one of the following spells from the staff without using any charges: *comprehend languages*, *dancing lights*, *mage hand*.

The staff regains 2d4 + 1 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 20, the staff regains 1d4 charges.

Arcane Strike. Once per turn when you hit with a melee attack using the staff, you can expend a spell slot of 5th level or lower to deal an extra 1d6 force damage to the target, plus another 1d6 per level of the spell slot.

STUN GUN

Weapon (dagger), uncommon (requires attunement)

This dagger has 5 charges. When you hit a creature with a weapon attack using this dagger, you can expend 1 charge, speaking the command word ("zap") to deal an extra 1d8 lightning damage to the target. When you do so, the target can't take reactions until the start of its next turn. You can use this property of the dagger only once per turn. The dagger regains 1d4 + 1 expended charges daily at dawn.

SUBDIMENSIONAL STUDY

Wondrous item, very rare (requires attunement)

This fine black cloth is a *portable hole* (see page 146) that has been modified with powerful abjuration and divination magics to serve as a private study and mental fortress. These benefits end early if your attunement to the *subdimensional study* ends.

Upon placing the unfolded black cloth on or against a solid surface, the *portable hole* opens a portal to an extradimensional room that is 300 feet tall and 30 feet in diameter. The room smells of rich mahogany and is filled with thousands of leather-bound books on shelves spanning from floor to ceiling.

If you spend at least 1 hour of a long rest in the *subdimensional study*, your psyche and the study become perfectly intertwined—the room around you a physical manifestation of your mind itself. For the next 24 hours, you gain the following benefits:

- Any information stored in a book in the *subdimensional study* can be recalled verbatim at a moment's notice.
- You can telepathically communicate with any creature in the *subdimensional study*, even if you are on a different plane of existence.
- You have resistance to psychic damage.
- You have advantage on Intelligence saving throws and can't be charmed.
- You are immune to magic that allows other creatures to read your thoughts or alter your memory, as well as the *feeblemind* and *maze* spells.

TOME OF THE APPRENTICE

Wondrous item, rare (requires attunement by a warlock with the Pact of the Tome feature or wizard)

This finely crafted spellbook is bound in the leathery hide of an ottyugh, and powerful wards have been placed upon it by an archmage to make it indestructible by nonmagical means, including fire.

You gain these benefits while attuned to the spellbook:

- As a bonus action, you can summon the spellbook, causing it to teleport instantly to your hand.
- You can add your spellcasting ability modifier to Constitution saving throws you make to maintain concentration on a spell.
- When you cast a spell as a ritual, it only takes 5 minutes longer to cast than normal, rather than 10.

TWIN SUN BLADE

Weapon (twinblade), very rare (requires attunement)

This item appears to be a twinblade hilt with a priceless gem in the center. While grasping the hilt, you can use a bonus action to depress the gem, causing a blade of pure radiance to spring into existence from both ends of the hilt, or disappear from both ends. While the blades exist, this magic twinblade has the finesse property.

You gain a +2 bonus to attack and damage rolls made with this weapon, which deals radiant damage instead of slashing damage. When you hit an undead with it, that target takes an extra 1d8 radiant damage.

The weapon's luminous blades emit bright light in a 20-foot radius and dim light for an additional 20 feet. The light is sunlight. While the blades persist, you can use an action to expand or reduce the radius of bright and dim light by 10 feet each, to a maximum of 40 feet each or a minimum of 10 feet each.

COSMIC DRAGON ITEMS

The following is a list of items thematically related to the cosmic dragons.

BOW-SHOCK BOW

Weapon (any bow), uncommon (requires attunement)

This bow faintly hums, resonating at the pitch corresponding to the plane on which it currently resides, and arrows fired from it leave a trail of light blue dust in their

wake. You have a +1 bonus to attack and damage rolls made with this magic weapon.

Once on each of your turns, when you hit a creature with a ranged attack with this weapon, you can cause the arrow to expel a debilitating burst of cosmic debris on impact. Until the start of your next turn, the target's speed is reduced by 10 feet.

DUST OF REVELATION

Wondrous item, uncommon

Found in a small, vacuum-sealed bottle, this lunar powder resembles very fine sand and glows with a faint luminescence. There is enough of it for one use. As an action, you can speak the bottle's command word to release the magical seal as you throw the dust into the air. The dust magically clings to each creature and object within 60 feet of you, including any invisible creatures or creations of magical force, such as the wall created by a *wall of force* spell.

For 1d4 minutes, any affected creature or object can't benefit from being invisible, and any invisible creations of magical force are revealed. A shapeshifter in the area instantly reverts to its original form and can't assume a different form for the duration. At the end of the duration, the dust oxidizes as it falls to the ground, and its magic is lost.

NEBULA'S EYE WAND

Wand, rare (requires attunement by a sorcerer, warlock, or wizard)

This elegant wand has been steeped in the energies of a nebula dragon, and its jewels swirl with a dazzling array of colors. While it is on your person, dust, fog, snow, and other particles suspended in the air don't impede your vision.

In addition, the wand has 3 charges. While holding it, you can use an action to expend 1 or more of its charges to cast one of the following spells (save DC 15) from it: *disguise self* (1 charge), *fog cloud* (1 charge per spell level, up to 3), *gaseous form* (3 charges, targeting only yourself), or *minor illusion* (no charges). The wand regains 1d3 expended charges daily at dawn.

SOLAR HEARTS

Some sun dragons leave behind a solidified core of radiance when they perish. This prized object is known as a *solar heart* and is a perfectly spherical orb. All *solar hearts* can be used as an arcane focus. Additional properties of the *solar heart* depend on the age of the sun dragon when it dies, as detailed below.

YOUNG SOLAR HEART

Wondrous item, uncommon

This 4-inch-diameter sphere of stabilized radiant energy glows and is warm to the touch. It sheds bright light in a 10-foot radius, and dim light for an additional 10 feet. This light is sunlight. After the sun dragon that left behind this *solar heart* has been dead for 30 days, the

sphere becomes inert, no longer shedding its light, and it resembles black onyx. The sphere can still be used as an arcane focus after becoming inert.

ADULT SOLAR HEART
Wondrous item, rare

This vibrant sphere resembling a star ruby glows with intense radiance and is dangerous to handle in the days following the sun dragon’s death. The sunlight it sheds and the damage it deals upon touching it vary based on how much time has passed since the sun dragon died, as shown in the Adult Solar Heart Properties table. A creature that touches the sphere can take the damage shown no more than once per round. A thin sheet of lead blocks the sphere from harming a creature and blocks its light.

Adult Solar Heart Properties

Age	Damage	Light (bright/dim)
0–2 days	3d6 fire + 3d6 radiant	45 ft./45 ft.
3–6 days	2d6 fire + 2d6 radiant	30 ft./30 ft.
7–29 days	1d6 fire + 1d6 radiant	15 ft./15 ft.
30+ days	—	10 ft./10 ft.

The Power of the Sun... (*Requires Attunement*). While you are attuned to this *solar heart* and holding it, you gain the following benefits:

- If the *solar heart* is at least 30 days old, you can use a bonus action to cause it to stop or start shedding its light.
- Whenever you deal fire or radiant damage with an attack or a spell, the target takes an extra 1d6 damage of the same type.
- You can use an action to fire a 5-foot-wide, 60-foot-long line of brilliant sunlight from the sphere. Each creature in the line must make a DC 15 Constitution saving throw. On a failed save, a creature takes 6d8 radiant damage and is blinded until the end of your next turn. On a successful save, it takes half as much damage and isn’t blinded. Undead and oozes have disadvantage on this saving throw. Once you use this property of the sphere, you can’t do so again until the next dawn.

ANCIENT SOLAR HEART
Wondrous item, legendary

When the gate that is torn open upon the dragon’s death closes, it collapses into a 6-inch diameter sphere that resembles a black pearl. If the sphere touches an area of light created by a spell of 6th level or lower, the spell that created the light is dispelled.

Black Hole Sun (*Requires Attunement*). While attuned to this *solar heart*, you have resistance to radiant damage and advantage on saving throws against being blinded. If you have the Sunlight Sensitivity trait, you are unaffected by it. In addition, you are unaffected by spells and magical effects that create sunlight (such as the *sunburst* spell), as well as the *moonbeam* spell, and you are immune to the Solar Flare and Plasma Breath of sun dragons.

As an action while holding the sphere, you can speak its command word—typically the name of the sun dragon that died—causing the sphere to emit an intense gravitational pull. Each hostile creature of your choice within 60 feet of you must make a DC 18 Strength saving throw.

On a failed save, a target takes 4d10 force damage and is pulled up to 30 feet toward you. On a successful save, a target takes half as much damage and isn’t pulled. You can also choose to affect friendly creatures in the area at the same time. If the creature is willing, it is pulled up to 30 feet toward you but takes no damage. Once used, this property of the sphere can’t be used again until the next dawn.

RUNESTONES

Runestones are a new category of magic items in addition to those presented in the core rulebooks. The creator of a runestone must inscribe a dwarvish rune upon natural rock or stone before infusing it with the magics required to later transfer the rune to a desirable object.

This powerful arcane ritual is a secret tightly held by only the most exalted dwarven magic-users. A dwarvish rune can only be transferred from its runestone to a specific type of object as determined by its creator, such as a weapon or a suit of armor.

Rune Transfer. A creature that is within 5 feet of one of these dwarvish runestones can perform a 1-hour ritual, meditating upon it while laying their hands on the required type of object. The type of object required for transfer can be revealed by casting the *identify* spell on the runestone, though a failed transfer attempt has no ill effects and the required object may simply be revealed through trial and error.

Rune Consumption. When a rune that has been transferred to an object is activated, there is a chance that the harnessing of its energies will expend its magic for the day. After you activate a runestone, roll a d6. If the result of your roll is within the range listed in the runestone’s description, it can’t be used again until the next dawn.

For example, if a runestone’s description says “**Consumed:** 1–4” and you roll a 4 or lower on the d6, the rune’s usage is expended and it can’t be activated again until the next dawn.

The following is a collection of assorted runestones, presented in alphabetical order.

BATTLEVOW

Runestone, rare (transfers to any weapon)

Consumed: 1–5

When you make an attack with this weapon, you can activate this rune to magically mark your target as your sworn enemy until it dies or until you finish a long rest. While marked in this way, as a bonus action, you can discern your sworn enemy’s location (distance and direction from you) as long as the two of you are on the same plane of existence. You can only have one such sworn enemy at a time.

You can't have disadvantage on attack rolls against your sworn enemy, and if you roll a 1 on an attack roll against it, you can reroll the die and must use the new roll. In addition, when you hit your sworn enemy with this weapon, you can add your proficiency bonus to the damage roll. While your sworn enemy lives, you have disadvantage on attack rolls against all other creatures.

C'MON

Runestone, common (transfers to any weapon)

Consumed: 1-5

When you score a critical hit with this weapon and roll a 1 on one of the weapon's damage dice, you can activate this rune to reroll the die and you must use the new roll.

COMPREHENSION

Runestone, common (transfers to any spellcasting focus)

Consumed: 1-4

While this spellcasting focus is on your person, you can activate this rune as an action to understand the literal meaning of one language of your choice being spoken within 100 feet of you for the next 10 minutes.

ENDURE

Runestone, rare (transfers to any armor)

Consumed: 1-4

When you make a death saving throw, this rune activates. Unless you roll a 1, you can treat the roll as a 20.

FLAME TOOTH

Runestone, common (transfers to any weapon)

Consumed: 1-2

While holding this weapon, you can activate this rune as an action to create one of the following effects:

- You instantaneously light or snuff out a candle, a torch, or a small campfire.
- You cause fire that can fit within a 1-foot cube to shape itself as you wish for 1 minute.
- You double or halve the radius of bright light and dim light shed by a nonmagical fire within 10 feet of you for 1 hour.

FOCUS

Runestone, rare (transfers to any spellcasting focus)

Consumed: 1-4

When you fail a Constitution saving throw made to maintain concentration on a spell or other effect, you can activate this rune to succeed instead.

ICHOR

Runestone, common (transfers to any weapon)

Consumed: 1-3

While holding this weapon, you can activate this rune as a bonus action to cause it to become coated in dripping blood for 1 minute. You can dismiss this effect early as a bonus action.



ILLUMINATE

Runestone, common (transfers to any weapon or shield)

Consumed: 1-3

While holding this weapon or shield, you can activate this rune as an action to cause it to shed bright light in a 20-foot radius and dim light for an additional 20 feet for up to 1 hour. The light can be colored as you like. You can dismiss this effect early as an action.

PRECISION

Runestone, uncommon (transfers to any weapon)

Consumed: 1-4

When you have advantage on an attack roll with this weapon, you can activate this rune to roll the d20 a third time, taking the highest result.

PUNISHMENT

Runestone, uncommon (transfers to any weapon)

Consumed: 1-2

When you roll a 20 on an attack roll made with this weapon, you can activate this rune to roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

RESOLVE

Runestone, rare (transfers to any armor)

Consumed: 1-4

When you fail a Wisdom saving throw, you can activate this rune to reroll the save with advantage.

RETRIBUTION

Runestone, rare (transfers to any weapon)

Consumed: 1-4

When an enemy scores a critical hit against you, you can use your reaction to activate this rune. The next attack roll you make with this weapon against that creature has advantage, and if it hits, it is automatically a critical hit.

SIEGE

Runestone, common (transfers to any weapon that deals bludgeoning damage)

Consumed: 1–2

When you hit an object or structure with this weapon, you can activate this rune to double the damage dealt.

SMITE

Runestone, uncommon (transfers to any weapon)

Consumed: 1–4

While holding this weapon, you can activate this rune to cast *branding smite* without expending a spell slot.

SNARK

Runestone, common (transfers to any weapon)

Consumed: 1–5

While holding this weapon, you can activate this rune as an action to grant the weapon brief sentience, allowing it to instantly cast *vicious mockery* (save DC 13) targeting a creature of your choice within range. For the purposes of this spell, the weapon is considered a 1st-level spellcaster. If the result of your consumption roll is a 1, the weapon disobeys you, instead casting *vicious mockery* on any creature of its choice within range.

TELEFOCUS

Runestone, common (transfers to any spellcasting focus)

Consumed: 1–5

The creature who performed the ritual to place this rune on this spellcasting focus forms a permanent bond with it. As long as you are on the same plane of existence as this focus, you can activate the rune as an action to instantly summon the focus into your hand.

VANISH

Runestone, uncommon (transfers to any armor)

Consumed: 1–4

When you are hit by an attack, you can activate this rune as a reaction to become invisible and move up to your speed. This invisibility lasts until the start of your next turn.

VAPORIZE

Runestone, common (transfers to any weapon or spellcasting focus)

Consumed: 1–4

While holding this weapon or spellcasting focus, you can touch it to an open container of water and instantly destroy up to 10 gallons of that water. Once within 1 hour of destroying water in this way, you can touch the weapon to an open container and create up to the same amount of water you destroyed.

VORPAL

Runestone, very rare (transfers to any weapon that deals slashing damage)

Consumed: 1–5

When you attack a creature that has at least one head with this weapon and roll a 20 on the attack roll, you can activate this rune to cut off one of the creature's heads. The creature dies if it can't survive without the lost head.

A creature is immune to this effect if it is immune to slashing damage, doesn't have a head or need a head, has legendary actions, or the GM decides the creature is too big for its head to be cut off with this weapon. Such a creature instead takes an extra 6d8 slashing damage from the hit.

WARD

Runestone, uncommon (transfers to any armor or shield)

Consumed: 1–3

Immediately after you are hit by an attack, you can activate this rune as a reaction to gain the effects of the *sanctuary* spell (save DC 13). The effect lasts until the end of your next turn.

WOUND

Runestone, uncommon (transfers to any weapon)

Consumed: 1–3

When you roll a 20 on an attack roll made with this weapon, you can activate this rune to tear open a deep wound where you hit. Unless the target is an undead or a construct, it must succeed on a DC 15 Constitution saving throw or take 1d10 damage of the same type as the attack at the start of each of its turns. Any creature can take an action to stanch the wound with a successful DC 13 Wisdom (Medicine) check.



SPELLS

ALDRICOR'S ELEMENTAL REBUKE

1st-level evocation (Druid, Sorcerer, Warlock)

Casting Time: 1 reaction, which you take when you take acid, cold, fire, lightning, or thunder damage

Range: 60 feet

Components: S

Duration: Instantaneous

You manipulate some of the incoming elemental energy, harnessing its power in your hand. The damage you take from the triggering damage type is cut in half as you hurl the energy back at the creature that damaged you, which bursts on impact. The creature must make a Dexterity saving throw. It takes 1d8 damage of the triggering type on a failed save, or half as much damage on a successful one.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.

DIVINE VIGOR

1st-level transmutation (Cleric, Paladin)

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

You draw forth pure, holy power to bolster your physical form. For the duration, when you fail a Strength, Dexterity, or Constitution ability check or saving throw, you can use your reaction to reroll the check or save and you must use the new result.

In addition, once before the spell ends, when you make a weapon attack, you can add your spellcasting ability modifier to the attack and damage rolls of that attack.

FLASH BANG

4th-level abjuration (Paladin, Ranger)

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: Concentration, up to 1 minute

The next time you hit a creature with a ranged weapon attack during this spell's duration, a dazzling burst of radiant energy erupts on impact, simultaneously releasing a concussive clap that is audible out to 300 feet.

The attack deals an extra 2d8 radiant damage and 2d8 thunder damage to the target and disorients nearby creatures. The target of the attack and each creature within 5 feet of it must make a Constitution saving throw; creatures that are surprised have disadvantage on this save. On a failure, a creature becomes blinded and deafened until the start of your next turn.



FORCE ARMOR

4th-level abjuration (Sorcerer, Warlock, Wizard)

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 minute

You touch a willing creature and cause an emanating, magical force to surround it. Until the spell ends, the target gains resistance to force damage and its AC can't be less than 20.

In addition, whenever the target is hit by a melee attack, the attacker takes 5 force damage. A creature can take this damage no more than once per turn.

LIFE SIPHON

1st-level necromancy (Sorcerer, Warlock, Wizard)

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a live leech)

Duration: Instantaneous

You unleash a siphoning beam of necromantic energy at a creature that you can see within range. Make a ranged spell attack against the target. If the attack hits, the target takes 2d8 necrotic damage and you gain temporary hit points equal to half the damage dealt.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.



MALISON

1st-level enchantment (Warlock)

Casting Time: 1 bonus action

Range: 90 feet

Components: V, S, M (a fingernail from an undead)

Duration: Concentration, up to 1 hour

You place a curse on a creature that you can see within range. Until the spell ends, you deal an extra 1d6 necrotic damage to the target whenever you hit it with an attack. In addition, for the duration, all Wisdom (Medicine) checks on the target are made with disadvantage, and whenever the target regains hit points or gains temporary hit points, the amount of hit points gained is reduced by your spellcasting ability modifier.

If the target drops to 0 hit points before this spell ends, you can use a bonus action on a subsequent turn of yours to curse a new creature.

A *remove curse* cast on the target ends this spell early.

At Higher Levels. When you cast this spell using a spell slot of 3rd or 4th level, you can maintain your concentration on the spell for up to 8 hours. When you use a spell slot of 5th level or higher, you can maintain your concentration on the spell for up to 24 hours.

POWER WORD BIND

5th-level enchantment (Bard, Druid, Wizard)

Casting Time: 1 action

Range: 60 feet

Components: V

Duration: Instantaneous

You speak a word of power that causes the hands, feet, and body of a creature you can see within range to be magically restrained, as if bound by invisible rope. If the target has 50 hit points or fewer, it is restrained. Otherwise, the spell has no effect.

The restrained target can use its action to attempt to escape by making a Strength (Athletics) or Dexterity (Acrobatics) check against your spell save DC. On a success, this restraining effect ends.

POWER WORD EVISCERATE

3rd-level transmutation (Ranger, Warlock, Wizard)

Casting Time: 1 action

Range: 60 feet

Components: V

Duration: Instantaneous

You speak a word of power that causes a flurry deep lacerations to cover the body of one creature you can see within range, as if slashed by an invisible sword. The target immediately takes 3d8 slashing damage.

In addition, the target must make a Constitution saving throw at the start of each of its turns. On a failure, it takes 1d8 slashing damage. The target or a creature within 5 feet of it can take an action to attempt to stanch the wounds by making a DC 13 Wisdom (Medicine) check. On a success, the effects of this spell end. These effects also end if the target receives magical healing.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the initial damage increases by 1d8 for each slot level above 3rd.

POWER WORD IGNITE

7th-level evocation (Druid, Sorcerer, Warlock, Wizard)

Casting Time: 1 action

Range: 60 feet

Components: V

Duration: Instantaneous

You speak a word of power that causes one creature you can see within range to spontaneously combust in hellish flames. If the target has 200 hit points or fewer, it immediately takes 8d6 fire damage and begins to burn. Otherwise, the spell has no effect.

While burning, the target sheds bright light in a 30-foot radius and dim light for an additional 30 feet, and it takes 2d6 fire damage at the start of each of its turns. All damage dealt by this spell ignores resistance and immunity to fire damage. The target can make a Dexterity saving throw at the end of each of its turns. On a success, this burning effect ends.

The magical flames created by this spell can't be extinguished by nonmagical means. If damage from this spell kills a target, the target is turned to ash.

At Higher Levels. When you cast this spell using a spell slot of 8th level or higher, the damage (initial and recurring) increases by 1d6 for each slot level above 7th.

POWER WORD MUTE

5th-level enchantment (Bard, Sorcerer, Warlock, Wizard)

Casting Time: 1 action

Range: 60 feet

Components: V

Duration: Instantaneous

You speak a word of power, magically silencing one creature you can see within range. If the target has 150 hit points or fewer, it becomes unable to speak or perform verbal components of spells.

A target affected by this spell can make a Constitution saving throw at the end of each of its turns. On a successful save, the effect ends.

POWER WORD PETRIFY

8th-level transmutation (Sorcerer, Warlock, Wizard)

Casting Time: 1 action

Range: 60 feet

Components: V

Duration: Instantaneous

You speak a word of power that causes the body of one creature you can see within range to stiffen and start to become rocky and cracked. If the target has less than 75 hit points, it begins to turn to stone and is restrained.

The restrained target must make a Constitution saving throw at the end of its next turn. On a success, the effects of this spell end. On a failure, the target is petrified until the effect is removed, such as by the *greater restoration* spell or similar magic. If the creature is physically broken while petrified, it suffers from similar deformities if it reverts to its original state.

POWER WORD PULVERIZE

7th-level transmutation (Bard, Cleric, Sorcerer, Wizard)

Casting Time: 1 action

Range: 60 feet

Components: V

Duration: Instantaneous

You speak a word of power that decimates a Huge or smaller object or creation of magical force that you can see within range. If the target is a Gargantuan object or creation of force, this spell destroys a 15-foot-cube portion of it. A magic item that isn't being worn or carried is subject to the effects of this spell if its rarity is common; otherwise the magic item is unaffected.

At Higher Levels. When you cast this spell with an 8th-level spell slot, a magic item is subject to the effects of this spell if its rarity is uncommon or lower. When you cast it with a 9th-level spell slot, a magic item is subject to the effects of this spell if its rarity is rare or lower.

POWER WORD RISE

1st-level transmutation (Bard, Cleric, Ranger)

Casting Time: 1 reaction, which you take when you or a creature you can see within 60 feet of you is knocked prone

Range: 60 feet

Components: V

Duration: 1 round

You speak a word of power that instantaneously lifts a prone creature back to its feet. In addition, until the start of the target's next turn, it can't be knocked prone.

POWER WORD SLUMBER

4th-level enchantment (Bard, Sorcerer, Wizard)

Casting Time: 1 action

Range: 60 feet

Components: V

Duration: 1 hour

You speak a word of power that lulls one creature you can see within range into a deep magical sleep. If the target has 100 hit points or fewer, it falls unconscious for the duration. Otherwise, the spell has no effect. The effects of this spell end early if the unconscious target takes damage or if another creature uses an action to shake it awake.

POWER WORD SURVIVE

2nd-level abjuration (Bard, Cleric, Druid, Paladin)

Casting Time: 1 reaction, which you take when a creature you can see within 60 feet of you is reduced to 0 hit points

Range: 60 feet

Components: V

Duration: 1 round

You speak a word of power that protects one creature you can see within range, warding it against death.

The target immediately becomes stable. Until the end of the target's next turn, it does not stop being stable if it takes damage. A target under the effects of this spell can still be killed if it takes an amount of damage that exceeds its hit point maximum. The effects of this spell end early if the target regains any hit points.

PROJECT LANDSCAPE

3rd-level divination (Druid, Ranger)

Casting Time: 1 minute

Range: Self

Components: V, S, M (a natural component of your current environment—such as a handful of dirt, water from a nearby pond, or a small rock—which is consumed by the spell)

Duration: Concentration, up to 10 minutes

An illusory, visual representation of the area around you, no larger than a 6-inch-diameter hemisphere, springs into existence in your palm. The illusion is a real-time projection of the surrounding area. For example, you can see creatures moving in the open, water running, and the current weather progressing. The GM may require a Intelligence (Investigation) or Wisdom (Perception) check to discern details within the illusion. The representation doesn't extend into caves or other underground settings, and it automatically fails if you cast it in such a location.

The illusion can represent an area as small as 300 feet in diameter or as large as 1 mile, but you always remain at the center of the illusion. For the duration of the spell, you can use an action to alter the size of the representation, scaling the features of the illusion to be larger or smaller as the representation zooms in or out.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the maximum diameter of

the representation increases by 1 mile for each slot level above 3rd.

SCOURGE

2nd-level transmutation (Warlock)

Casting Time: 1 bonus action

Range: 90 feet

Components: V, S, M (a cat's tail)

Duration: Concentration, up to 1 hour

You place a curse on a creature that you can see within range and simultaneously designate another creature you can see as the beneficiary of this curse. Until the spell ends, the beneficiary deals an extra 1d6 damage to the cursed target whenever it hits the target with a weapon attack. In addition, the cursed target provokes opportunity attacks from the beneficiary even if it takes the Disengage action before leaving the beneficiary's reach.

If the target drops to 0 hit points before this spell ends, you can use a bonus action on a subsequent turn of yours to curse a new creature. The original beneficiary remains the beneficiary of the curse for the duration of the spell.

A *remove curse* cast on the target ends this spell early.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you can maintain your concentration on the spell for up to 8 hours.

SOARING VINES

3rd-level transmutation (Druid, Ranger)

Casting Time: 1 action; or 1 reaction, which you take when you are falling and are within 30 feet of plants or a solid surface

Range: Self

Components: V, S, M (a limb, root, vine, or other length of plant material)

Duration: Concentration, up to 1 hour

Vines magically sprout from a solid surface (such as the ground or a wall) or plants within 30 feet of you and wrap themselves securely around your torso, leaving your arms and legs unhindered. The vines shift with you, growing and retracting as you move from plant to plant or along the ground or other surface, and if any of the vines are destroyed, they are immediately and seamlessly replaced by more vines. If you cast this spell as a reaction, the vines catch you where you are, stopping your fall, and you take no falling damage.

For the duration, as long as you are within 30 feet of a solid surface or plants, you have a flying speed of 40 feet, which can't be reduced by nonmagical means. In addition, you can't be knocked prone, and you have advantage on saving throws made against effects that would push you or pull you. When the spell ends, the vines gently lower you back to the ground if you are aloft.

SPEAK WITH STONE

3rd-level transmutation (Druid, Ranger)

Casting Time: 1 action; or 1 reaction, which you take when you are falling and are within 30 feet of plants or a solid surface

Range: Self

Components: V, S, M (a limb, root, vine, or other length of plant material)

Duration: Concentration, up to 1 hour

Choose a stone object or surface within 30 feet of you that is no larger than a 30-foot cube.

You imbue the target with limited sentience and animation, giving it the ability to communicate with you. You can question the stone about events that occurred within 60 feet of it within the past day, gaining information about creatures that have passed, weather, and other circumstances.

When you cast the spell, you can also turn difficult terrain caused by earth or stone within range into ordinary terrain, which lasts for the duration. Or you can

turn ordinary terrain where earth or stone are present within range into difficult terrain, which lasts for the duration, causing fissures and unstable ground to hinder pursuers, for example.

For the duration, you can speak and understand Terran. This spell also makes you aware of any creatures within range that are merged with stone by the *meld into stone* spell, and at your command, you can cause the stone to harmlessly expel such a creature, ending that spell.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the size of the object or surface you can target and the amount of time into the past you can ask questions regarding increases, as shown in the table below.

Spell Slot Level	Size	Time
4th	100-foot cube	1 week
5th	250-foot cube	1 month
6th	500-foot cube	1 year
7th	1000-foot cube	10 years
8th	10,000-foot cube	100 years
9th	100,000-foot cube	No maximum

TALYA'S ENERGY FIELD

5th-level evocation (Sorcerer, Wizard)

Casting Time: 1 action

Range: Self (10-foot radius)

Components: V, S

Duration: Concentration, up to 10 minutes

A 10-foot-radius sphere of energy emanates around you. Choose one of the following damage types: acid, cold, fire,

lightning, or thunder. Nonhostile creatures (including you) have resistance to the chosen damage type while in the sphere, and whenever a hostile creature enters the sphere for the first time on a turn or starts its turn there, it takes damage of that type equal to your spellcasting ability modifier. Until the spell ends, the sphere moves with you, centered on you.

extends in a 5-foot-wide, 30-foot-long line from the outer wall of the sphere in a direction you choose. Each creature in the line must make a Dexterity saving throw, taking 2d8 damage of the chosen type on a failed save, or half as much damage on a successful one.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the damage from the beam of energy increases by 1d8 for each slot level above 5th.

WEAL

3rd-level divination (Bard, Cleric)

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

Choose one creature you can see within range. Until the spell ends, the target is granted supreme luck in all its

endeavors. Once per turn, when the target makes an ability check, attack roll, or saving throw, it can reroll that check, attack, or save, and use either result. Alternatively, once per turn when the target rolls damage, it can reroll a number of the damage dice up to your spellcasting ability modifier, and use either result.

Spells by Spell Level

Spell Level	Spell Name
1st	<i>Aldricor's elemental rebuke, divine vigor, life siphon, malison, power word rise</i>
2nd	<i>power word survive, scourge</i>
3rd	<i>power word eviscerate, soaring vines, speak with stone, weal</i>
4th	<i>flash bang, force armor, power word slumber, project landscape</i>
5th	<i>power word bind, power word mute, Talya's energy field</i>
6th	—
7th	<i>power word ignite, power word pulverize</i>
8th	<i>power word petrify</i>
9th	—



MONSTERS

CELESTIALS: ANGELS

Angels are a race of divine envoys. They are good beings in the service of deities and native to the Upper Planes.

FALLEN ANGELS

A fallen angel is one that has diverted from its divine path of service to its deity. Though angels are innately good, in extreme cases, even they may be susceptible to corruption.

Oftentimes an angel's path toward its fall begins with good intentions. For example, a particularly zealous angel may set out to slay a faction of demons that infiltrated the Material Plane, only to be caught up in the bloodlust and find themselves beginning to kill indiscriminately, or for even the most minor of offenses.

FALLEN ANGEL TEMPLATE

While an angel's departure from divinity doesn't inherently necessitate a full conversion toward evil, almost invariably, it is the corruptive thirst for power that leads an angel astray. When an angel journeys down this forsaken path, its wings may wither and darken or the tips of its feathers may endlessly drip with blood. A fallen angel retains its statistics except as described below.

Alignment. The fallen angel's alignment changes to lawful evil.

Speed. The fallen angel's flying speed is reduced by 30 feet (to a minimum of 30 feet).

Skill Proficiencies. The fallen angel has proficiency in the Deception and Intimidation skills.

Damage Resistance. The fallen angel has resistance to necrotic damage.

Modified Trait: Innate Spellcasting. The fallen angel retains the use of any spells it can cast at will, as well as the *dispel evil and good* spell, if applicable. It loses the use of all other spells.

Modified Trait: Scornful Weapons. The fallen angel retains its Angelic Weapons trait, but its weapons deal extra necrotic damage instead of radiant damage.

Modified Action: Corrupting Touch. If the fallen angel had the Healing Touch action option, it is replaced with a Corrupting Touch, described below. The fallen angel has a number of uses of this action per day equal to the number of uses it had of its Healing Touch action.

The fallen angel touches a creature, and that creature must succeed on a Wisdom saving throw (DC equals 8 + the fallen angel's proficiency bonus + its Charisma modifier) or be magically charmed for 1 hour. The charmed target obeys the fallen angel's spoken or telepathic commands. If the target suffers any harm from the fallen angel or one of its allies, or receives a suicidal command, the target can repeat the saving throw, ending the effect on itself on a success. If a target successfully saves against the effect, or if the effect ends for it, the



VARIANT: DEVILSWORN ANGELS

Devilsworn angels, also simply known as devilsworn, are fallen angels that have taken the blasphemous, nigh unforgivable step of pledging their allegiance to the devils of the Nine Hells. Such an angel has the statistics of a fallen angel except as described below.

Type. The devilsworn angel's type changes from celestial to fiend (devil).

Damage Resistances. The devilsworn angel has resistance to cold, fire, and necrotic damage, but silvered weapons ignore its resistance to nonmagical bludgeoning, piercing, and slashing damage.

Damage and Condition Immunities. The devilsworn angel is immune to poison damage and can't be poisoned.

Senses. The devilsworn angel's truesight is replaced with darkvision out to the same range.

Devil's Sight. Magical darkness doesn't impede the devilsworn angel's darkvision.

Modified Trait: Hellish Weapons. The devilsworn angel retains its Angelic Weapons trait, but its weapons deal extra fire damage instead of radiant damage.

target is immune to the fallen angel's Corrupting Touch for the next 24 hours.

FALLEN PLANETAR

Large celestial, lawful evil

Armor Class 19 (natural armor)

Hit Points 200 (16d10 + 112)

Speed 40 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	20 (+5)	24 (+7)	19 (+4)	22 (+6)	25 (+7)

Saving Throws Con +12, Wis +11, Cha +12

Skills Deception +12, Intimidation +12, Perception +11

Damage Resistances necrotic, radiant; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, exhaustion, frightened

Senses truesight 120 ft., passive Perception 21

Languages all, telepathy 120 ft.

Challenge 16 (15,000 XP)

Divine Awareness. The planetar knows if it hears a lie.

Innate Spellcasting. The planetar's spellcasting ability is Charisma (spell save DC 20). The planetar can innately cast the following spells, requiring no material components:

At will: *detect evil and good*, *invisibility* (self only)

3/day: *dispel evil and good*

Magic Resistance. The planetar has advantage on saving throws against spells and other magical effects.

Scornful Weapons. The planetar's weapon attacks are magical. When the planetar hits with any weapon, the weapon deals an extra 5d8 necrotic damage (included in the attack).

ACTIONS

Multiattack. The planetar makes two melee attacks.

Greatsword. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 21 (4d6 + 7) slashing damage plus 22 (5d8) necrotic damage.

Corrupting Touch (4/Day). The planetar touches a creature, and that creature must succeed on a DC 20 Wisdom saving throw or be magically charmed for 1 hour. The charmed target obeys the planetar's spoken or telepathic commands. If the target suffers any harm from the planetar or one of its allies, or receives a suicidal command, the target can repeat the saving throw, ending the effect on itself on a success. If a target successfully saves against the effect, or if the effect ends for it, the target is immune to the planetar's Corrupting Touch for the next 24 hours.

DEVILSWORN DEVA

Medium fiend (devil), lawful evil

Armor Class 17 (natural armor)

Hit Points 136 (16d8 + 64)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	18 (+4)	17 (+3)	20 (+5)	20 (+5)

Saving Throws Wis +9, Cha +9

Skills Deception +9, Insight +9, Intimidation +9, Perception +9

Damage Resistances cold, fire, necrotic, radiant; bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses darkvision 120 ft., passive Perception 19

Languages all, telepathy 120 ft.

Challenge 16 (15,000 XP)

Innate Spellcasting. The deva's spellcasting ability is Charisma. The deva can innately cast the *detect evil and good* spell at will.

Magic Resistance. The planetar has advantage on saving throws against spells and other magical effects.

Devil's Sight. Magical darkness doesn't impede the solar's darkvision.

Hellish Weapons. The deva's weapon attacks are magical. When the deva hits with any weapon, the weapon deals an extra 4d8 fire damage (included in the attack).

ACTIONS

Multiattack. The solar makes two melee attacks.

Greatsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage plus 18 (4d8) fire damage.

Corrupting Touch (3/Day). The deva touches a creature, and that creature must succeed on a DC 17 Wisdom saving throw or be magically charmed for 1 hour. The charmed target obeys the deva's spoken or telepathic commands. If the target suffers any harm from the deva or one of its allies, or receives a suicidal command, the target can repeat the saving throw, ending the effect on itself on a success. If a target successfully saves against the effect, or if the effect ends for it, the target is immune to the deva's Corrupting Touch for the next 24 hours.

Change Shape. The deva magically polymorphs into a humanoid or beast that has a challenge rating equal to or less than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the deva's choice).

In a new form the deva retains its game statistics and ability to speak, but its AC, movement modes, Strength, Dexterity, and special senses are replaced by those of the new form, and it gains any statistics and capabilities (except class features, legendary actions, and lair actions) that the new form has but that it lacks.

CELESTIALS: ARCHONS

Celestial archons are an elite race of holy warriors and defenders from the Upper Planes. Charged with the protection of the innocent, they are unyieldingly driven to eradicate all that is evil—namely fiends, and especially their archnemeses, demons. Archons typically refuse to attack without provocation, and they take special precautions to avoid collateral damage. Once engaged in combat, they rarely back down, dutifully willing to give their life for a just cause.

EXSCINDER ARCHON

Exscinder Archons are celestial agents charged with the eradication of text and information that is deemed too dangerous or sinister to exist. Notably, they possess the ability to manifest an enormous pair of wings at will, which are composed entirely of cleansing flame. They also bear no mouth, imparting a sort of forced vow of silence—perfectly echoing their stoic, tenacious nature.

HAMMER ARCHON

Hammer archons are incredibly hardy with a great affinity for natural earth and stone. They find comfort on the battlefield alongside dwarves and those touched by the Elemental Plane of Earth and are especially driven to quash evil underground societies—most notably the drow, duergar, and various clandestine aberrations.

HOUND ARCHON

The aptly named hound archons have an appearance like that of a muscular humanoid with the head of a canine, sporting dark skin which ranges from shades of blacks and browns to a deep purple. They are able to shift their form into that of a dog or wolf at will—and often do so as an act of subterfuge or reconnaissance. They are equally comfortable engaging enemies with their vicious maw as they are with their blade.

LANTERN ARCHON

Lantern archons appear to be nothing more than a floating, glowing orb approximately a foot in diameter, though they are quite resilient despite their size. These archons are natural guides and companions, happily offering whatever help they can, and their hushed voice is like that of a distant echo.

LEGION ARCHON

Legion archons are soldiers of an elite celestial military unit sent to wade through boundless hordes of evil. They wield daunting swords of flame, and while they have no natural wings of their own, their armor is integrated with an impressive pair of metal wings, the base of which is inserted directly into their spinal column for total, fluid control.

STAG ARCHON

Similar to the hound archon, a stag archon in its true form appears to be a sturdy, athletic humanoid with the visage of a deer. These archons are naturally drawn to the wilderness and are prized for their expert navigation of the Celestial Wilds. Stag archons have a special disdain for evil fey.

TRUMPET ARCHON

Trumpet archons are heralds and messengers for higher-ranked archons and the gods of the Upper Planes themselves. The tremendous horn they carry is not only a powerful tool to announce their arrival with piercing beauty, but also an instrument of intimidation and a terrifying weapon in its own right. Their trumpet is capable of shifting into an equally large greatsword at will and is truly a fundamental part of their identity. Trumpet archons are often tasked with guiding loyal servants of their gods back to their bodies upon being raised from the dead. This perilous journey that they routinely undertake earns them high esteem among their fellow celestials.



*Illustration by
Jacob E. Blackmon*

EXSCINDER ARCHON

Large celestial, lawful good

Armor Class 18 (natural armor)

Hit Points 178 (17d10 + 85)

Speed 30 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	18 (+4)	21 (+5)	19 (+4)	24 (+7)	23 (+6)

Saving Throws Str +12, Con +10, Int +9, Wis +12

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities fire, lightning, poison

Condition Immunities charmed, frightened, petrified, poisoned

Senses truesight 120 ft., passive Perception 22

Languages understands all but can't speak, telepathy 120 ft.

Challenge 14 (11,500 XP)

Innate Spellcasting. The archon's innate spellcasting ability is Charisma (spell save DC 19, +11 to hit with spell attacks). The archon can innately cast the following spells, requiring no verbal or material components:

At will: *burning hands*, *detect evil and good*, *detect thoughts*, *scorching ray* (4th-level), *zone of truth*

3/day each: *dispel evil and good*, *flame strike*

1/day each: *fire storm*, *modify memory*

Celestial Aegis. Fiends and undead have disadvantage on melee attack rolls against the archon and creatures within 10 feet of it. If such an attack hits, this trait is suppressed until the start of the archon's next turn.

Heaven Sense. The archon is always aware of the presence of fiends and undead within 1 mile of it, as well as their general direction and distance from the archon.

Magic Resistance. The archon has advantage on saving throws against spells and other magical effects.

Sanctifying Weapons. The archon's weapon attacks are magical. When the archon hits with any weapon, the weapon deals an extra 4d8 fire damage (included in the attack).

ACTIONS

Multiattack. The archon makes two attacks.

Sword of Revelation. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 18 (2d10 + 7) slashing plus 18 (4d8) fire damage. Fire damage dealt as part of this attack ignores resistance and immunity.

Censor. The archon magically modifies or eradicates text that is inscribed on a surface or an object that isn't being worn or carried. If the text is under the effects of a spell, such as *glyph of warding* or *symbol*, the archon can either end the spell as part of eradicating the text or modify the spell along with the text, as if it had cast the spell on that surface or object instead.

HAMMER ARCHON

Large celestial, lawful good

Armor Class 16 (half plate)

Hit Points 104 (11d10 + 44)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	18 (+4)	11 (+0)	13 (+1)	10 (+0)

Saving Throws Dex +4, Wis +4, Cha +3

Damage Resistances poison; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities lightning

Condition Immunities petrified

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

Languages all

Challenge 6 (2,300 XP)

Innate Spellcasting. The archon's innate spellcasting ability is Charisma (spell save DC 11). The archon can innately cast the following spells, requiring no material components:

At will: *detect evil and good*, *thaumaturgy*

3/day each: *stone shape*, *wall of stone*

1/day: *move earth*

Archon Resilience. The archon has advantage on saving throws against poison, as well as spells and other magical effects.

Celestial Aegis. Fiends and undead have disadvantage on melee attack rolls against the archon. If such an attack hits, this trait is suppressed until the start of the archon's next turn.

Celestial Weapons. The archon's weapon attacks are magical. When the archon hits with any weapon, the weapon deals an extra 1d10 radiant damage (included in the attack).

Earth Glide. The archon can burrow through nonmagical, unworked earth and stone. While doing so, the archon doesn't disturb the material it moves through.

Hammering Blow. Whenever the archon hits a creature with its warhammer, it can force the target to make a DC 15 Strength saving throw. On a failure, the target is pushed up to 10 feet away from the archon.

ACTIONS

Multiattack. The archon makes two attacks.

Warhammer (Celestial Thrower). *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage, or 9 (1d10 + 4) bludgeoning damage if used with two hands to make a melee attack, plus 5 (1d10) radiant damage.

Earth Jump. The archon teleports to an unoccupied space it can see within 60 feet. The space it teleports from and the space it teleports to must be on the same surface. If the archon casts a spell as its action, it can use this option as a bonus action.

HOUND ARCHON

Medium celestial (*shapechanger*), lawful good

Armor Class 16 (natural armor)

Hit Points 52 (8d8 + 16)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	14 (+2)	10 (+0)	16 (+3)	13 (+1)

Saving Throws Dex +4, Con +4, Int +2, Cha +3

Damage Resistances lightning, poison

Senses darkvision 60 ft., passive Perception 13

Languages all

Challenge 3 (700 XP)

Shapechanger. The archon can use its action to polymorph into a beast form that resembles a mastiff or a wolf, or back into its true form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Archon Resilience. The archon has advantage on saving throws against poison, as well as spells and other magical effects.

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

ACTIONS

Multiattack. In beast form, the archon makes two bite attacks. In celestial form, it makes two attacks, only one of which can be with its greatsword.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Greatsword (Archon Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

LANTERN ARCHON

Tiny celestial, lawful good

Armor Class 13

Hit Points 7 (2d4 + 2)

Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (–5)	16 (+3)	12 (+1)	8 (–1)	14 (+2)	15 (+2)

Skills Medicine +4, Perception +4, Religion +1

Damage Resistances poison; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities lightning

Condition Immunities exhaustion, petrified, prone

Senses darkvision 60 ft., passive Perception 14

Languages all

Challenge 1/4 (50 XP)

Innate Spellcasting. The archon's innate spellcasting ability is Charisma (spell save DC 12). The archon can innately cast the following spells, requiring no somatic or material components:

At will: *light*

3/day each: *detect evil and good*

1/day each: *continual flame* (lasts 24 hours), *daylight*

Archon Resilience. The archon has advantage on saving throws against poison, as well as spells and other magical effects.

Illuminated. The archon perpetually sheds bright light in a 20-foot radius and dim light for an additional 20 feet.

ACTIONS

Light Ray. *Ranged Spell Attack:* +4 to hit, range 60 ft., one target. *Hit:* 4 (1d4 + 2) radiant damage and the target must succeed on a DC 12 Constitution saving throw or shed dim light in a 5-foot radius for 1 minute or until the archon's concentration ends (as if concentrating on a spell). While this light shines, the target has disadvantage on Wisdom (Perception) checks and it can't benefit from being invisible.

Luminous Jump. The archon teleports up to 60 feet to an unoccupied space it can see. Both the space it teleports from and the space it teleports to must be in bright light.

LANTERN ARCHON FAMILIAR

At the GM's discretion, warlocks with the Pact of the Chain feature can choose a lantern archon as their familiar, in addition to the forms listed in their class.

LEGION ARCHON

Medium celestial, lawful good

Armor Class 18 (plate)
Hit Points 136 (16d8 + 64)
Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	17 (+3)	19 (+4)	14 (+2)	15 (+2)	18 (+4)

Saving Throws Dex +7, Wis +6, Cha +8
Skills Insight +6, Intimidation +8
Damage Resistances fire; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities lightning
Condition Immunities frightened, petrified
Senses darkvision 60 ft., passive Perception 12
Languages all
Challenge 11 (7,200 XP)

Innate Spellcasting. The archon's innate spellcasting ability is Charisma (spell save DC 16). The archon can innately cast the following spells, requiring no material components:

At will: *detect evil and good*, *divine favor*
3/day each: *aid*, *command*, *cure wounds* (3rd-level)
1/day: *death ward*

Archon Resilience. The archon has advantage on saving throws against poison and disease, as well as spells and other magical effects.

Celestial Aegis. Fiends and undead have disadvantage on melee attack rolls against the archon and creatures within 10 feet of it. If such an attack hits, this trait is suppressed until the start of the archon's next turn.

Fury of the Heavens. When the archon reduces a creature to 0 hit points on its turn with a weapon attack, it can make one weapon attack as a bonus action.

Sanctifying Weapons. The archon's weapon attacks are magical. When the archon hits with any weapon, the weapon deals an extra 2d8 fire damage (included in the attack).

ACTIONS

Multiattack. The archon makes three attacks.

Greatsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage plus 9 (2d8) fire damage.

Javelin. *Melee or Ranged Weapon Attack:* +9 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage plus 9 (2d8) fire damage.

Teleport. The archon magically teleports, along with any equipment it is wearing or carrying, up to 60 feet to an unoccupied space it can see.

REACTIONS

Divine Retribution. When the archon takes damage from a creature within 60 feet of it, it calls down a pillar of divine flame to strike the creature. The target must make a DC 16 Dexterity saving throw. On a failure, the target takes 11 (2d10) fire damage, and the next attack roll made against it before the end of the archon's next turn has advantage.

STAG ARCHON

Medium celestial (shapechanger), lawful good

Armor Class 14 (hide armor)
Hit Points 55 (10d8 + 10)
Speed 40 ft. (50 ft. in deer or elk form)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	17 (+3)	13 (+1)	10 (+0)	14 (+2)	11 (+0)

Saving Throws Str +4, Con +3, Wis +4, Cha +2
Skills Nature +2, Perception +4, Stealth +5, Survival +4
Damage Resistances lightning, poison; bludgeoning, piercing, and slashing from nonmagical attacks
Senses darkvision 60 ft., passive Perception 14
Languages all
Challenge 3 (700 XP)

Shapechanger. The archon can use its action to polymorph into a beast form that resembles a deer or a large elk, or back into its true form. Its statistics are the same in each form, except for the size and speed changes noted. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Archon Resilience. The archon has advantage on saving throws against poison, as well as spells and other magical effects.

Charge. If the archon moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 7 (2d6) damage. If the target is a creature, it must succeed on a DC 12 Strength saving throw or be knocked prone.

ACTIONS

Multiattack. The archon makes two attacks.

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

Battleaxe (Archon Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage, or 7 (1d10 + 2) slashing damage if used with two hands.

Longbow (Archon Form Only). *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.



TRUMPET ARCHON

Large celestial, lawful good

Armor Class 18 (natural armor)

Hit Points 225 (18d10 + 126)

Speed 40 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	24 (+7)	16 (+3)	19 (+4)	21 (+5)

Saving Throws Dex +9, Con +12, Wis +9, Cha +10

Skills Intimidation +10, Perception +9, Performance +15

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities lightning, poison, thunder

Condition Immunities deafened, frightened, petrified, poisoned

Senses darkvision 60 ft., passive Perception 19

Languages all

Challenge 15 (13,000 XP)

Innate Spellcasting. The archon's innate spellcasting ability is Charisma (spell save DC 18). The archon can innately cast the following spells, requiring no material components:

At will: *detect evil and good*, *sending*, *thaumaturgy*

3/day each: *lesser restoration*, *plane shift* (self only), *sanctuary*, *shatter* (6th-level)

1/day each: *magic circle*, *mass cure wounds*, *raise dead*

Celestial Aegis. Fiends and undead have disadvantage on melee attack rolls against the archon and creatures within 20 feet of it. If such an attack hits, this trait is suppressed until the start of the archon's next turn.

Censuring Weapons. The archon's weapon attacks are magical. When the archon hits with any weapon, the weapon deals an extra 2d8 thunder damage (included in the attack).

Magic Resistance. The archon has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The archon uses its Heraldic Inspiration. It then makes three attacks.

Greatsword. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage plus 9 (2d8) thunder damage, and if the target is a creature, it must succeed on a DC 18 Strength saving throw or be pushed up to 10 feet away from the archon and knocked prone.

Heraldic Inspiration (3/Day). The archon inspires each creature of its choice within 60 feet of it that can hear it. Once before the end of the archon's next turn, when an inspired creature fails an ability check, attack roll, or saving throw, the creature can roll a d6 and add it to the total, possibly changing the outcome.

Horn of Heaven (Recharge 5–6). The archon blasts its prodigious, regal trumpet. Each hostile creature within 60 feet of the archon that can hear it must make a DC 18 Wisdom saving throw. On a failure, a target is frightened and its speed is reduced to 0. If the saving throw fails by 5 or more, the target is also paralyzed. These effects last for 1 minute or until the archon's concentration ends (as if concentrating on a spell). A creature can repeat the saving throw at the end of each of its turns, ending the effects on itself on a success.



OTHER CELESTIALS

UNICORNS

Unicorns have deep sea-blue, violet, brown, or fiery golden eyes. They typically grow to 8 feet in length, standing 5 feet high and weighing over 1000 pounds. In some more hostile areas, unicorns will stay with their herd, forming a powerful, cohesive unit.

SWARM OF UNICORNS

Gargantuan swarm of large celestials, lawful good

Armor Class 13

Hit Points 225 (18d20 + 36)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	16 (+3)	15 (+2)	11 (+1)	17 (+3)	16 (+3)

Damage Resistances bludgeoning, piercing, slashing

Damage Immunities poison

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, stunned

Senses darkvision 60 ft., passive Perception 13

Languages Celestial, Elvish, Sylvan, telepathy 60 ft.

Challenge 15 (13,000 XP)

Charge. If the unicorns move at least 20 feet straight toward a target and then hit it with a horn attack on the same turn, the target takes an extra 18 (4d8) piercing damage. If the target is a creature, it must succeed on a DC 18 Strength saving throw or be knocked prone.

Innate Spellcasting. The unicorns' innate spellcasting ability is Charisma (save DC 16). The unicorns can innately cast the following spells, requiring no components:

At will: *detect evil and good*, *druidcraft*, *pass without trace*
3/day each: *calm emotions*, *dispel evil and good*, *entangle*

Magic Resistance. The unicorns have advantage on saving throws against spells and other magical effects.

Magic Weapons. The unicorns' weapon attacks are magical.

Swarm. The unicorns can occupy another creature's space and vice versa, and the unicorns can move through any opening large enough for a Large unicorn. The unicorns can't regain hit points or gain temporary hit points.

ACTIONS

Multiattack. The unicorns make two attacks: one with their hooves and one with their horns.

Hooves. *Melee Weapon Attack:* +10 to hit, reach 0 ft., one target in the unicorns' space. *Hit:* 26 (6d6 + 5) bludgeoning damage, or 15 (3d6 + 5) bludgeoning damage if the unicorns have half of their hit points or fewer.

Horn. *Melee Weapon Attack:* +10 to hit, reach 0 ft., one target in the unicorns' space. *Hit:* 23 (4d8 + 5) piercing damage, or 14 (2d8 + 5) piercing damage if the unicorns have half of their hit points or fewer.

Healing Touch (3/Day). The unicorns touch up to three other creatures in their space with their horns. The targets magically regain 22 (4d8 + 4) hit points. In addition, the touch removes all diseases and neutralizes all poisons afflicting the targets.

Teleport (1/Day). The unicorns magically teleport themselves and any willing creatures they choose in their space, along with any equipment they are wearing or carrying, to a location the unicorns are familiar with, up to 5 miles away.

LEGENDARY ACTIONS

The unicorns can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The unicorns regain spent legendary actions at the start of their turn.

HOOFES. The unicorns make one attack with their hooves.

MASS SHIMMERING SHIELD (COSTS 2 ACTIONS). The unicorns create a shimmering, magical field around themselves or up to three other creatures they can see within 60 feet of them. The targets gains a +2 bonus to AC until the end of the unicorns' next turn.

STAMPEDE (COSTS 3 ACTIONS). The unicorns move up to twice their speed in a straight line. Each creature in the line must make a DC 18 Dexterity saving throw. On a failed save, a creature takes 21 (6d6) bludgeoning damage and is knocked prone. On a successful save, a creature takes half as much damage and isn't knocked prone.



CELESTIALS: CELESTIAL BEASTS

Celestial beasts hail from the Upper Planes, and most can draw their origins back to the Celestial Wilds. These creatures are majestic and powerful manifestations of animals commonly found on the Material Plane and throughout the multiverse.

CELESTIAL MONKEY

The captivating celestials monkeys are not naturally found anywhere outside the Celestial Wilds, as they thrive on the abundant divine energies of its blessed forests. Talented and playful tricksters, these primates are adept at working together to aid their allies in battle and survival.

HAL-YUN

Unlike ordinary wolves and their kin, the intensely introspective hal-yun enjoys a life of solitude, preferring to seek companionship with facets of its own mind as it psychically manifests clones of itself. This practice is not only a mental exercise, but also preparation for its routine hunting expeditions, outnumbering and overwhelming its prey.

JENTIGU

Unseen and impossibly silent, the feline jentigu are all but undetectable unless they will their presence to be known. They are scouts and sleuths, typically living a solitary existence as they sniff out powerful intruders and foil their foes' schemes before they can come to fruition. Despite their size, the jentigu's supreme invisibility and magic-infused mobility make them exceptionally difficult to track down, and even harder to kill.

KOJAKU

The towering kojaku and its primate disciples form a veritable mobile fortress in the forests and jungles of the Celestial Wilds. With a rigid and structured hierarchy, the kojaku rules its kingdom, appointing lieutenants over each of its battalions. They move as one, protecting the lands from plagues and sinister forces that may attempt to encroach upon their expansive territory.

LEQIRI

The majestic leqiri stand proudly as friends of nature and plant creatures—their impressive branch-like antlers said to be a living extension of the forests and plains they call home. Drawing on the energies that permeate their environment, they are able to infuse their horns with powerful magic before charging in for an attack as they ram and trample their foes.

Gaelin

The gaelin are massive, aquiline celestials—sometimes even said to be avatars of the god of eagles himself. Gaelin possess an agility beyond anything seemingly possible for a creature of their size, and their eyesight is unparalleled by any other known creature, save for the gods themselves. They serve the Upper Planes as imposing sentries, the mere knowledge of their existence often enough to ward off sinister threats.

CELESTIAL MONKEY FAMILIAR

At the GM's discretion, warlocks with the Pact of the Chain feature can choose a celestials monkey as their familiar, in addition to the forms listed in their class.

CELESTIAL MONKEY

Tiny celestials, chaotic good

Armor Class 13

Hit Points 10 (3d4 + 3)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
8 (–1)	16 (+3)	12 (+1)	9 (–1)	15 (+2)	14 (+2)

Skills Acrobatics +5, Sleight of Hand +5, Stealth +7, Survival +4

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison, radiant

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 12

Languages Celestial, Common

Challenge 1 (200 XP)

Innate Spellcasting. The celestials monkey's innate spellcasting ability is Wisdom. The celestials monkey can innately cast the following spells, requiring no material components:

At will: *druidcraft*, *mending*, *speak with animals*

Clinging Nuisance. The celestials monkey can grapple any creature that is Large or smaller. If the grappled target is a Large or Medium creature, the target's speed is halved instead of being reduced to 0. While a creature is grappled by the celestials monkey, the grappled target has disadvantage on attack rolls as well as Constitution saving throws made to maintain concentration.

Evasive Strikes. When the celestials monkey makes a melee attack against a creature, it doesn't provoke opportunity attacks from that creature for the rest of the turn, whether it hits or not.

Magic Resistance. The celestials monkey has advantage on saving throws against spells and other magical effects.

Swift Distraction. The celestials monkey can take the Help action as a bonus action on each of its turns.

ACTIONS

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

HAL-YUN

Huge celestial, neutral good

Armor Class 18 (natural armor)

Hit Points 324 (24d12 + 168)

Speed 80 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	22 (+6)	24 (+7)	28 (+9)	23 (+6)	17 (+3)

Saving Throws Dex +13, Con +14, Int +16, Cha +10

Skills Athletics +15, Deception +17, Insight +13, Investigation +16, Survival +13

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities psychic

Condition Immunities charmed, exhaustion, frightened

Senses truesight 120 ft., passive Perception 16

Languages Celestial, Common, Sylvan, Winter Wolf, telepathy 300 ft.

Challenge 24 (62,000 XP)

Innate Spellcasting (Psionics). The hal-yun's innate spellcasting ability is Intelligence (spell save DC 24). The hal-yun can innately cast the following spells, requiring no components:

At will: *calm emotions*, *enthrall*, *sending*, *speak with animals*, *suggestion*

3/day each: *hold monster*, *mislead*, *modify memory*

1/day each: *forcecage*, *weird*

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

Legendary Resistance (3/Day). If the hal-yun fails a saving throw, it can choose to succeed instead.

Magic Resistance. The hal-yun has advantage on saving throws against spells and other magical effects.

Magic Weapons. The hal-yun's weapon attacks are magical.

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

ACTIONS

Multiattack. The hal-yun uses its Manifest Duplicate. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 22 (4d6 + 8) piercing damage plus 18 (4d8) psychic damage.

Claw. *Melee Weapon Attack:* +15 to hit, reach 5 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage.

Manifest Duplicate. The hal-yun attempts to magically create an impeccable duplicate of itself, imbuing the duplicate with a fragment of its own consciousness. It must succeed on a DC 20 Intelligence check or the attempt fails, and it can only have a maximum of 12 duplicates at a time.

On a success, the tangible duplicate appears in an unoccupied space the hal-yun can see within 60 feet of it. The duplicate is indistinguishable from the real hal-yun. It is considered a creature and shares the hal-yun's statistics. It doesn't have its own turns, but it can take one reaction each round.

A duplicate has no hit points. If an attack hits a duplicate, or if a duplicate fails a saving throw against an effect that deals damage, the hal-yun must make an Intelligence saving throw. The DC equals 10 or half the damage the duplicate took, whichever number is higher. On a failure, the duplicate disappears.

At the start of each of its turns, the hal-yun can transfer its full consciousness to one of its duplicates, imperceptibly swapping places with it. When the hal-yun moves on its turn, it can simultaneously move each of its duplicates up to its speed.

LEGENDARY ACTIONS

The hal-yun can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The hal-yun regains spent legendary actions at the start of its turn.

BITE ATTACK. The hal-yun or one of its duplicates makes a bite attack.

MOVE. The hal-yun and its duplicates each move up to half their speed.

ALTER EGO (COSTS 2 ACTIONS). The hal-yun chooses one of its duplicates to immediately take a full turn in combat. A duplicate can't cast spells and it can't use the hal-yun's Manifest Duplicate.



JENTIGU

Huge celestial, neutral good

Armor Class 18

Hit Points 310 (23d12 + 161)

Speed 90 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	27 (+8)	24 (+7)	17 (+3)	21 (+5)	18 (+4)

Saving Throws Dex +15, Con +14, Wis +12, Cha +11

Skills Athletics +16, Investigation +10, Nature +10, Perception +12, Stealth +22, Survival +12

Damage Resistances force; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities exhaustion, frightened, paralyzed, petrified, restrained

Senses blindsight 30 ft., truesight 120 ft., passive Perception 22

Languages Celestial, Common, Sylvan, telepathy 60 ft.

Challenge 24 (62,000 XP)

Innate Spellcasting. The jentigu's innate spellcasting ability is Wisdom. The jentigu can innately cast the following spells, requiring no concentration or components:

At will: *animal friendship*, *locate animals or plants*
3/day each: *misty step*, *tree stride*

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

Legendary Resistance (3/Day). If the jentigu fails a saving throw, it can choose to succeed instead.

Magic Resistance. The jentigu has advantage on saving throws against spells and other magical effects.

Magic Weapons. The jentigu's weapon attacks are magical.

Maven of Stealth. The jentigu is innately invisible, along with anything it is wearing or carrying. It can choose to end its invisibility or become invisible again at will (no action required). The jentigu's invisibility fades involuntarily only for a moment immediately after it makes an attack before it becomes invisible again. In addition, the jentigu can't unwillingly be targeted by any divination magic or perceived through magical scrying sensors.

Pounce. If the jentigu moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, the target must succeed on a DC 24 Strength saving throw or be knocked prone. If the target is a Huge or smaller creature, it is also pinned to the ground and restrained. The pinned target or a creature within 5 feet of

it can use its action to make a DC 19 Strength (Athletics) check to break the pin. If the jentigu moves or teleports, the target is no longer pinned.

Running Leap. With a 10-foot running start, the jentigu can long jump up to 60 feet and high jump up to 30 feet.

Unbridled Movement. The jentigu's movement is unaffected by difficult terrain, and spells and other magical effects can't reduce its speed or cost it extra movement. In addition, it can move through a hostile creature's space, regardless of the creature's size.

ACTIONS

Multiattack. The jentigu uses its Predator's Mark. It then makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +16 to hit, reach 10 ft., one target. *Hit:* 20 (2d10 + 9) piercing damage.

Claw. Melee Weapon Attack: +16 to hit, reach 10 ft., one target. *Hit:* 16 (2d6 + 9) slashing damage.

Predator's Mark. The jentigu marks a creature it can see within 120 feet of it as its prey. The mark lasts for 1 minute or until the jentigu marks another creature as its prey. Whenever the jentigu hits its prey with an attack, the target takes an extra 16 (3d10) force damage. While marked, the jentigu always knows its prey's location, even if it is on another plane of existence, and the target can't become hidden from the jentigu and gains no benefit against it from being invisible.

LEGENDARY ACTIONS

The jentigu can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The jentigu regains spent legendary actions at the start of its turn.

BITE ATTACK. The jentigu makes one bite attack.

TELEPORT. The jentigu teleports, along with anything it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

BOUNTING SLASH (COSTS 2 ACTIONS). The jentigu leaps up to 30 feet toward a creature it can see and makes a claw attack. If the target is not an undead or a construct and the attack hits, the target must succeed on a DC 22 Constitution saving throw or take 10 (3d6) slashing damage at the start of each of its turns due to the deep, magical wound. Any creature can take an action to stanch the wound with a successful DC 15 Wisdom (Medicine) check. The wound also closes if the target receives magical healing.

KOJAKU

Gargantuan celestial, lawful good

Armor Class 20 (natural armor)

Hit Points 481 (26d20 + 208)

Speed 60 ft., climb 60 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	24 (+7)	26 (+8)	16 (+3)	27 (+8)	21 (+5)

Saving Throws Str +17, Wis +17, Cha +13

Skills Athletics +17, Intimidation +13, Nature +10, Survival +17

Damage Resistances necrotic, poison, radiant; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, exhaustion, frightened

Senses truesight 120 ft., passive Perception 19

Languages Celestial, Common, Sylvan

Challenge 26 (90,000 XP)

Innate Spellcasting. The kojaku's innate spellcasting ability is Wisdom (spell save DC 24). The kojaku can innately cast the following spells, requiring no material components:

At will: *animal messenger*, *entangle*, *cure wounds*

3/day each: *commune with nature*, *dominate beast*,

freedom of movement, *plant growth*

1/day each: *dominate monster*, *heal* (8th-level)

Legendary Resistance (3/Day). If the kojaku fails a saving throw, it can choose to succeed instead.

Magic Resistance. The kojaku has advantage on saving throws against spells and other magical effects.

Magic Weapons. The kojaku's weapon attacks are magical.

Primate Telepathy. The kojaku can magically command any non-human primate within 1 mile of it, using a limited telepathy.

Standing Leap. The kojaku's long jump is up to 60 feet and its high jump is up to 30 feet, with or without a running start.

ACTIONS

Multiattack. The kojaku makes three attacks: one with its bite and two with its fists. It can use its staff in place of one fist attack.

Bite. *Melee Weapon Attack:* +17 to hit, reach 5 ft., one target. *Hit:* 23 (4d6 + 9) piercing damage.

Fist. *Melee Weapon Attack:* +17 to hit, reach 10 ft., one target. *Hit:* 20 (2d10 + 9) bludgeoning damage. If the target is a creature, it must succeed on a DC 25 Strength saving throw or be knocked prone.

Staff. *Melee Weapon Attack:* +17 to hit, reach 10 ft., one target. *Hit:* 18 (2d8 + 9) bludgeoning damage plus 18 (4d8) radiant damage.

Primate Call. The kojaku summons either 8 celestial monkeys or 1 giant ape. A giant ape summoned in this way has the celestial type, rather than beast, and it can speak and understand Celestial and Common.

Each summoned creature appears in an unoccupied space of the kojaku's choice that it can see within 60 feet of it, and acts as an ally of the kojaku. The summoned creatures last until they drop to 0 hit points or until the kojaku uses its Primate Call again. The summoned creatures take their turns immediately after the kojaku's turn on the same initiative count.

LEGENDARY ACTIONS

The kojaku can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The kojaku regains spent legendary actions at the start of its turn.

BITE ATTACK. The kojaku makes one bite attack.

MOVE. The kojaku moves up to its speed.

DAZZLING LEAP (COSTS 2 ACTIONS). The kojaku jumps up to half its speed and plants its staff in the ground where it lands. If it lands in a space that contains one or more other creatures, each of those creatures must make a DC 24 Strength or Dexterity saving throw (target's choice). On a failure, a target is knocked prone and takes 16 (2d6 + 9) bludgeoning damage plus 17 (2d8 + 8) radiant damage. On a success, a target takes only half the damage, isn't knocked prone, and is pushed out of the kojaku's space into an unoccupied space of the target's choice that is within 5 feet of the kojaku. If no unoccupied space is within range, the target instead falls prone in the kojaku's space.

GROUND AND POUND (COSTS 2 ACTIONS). The kojaku attempts to grapple one creature within 5 feet of it that is prone. If the grapple is successful or the prone target is already grappled, the kojaku then makes 1d4 fist attacks against the target.

LEQIRI

Huge celestial, neutral good

Armor Class 21 (natural armor)

Hit Points 356 (23d12 + 207)

Speed 120 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	23 (+6)	28 (+9)	16 (+3)	26 (+8)	19 (+4)

Saving Throws Dex + 14, Con +17, Int +11, Wis +16

Skills Athletics +16, Perception +16, Survival +16

Damage Resistances acid, cold, lightning, poison, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities radiant

Condition Immunities charmed, exhaustion, petrified

Senses truesight 120 ft., passive Perception 26

Languages Celestial, Common, Druidic, Elvish, Giant Elk, Sylvan

Challenge 27 (105,000 XP)

Innate Spellcasting. The leqiri's innate spellcasting ability is Wisdom (spell save DC 24). The leqiri can innately cast the following spells, requiring only verbal components:

At will: *commune with nature*, *conjure woodland beings*, *tree stride*

3/day each: *regenerate*, *transport via plants*, *wall of thorns*

Charge. If the leqiri moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 14 (4d6) bludgeoning damage. If the target is a creature, it must succeed on a DC 24 Strength saving throw or be pushed up to 30 feet away from the leqiri and knocked prone.

Legendary Resistance (3/Day). If the leqiri fails a saving throw, it can choose to succeed instead.

Magic Resistance. The leqiri has advantage on saving throws against spells and other magical effects.

Magic Weapons. The leqiri's weapon attacks are magical.

Nature Attunement. The leqiri can pass through magical and nonmagical plants without being restrained or slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard. In addition, while in a forest or grassland environment, the leqiri has tremorsense out to a range of 500 feet.

ACTIONS

Multiattack. The leqiri uses a Horn Infusion. It then makes two attacks: one with its ram and one with its hooves.

Ram. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. *Hit:* 22 (4d6 + 8) bludgeoning damage.

Hooves. *Melee Weapon Attack:* +16 to hit, reach 5 ft., one target. *Hit:* 44 (8d8 + 8) bludgeoning damage.

Horn Infusions. The leqiri infuses its horns with emanating magical essence. The next time it hits a creature with a ram attack before the start of its next turn, the target is subjected to the chosen effect.

- **Elemental Infusion.** The attack deals an extra 18 (4d8) acid, cold, fire, lightning, or thunder damage (the leqiri's choice). This damage ignores resistance, and if the target has resistance to the chosen damage type, it loses that resistance until the start of the leqiri's next turn.
- **Ensnaring Infusion.** The attack deals an extra 14 (4d6) poison damage as writhing, poisonous vines sprawl out from the point of impact. At the start of the target's next turn, if it is touching the ground, the vines weave themselves into the ground beneath it. The target must succeed on a DC 24 Strength saving throw or take 7 (2d6) poison damage and become restrained by the magical vines for 1 minute. While restrained, the target takes another 7 (2d6) poison damage at the start of each of its turns. The target can use its action to make a DC 24 Strength check, freeing itself on a success.
- **Radiant Infusion.** The attack deals an extra 14 (4d6) radiant damage and the target must succeed on a DC 24 Constitution saving throw or be blinded until the start of the leqiri's next turn.
- **Banishing Infusion (Recharge 5–6).** The attack deals an extra 33 (6d10) force damage and the target must succeed on a DC 24 Charisma saving throw or be banished to a harmless demiplane. While there, the target is incapacitated. At the end of the leqiri's next turn, the target returns to the space it previously occupied, or the nearest unoccupied space.

LEGENDARY ACTIONS

The leqiri can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The leqiri regains spent legendary actions at the start of its turn.

RAMMING RUSH. The leqiri moves up to half its speed and makes a ram attack.

REGROWTH (COSTS 2 ACTIONS). The leqiri regains 30 hit points and 1 expended use of its Legendary Resistance.

TRAMPLING BLITZ (COSTS 3 ACTIONS). The leqiri moves up to its speed in a straight line, ignoring difficult terrain. During this movement, it can move through the space of any creature that is Huge or smaller and doesn't provoke opportunity attacks. The leqiri makes an attack with its hooves against each creature in the line.



GAELIN

Gargantuan celestial, neutral good

Armor Class 19

Hit Points 297 (18d20 + 108)

Speed 30 ft., fly 150 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	28 (+9)	23 (+6)	14 (+2)	27 (+8)	17 (+3)

Saving Throws Str +14, Con +13, Wis +15, Cha +10

Skills Athletics +14, Nature +9, Perception +22

Damage Resistances necrotic, radiant; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, exhaustion, prone, restrained

Senses truesight 1 mile, passive Perception 32

Languages Celestial, Giant Eagle, understands Common, Auran, and Sylvan but can't speak them

Challenge 23 (50,000 XP)

Innate Spellcasting. The gaelin's innate spellcasting ability is Wisdom (spell save DC 23, +15 to hit with spell attacks). The gaelin can innately cast the following spells, requiring only verbal components:

At will: *fog cloud* (3rd-level), *gust of wind*, *wind wall*

3/day each: *flame strike* (9th-level)

1/day each: *control weather*, *foresight*

Deific Sight. The gaelin has advantage on Wisdom (Perception) checks that rely on sight. In addition, it can see up to 5 miles away with no difficulty, able to discern even fine details as though looking at something no more than 100 feet away from it.

Legendary Resistance (3/Day). If the gaelin fails a saving throw, it can choose to succeed instead.

Magic Resistance. The gaelin has advantage on saving throws against spells and other magical effects.

Magic Weapons. The gaelin's weapon attacks are magical.

ACTIONS

Multiattack. The gaelin makes three attacks: one with its beak and two with its talons.

Beak. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 20 (3d8 + 7) piercing damage plus 13 (3d8) radiant damage.

Talons. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 17 (3d6 + 7) piercing damage, and the target is grappled (escape DC 24). Until the grapple ends, the target is restrained. If the gaelin has one creature restrained in this way, it can only make one talon attack as part of its Multiattack; if it has two creatures restrained in this way, it can't use its talons on another target.

LEGENDARY ACTIONS

The gaelin can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The gaelin regains spent legendary actions at the start of its turn.

DETECT. The gaelin makes a Wisdom (Perception) check.

MOVE. The gaelin moves up to its speed.

PECK. The gaelin makes a beak attack.

WING BLAST (COSTS 2 ACTIONS). The gaelin beats its wings, unleashing a gust of incredible force in a 90-foot line that is 20 feet wide. Each creature in the line must succeed on a DC 22 Dexterity saving throw or take 16 (2d8 + 7) bludgeoning damage and be pushed up to 60 feet away from the gaelin. If a pushed target collides with an immovable object, such as a wall or floor, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was pushed before impact and is knocked prone. If the target would collide with another creature instead, that other creature must succeed on a DC 20 Dexterity saving throw or take the same damage and be knocked prone.

DRAGONS

There are a great many dragons that roam the multiverse, some of which are yet to be fully understood or even discovered at all.

DRACOLISK

A dracolisk is the result of an obscure arcane ritual that fuses a chromatic dragon egg with that of a basilisk. It inherits its dragon parents' scaled hide, which fades to lighter shades on its underbelly. Dracolisks typically form their lairs following the tendencies of their draconic heritage, with a slightly heavier inclination toward caves and other underground sites.

Only chromatic dragons are capable of this vile union, and even then, the process is prone to failure. If the ritual is performed too early, the dragon egg will calcify, killing the dragon inside. If the ritual is performed too late, the fetal dragon is already too resilient and resists the fusion entirely. Thus, a dragon egg intended for use in this ritual must be accounted for from nearly the moment it is laid.

DRACOLISK TEMPLATE

The following template can be applied to any chromatic dragon of any age.

Type. The dracolisk's type changes from dragon to monstrosity.

Damage Immunities. The dracolisk gains immunity to poison.

Condition Immunities. The dracolisk can't be petrified or poisoned.

Petrifying Gaze. If a creature starts its turn within 30 feet of the dracolisk and the two of them can see each other, the dracolisk can force the creature to make a Constitution saving throw (same DC as the dracolisk's breath weapon) if the dracolisk isn't incapacitated. On a failed save, the creature magically begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified until freed by the *greater restoration* spell or other magic.

A creature that isn't surprised can avert its eyes to avoid the saving throw at the start of its turn. If it does so, it can't see the dracolisk until the start of its next turn, when it can avert its eyes again. If it looks at the dracolisk in the meantime, it must immediately make the save.

Bite. The dracolisk deals extra poison damage with its bite attack, as determined by its age: 1d6 for a dracolisk wyrmling, 1d8 for a young dracolisk, 1d10 for an adult dracolisk, and 1d12 for an ancient dracolisk.

Action: Poisonous Haze (Adult/Ancient Dracolisk Only). The dracolisk exhales a cloud of noxious fumes in a 10-foot-radius sphere centered on it. Each creature in the area must succeed on a Constitution saving throw (same DC as the dracolisk's breath weapon) or become poisoned until the start of the dracolisk's next turn. While poisoned in this way, a creature can't take

reactions and must make a Constitution check (DC 10 + the dracolisk's Constitution modifier) at the start of its turn. On a failure, the creature erupts in a coughing fit and inadvertently looks in the dracolisk's direction, subjecting it to the dracolisk's Petrifying Gaze if it is within range. The dracolisk can use this action in place of its Frightful Presence when it uses its Multiattack.

Legendary Action: Spit Stone (Adult/Ancient Dracolisk Only). The dracolisk ejects a consumed object, creature, or part of a creature, which instantly calcifies upon leaving the dracolisk's gullet. It makes a ranged weapon attack using its Strength modifier for the attack and damage rolls. The attack has a normal range of 60 feet and a long range of 240 feet. On a hit, the target takes bludgeoning damage equal to 2d10 + the dracolisk's Strength modifier.

DRAGON TURTLE HATCHLING

A dragon turtle hatchling is a dragon turtle that is less than 5 years old. Despite not being a true dragon, these watery terrors are comparable in power to their wyrmling cousins, and are known for being incredibly hardy and resilient.

WYVERN WHELP

Wyverns are known to be expert and vicious hunters, even from a young age. A wyvern whelp possesses a tail that is disproportionately long for its body, almost comically so. These juvenile wyverns tire quickly and thus are often left to pursue ground-based prey until they are older.





DRAGON GHOST

A dragon ghost is the ethereal remains of a passed dragon that has somehow been bound or driven, willingly or unwillingly, to continue roaming a particular location after its death—typically its former lair.

This path is not permanent, and even the most powerful of dragons may only be able to sustain their ghostly form for a few months following their death. Usually such a dragon spirit will relinquish its ties to the Material Plane after completing the final task binding it to this realm.

DRAGON GHOST TEMPLATE

True dragons of any type can reappear as dragon ghosts after their death. A chromatic dragon may willfully pursue this course so as to maniacally haunt its former lair, whereas a metallic dragon may be bound to the Material Plane by an unfinished promise to an old friend.

When a dragon reappears as a dragon ghost, it retains its statistics except as described below. A dragon ghost typically loses all its lair actions, but it may retain some or inherit new ones, as the DM sees fit.

Type. The dragon ghost's type changes from dragon to undead, and it no longer requires air, food, drink, or sleep.

Speed. The dragon ghost's walking speed is reduced to 0, and it loses any additional movement speeds it has except its flying speed. In addition, it can hover.

Damage Resistances. The dragon ghost has resistance to acid, cold, fire, lightning, and thunder damage, as well as bludgeoning, piercing, and slashing damage from nonmagical weapons. It also retains any other resistances it had prior to becoming a ghost.

Damage Immunities. The dragon ghost has immunity to necrotic and poison damage, and it retains any other immunities it had prior to becoming a ghost.

Condition Immunities. The dragon ghost can't be charmed, frightened, grappled, paralyzed, petrified, poisoned, knocked prone, or restrained, and it doesn't suffer

from exhaustion. It also retains any other condition immunities it had prior to becoming a ghost.

Ethereal Sight. The dragon ghost can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

Incorporeal Movement. The dragon ghost can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Modified Actions: Withering Attacks. The dragon ghost's melee attacks deal necrotic damage instead of bludgeoning, piercing, or slashing damage.

New Action: Etherealness. The dragon ghost enters the Ethereal Plane from the Material Plane, or vice versa. It is visible from the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.

Modified Action: Horrifying Presence. If a creature fails its saving throw against the dragon ghost's Frightful Presence by 5 or more, the target also ages 1d4 × 10 years. The aging effect can be reversed with a *greater restoration* spell, but only within 24 hours of it occurring.

Modified Action: Ghostly Breath. Any damage-dealing breath weapon possessed by the dragon deals force damage instead of its original damage type, as its breath has become a pale, magical reflection of the element that once comprised it. For example, a passed gold dragon may breathe translucent, ghostly flames, and a black dragon ghost may exhale an ectoplasmic sludge.

COSMIC DRAGONS

Unlike the metallic dragons and chromatic dragons, with their staunch good and evil inclinations, the cosmic dragons ultimately desire only to perpetuate the natural balance of all creatures and planes. As such, these dragons are known to exist throughout the entire planar multiverse.

COMET DRAGON

Ever-elusive and inspiringly majestic, the comet dragons are a breathtaking sight to behold. Their hide and scales range from a deep brown to a charcoal gray and are highlighted by a series of icy blue streaks. As they travel, they leave a trail of white, blue, and purple dust and gases in their wake, which may ignite in the heat of battle.

Comet dragons are also distinguished by their iconic double tail: one composed of solid rock and the other a constant stream of gas and ice. Notorious for acting on a whim, they streak across the skies in pursuit of their chaotic impulses, equally pleased to thwart the dastardly schemes of the wicked as they are the inflated ambitions of the good.

Energetic Speedsters. Comet dragons are able to sustain traveling speeds of nearly 120 miles per hour—approximately five times faster than their chromatic and metallic cousins. The most powerful among them are even said to be capable of breaking the sound barrier, creating sonic booms that ripple through the debris that surrounds them.

Remote Tendencies. Despite their captivating appearance, comet dragons are quite cold in disposition. They do not often choose to interact socially with other beings—even other dragons—preferring to delight in the ultimate freedom and solitude provided by the skies.

A COMET DRAGON'S LAIR

Comet dragons bear an unrelenting desire to be constantly on the move, which results in a relative minority showing any interest in settling into a particular region. The ones that do take a lair typically claim dominion over an exceptionally large area, such as an entire chain of mountains or an arctic continent. Some comet dragons have been known to maintain multiple lairs, rhythmically traveling between them in a cyclical pattern year after year.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects:

- A swarm of meteors descends from the skies, most burning up in the atmosphere. The remaining 3 (1d4 + 1) meteorites that reach the ground each strike a different point the dragon can see within 120 feet of it. Each creature within 5 feet of an impact must succeed on a DC 15 Dexterity saving throw or take 7 (2d6) bludgeoning damage and 7 (2d6) fire damage and be knocked prone.
- A 30-foot-high, 5-foot-radius jet of gas and dust erupts from a point the dragon can see within 300 feet of it, and the area becomes heavily obscured. The jet lasts until initiative count 20 on the next round. Whenever a creature enters a space within 5 feet of the jet for the first time on a turn or starts its turn there, it takes 10 (3d6) cold damage and 10 (3d6) poison damage.

REGIONAL EFFECTS

The region containing a legendary comet dragon's lair is magically warped by one or more of the following effects:

- Small, 5-foot-radius geysers are scattered throughout the area within 6 miles of the lair and may periodically erupt and expel noxious gases.
- Water within 1 mile of the lair is infused with toxic chemicals. Enemies of the dragon that drink this water must succeed on a DC 15 Constitution saving throw or become poisoned until they finish a short or long rest.
- Clouds of gas and dust lightly obscure the area within 6 miles of the lair.

If the dragon dies, the geysers become inactive after 1d10 days, and all other effects fade within 1d4 days.

MOON DRAGON

Uncharacteristically self-involved for cosmic dragons, moon dragons seek community first and foremost to elevate their own abilities—their role in the cosmic balance more a byproduct of their behavior than a commitment. They are most comfortable in cool regions on the outskirts of well-inhabited lands, but they can survive in nearly any clime, given that they can find a powerful enough companion.

Most moon dragons are off-white in color, exhibiting varying shades of ivory, sometimes along with pale hues of blush or lavender. They are most noted for their translucent wings, and their extremities are known to shift between lighter and darker phases with the passing days. Those that have taken on an adaptation, such as blood moon dragons, exhibit markedly more vibrant colors and can even be mistaken for chromatic dragons to the untrained observer.

Adaptive Survivalists. Moon dragons are renowned for their exceptional ability to thrive in a variety of locales and circumstances. In just a matter of days, a moon dragon can shift from a predator in the plains to a scavenger in the desert. These dragons are also capable of taking on one of several natural adaptations they have developed (see page 102), which helps them to excel in their present domain—including the supermoon adaptation, allowing them to double in size.

Narcissistic Beneficiaries. On a surface level, a moon dragon may appear to be rather altruistic, as it seeks out a partner (preferably another dragon) and unceasingly protects its companion. However, this seemingly benevolent behavior is typically a façade, as the moon dragon pursues its self-serving desires to secure its own goals and the height of its power.





A MOON DRAGON'S LAIR

Moon dragons enjoy cool, mountainous and cavernous environments; though many—especially those that have taken on an adaptation—can be found in a wide array of locations, including broad steppes and deserts. Their adaptive capabilities allow them to share a lair with another willing dragon, combining their impact on the surrounding area for optimal protection.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects; The dragon can't use the same effect two rounds in a row:

- A surge of intense gravitational force draws inward toward the dragon. Each creature of the dragon's choice within 120 feet of it must succeed on DC 15 Strength saving throw or be pulled up to 30 feet toward the dragon.
- Lunar dust and debris begin to swirl in a 20-foot-radius sphere centered on a point the dragon chooses within 120 feet of it. The area is difficult terrain and lightly obscured, and the attack rolls of ranged weapon attacks have disadvantage if they originate within or pass through the area. The dragon and its companion are immune to these effects.

Whenever a creature, other than the dragon or its companion, enters the area for the first time on a turn or starts its turn there, it must make a DC 15 Dexterity saving throw, taking 10 (3d6) bludgeoning damage on a failed save, or half as much damage on a successful one. A wind of at least 20 miles per hour disperses the debris, ending this effect. Otherwise, the dust continues to swirl in the area for 1 minute or until the dragon dies.

- Radiant energy beams down in a 40-foot-radius, 300-foot-high cylinder centered on a point the dragon can see within 60 feet of it. The area is filled with dim light. Each creature in the area when it appears must make a DC 15 Constitution saving throw, taking 13 (3d8) radiant damage on a failed save, or half as much damage on a successful one; a shapechanger has disadvantage on this saving throw. A creature that ends its turn in the area takes 13 (3d8) radiant damage. This effect lasts for 1 minute, or until the dragon uses this lair action again or dies. The moon dragon and its companion are immune to the effects of this lair action.

REGIONAL EFFECTS

The region containing a legendary moon dragon's lair is magically warped by one or more of the following effects:

- The seas within 6 miles of the lair take twice as long to traverse due to quickly shifting tides and choppy waters.
- Gravity in the area supernaturally weighs on and draws in enemies of the dragon. Whenever a creature within 1 mile of the dragon's lair makes a Strength or Dexterity saving throw against an effect that would pull it or knock it prone, the saving throw is made with disadvantage.
- Dim light within 6 miles of the lair is considered magical and imposes disadvantage on Wisdom (Perception) checks that rely on sight unless the creature can see through magical darkness. If this dim light overlaps with an area of bright light created by a spell of 3rd level or lower, the spell that created the light is dispelled.

If the dragon dies, these effects fade after 1d4 days.

NEBULA DRAGON

Ingenious and imaginative, the nebula dragons soundlessly slip through the air, weaving in a scintillating, serpentine pattern. Their scales are extremely fine and compact such that they are nearly indistinguishable from one another, resembling an appearance more like leathery flesh than scaled hide. These dragons may sport one or a multitude of colors, usually from shades of purples and blues to green or even yellowish hues.

Often found in blistering, desert regions alongside their sun dragon kin, nebula dragons may also be spotted among cold, misty mountains, and they have even been known to claim dominion over coastal territories. They delight in cloaking their presence within clouds of dust, fog, and other particles, availing themselves of the clouds' obscuring properties as they carefully and tactfully plot their next course of action.

These cosmic dragons are renowned for their vast intellect—their mental acuity best exemplified by their extraordinary creativity. They have a knack for devising clever solutions via their innate magical capabilities, specializing heavily in illusion and conjuration magic, as they artfully shape their environment.



Clever Combatants. In battle, nebula dragons will emit various clouds of gas and particles, which they can manipulate to distract, deceive, and immobilize their foes. They are particularly fond of crafting phantasmal terrors within these clouds to more effectively mislead and frighten hostile creatures. Nebula dragons will often fully cloak their presence within a cloud and plot a means of escape when the situation gets dire.

Nebulous Reformation. When a nebula dragon dies, its body bursts, erupting into a massive, but harmless, cloud of dust and gas. These clouds have been known to intermittently flash with illusory projections of the passed dragon's memories. Unless the cloud is dispersed, the remaining particles collapse within a few days, randomly forming a new cosmic dragon. Most often this takes the shape of another nebula dragon, but planetary dragons and sun dragons are not an unusual result of the process.

A NEBULA DRAGON'S LAIR

The preferred lairs of nebula dragons are deserts, badlands, and other barren locales where fine particles abound. These regions provide ample cover and material for them to work with, sculpting the particulate matter into entire structures as they realize their dusty domain.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects:

- The dragon chooses one illusion it can see that is no larger than a 30-foot cube. That illusion is filled with compacted dust and gas and becomes tangible for 1 minute. While under this effect, physical interaction doesn't reveal it to be an illusion, and the DC for

Intelligence (Investigation) checks to determine it is an illusion increases by 10.

- Nauseating gases fill a 20-foot-radius sphere of particles the dragon can see, such as from its Diffuse Cloud or a fog cloud spell. Each creature in the area, must succeed on a DC 15 Constitution saving throw or spend its action on its next turn retching and reeling. Creatures that don't need to breathe automatically succeed on the save.
- Dirt, mist, or other fine particles of the dragon's choice gather together, forming a wall on the ground at a point the dragon can see within 120 feet. The wall can be up to 30 feet long, 15 feet high, and 5 feet thick. The wall lasts until initiative count 20 on the next round and blocks line of sight but not movement. The wall's space is difficult terrain, and a creature is blinded while inside it.

REGIONAL EFFECTS

The region containing a legendary nebula dragon's lair is magically warped by one or more of the following effects:

- When an enemy of the dragon finishes a long rest within 6 miles of the lair, it must make a DC 15 Wisdom saving throw. On a failure, the creature's rest is haunted by nightmarish visions, and if it has any levels of exhaustion, the rest doesn't reduce its exhaustion level.
- Intermittent clouds of fog are scattered throughout the area within 1 mile of the dragon's lair. The clouded areas are lightly obscured and can only be dispersed by a magically created wind of moderate or greater speed.
- Each day, the dragon can compress dust, fog, sand, and other particles in its lair into a solid stone structure shaped as it chooses that is no larger than a 60-foot cube.

If the dragon dies, the clouds fade after 1d4 days, and all other effects end immediately.

PLANETARY DRAGON

Passionate yet prudent, shifting yet stalwart, the planetary dragons are a pillar of wisdom, ardently enforcing the guiding principles of the cosmic dragons. Their ability to shift between three fundamentally disparate forms allows them to easily traverse the lands and realms of their kin, from the scorching deserts of the sun dragons to the frigid tundra of the comet dragons.

Planetary dragons have an especially symbiotic relationship with moon dragons, proving to be incomparably stout companions while enjoying the moon dragons' stabilizing presence. Furthermore, these dragons provide a semblance of order and structure that is most welcome as they guide the chaotic creativity of the nebula dragons.

Of Gas, Ice, and Rock. Planetary dragons have three distinct forms that they can shapeshift between at will. The majority of planetary dragons prefer their terrestrial form, though some indeed favor their gas giant or ice giant form.

Gas giant planetary dragons may vary in color from a pale red or yellow to sometimes teal hues. A bony, scaled frame forms the structure for their otherwise gaseous wings, and a stream of noxious fumes persistently trails in their wake. While in ice giant form, their hide takes on a bluish tinge, though it ranges from a vivid, deep blue all the way to an extremely pale, nearly white tone. The wings of ice giant planetary dragons are like thick, malleable sheets of ice.

In terrestrial form, their scales appear rugged and rocky, and their discerning eyes glow like pools of lava. Despite their rather intimidating appearance, anyone who possesses the courage to approach one of these dragons in earnest can attest to their levelheaded demeanor and judicious spirit.

A PLANETARY DRAGON'S LAIR

A planetary dragon's typical lair varies with its preferred form. Those that favor their gas giant form may seek out swamps and marshlands, for example, while those that most identify with their ice giant form are understandably partial to arctic environments. The majority of planetary dragons, which are inclined toward their terrestrial form, heavily favor volcanoes and canyons.

Regardless of their preferences, planetary dragons will typically try to set aside a portion of their lair that they feel better suits their other forms. For example, a gas giant planetary dragon may maintain a frozen, fresh water pond within its marsh, and a terrestrial planetary dragon may contentedly perch atop a volcanic vent in gas giant form. This practice is a physical manifestation of their desire to look at things from all perspectives in order to assert their fairest, most impartial judgments.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects:

- Atmospheric debris begins to swirl around the dragon to a distance of 20 feet. The debris lasts until initiative count 20 on the next round, and its area is difficult terrain. When a hostile creature enters the area for the first time on a turn or starts its turn there, it must make a DC 15 Dexterity saving throw, taking 14 (4d6) bludgeoning damage on a failed save or half as much damage on a successful one.
- Orbital forces clear the area within 30 feet of the dragon. Each creature in the area must succeed on a DC 15 Strength saving throw or be pushed up to 30 feet away from the dragon or pulled up to 30 feet toward it (the dragon's choice for each creature). A creature can choose to fail this saving throw if it wishes.



REGIONAL EFFECTS

The region containing a legendary planetary dragon's lair is magically warped by one or more of the following effects:

- Dense, transparent gases fill the area within 1 mile of the dragon's lair, moderately slowing the rate of descent of falling creatures. Falling damage that any creature takes in the area is halved.
- Volcanic eruptions, avalanches, and other devastating natural phenomena occur frequently within 6 miles of the dragon's lair.
- Water within 6 miles of the dragon's lair freezes within 1 minute of being exposed to the air. Magically created water and water that has been melted by magical means in the past 24 hours are immune to this effect.

If the dragon dies, these effects fade after 1d6 days.

SUN DRAGON

Dazzling and assertive, sun dragons are the most studied and well known of the cosmic dragons. They thrive in warm, open environments such as deserts and canyons, and they rarely venture underground.

The most striking feature of a sun dragon is its multi-layered scales, with just enough of a gap to allow its inner radiance to shine through. While basking in the sun's rays, a sun dragon's head is almost pure white, and it boasts a glowing, yellow underbelly which tapers to burnt orange, red, or even charcoal hues at its legs and tail.

Fiery Confidence. Sun dragons make no attempt to mask their presence. When a sun dragon lays claim to a region, it first seeks to oppressively subjugate any who may challenge its authority. Despite this seemingly oppressive first impression, a sun dragon works tirelessly to support, nourish, and protect the denizens and flora of its blistering domain.

Impassioned Life, Catastrophic Death. Enduring constant inner turmoil, sun dragons typically live fast and die young. The few that are able to find stability and thrive grow exponentially more powerful as they age, even more so than is normal for true dragons. This accelerating potency is reflected in the intensified radiance that they shed, leading to an increasingly cataclysmic end.

When a sun dragon dies, its form bursts in an eruption of brilliance; the demise of the most powerful of these dragons has even been known to tear open a rift between planes.

A SUN DRAGON'S LAIR

A legendary sun dragon will naturally gravitate toward deserts and arid canyons as it seeks to establish supremacy in a new territory. These cosmic dragons lord over their kingdoms, rigid but benevolent in their rulership. Sun dragons with particularly large lairs will often establish a structured hierarchy of leadership, appointing their strongest subjects as lieutenants to defend and keep a watchful eye over specific portions of their domain. To sun dragons, their pride and legacy relies upon the establishment of a prosperous, self-sustaining land,

seeing it as a testament to their formidable power that will endure beyond their inevitable death.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects:

- The force of gravity intensifies in the dragon's vicinity. Each creature of the dragon's choice within 60 feet of it must succeed on a DC 15 Strength saving throw or fall prone and become restrained until the dragon uses another lair action or until it dies. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
- Beams of radiance shower the area near the dragon. Up to 3 creatures of the dragon's choice within 120 feet of it must make a DC 15 Dexterity saving throw. On a failed save, a target takes 14 (4d6) radiant damage and then begins to emit bright light in a 5-foot radius and dim light for an additional 5 feet until initiative count 20 on the next round. While this light persists, the creature can't benefit from being invisible, and whenever it takes radiant damage, it takes an extra 7 (2d6) radiant damage.
- Debilitating waves of cosmic energy radiate from a point the dragon can see within 120 feet of it. Each creature within 30 feet of that point must succeed on a DC 15 Constitution saving throw or become poisoned for 1 minute and suffer one level of exhaustion. A creature can repeat the saving throw at the end of each of its turns, ending the poisoned condition and any levels of exhaustion caused by this effect on a success.

REGIONAL EFFECTS

The region containing a legendary sun dragon's lair is magically warped by one or more of the following effects:

- The area within 6 miles of the lair radiates with a faint illumination. Creatures without darkvision can see 10 feet into darkness as if it were dim light, and creatures with darkvision can discern color in darkness, out to a range of 60 feet.
- Gravity in the area is unusually strong. Whenever a creature within 1 mile of the dragon's lair makes a Strength or Dexterity saving throw against an effect that would knock it prone, the saving throw is made with disadvantage.
- The area within 6 miles of the lair radiates with an overbearing heat. A creature in the area without sufficient access to drinking water must succeed on a Constitution saving throw at the end of each hour it spends in the area or suffer one level of exhaustion. The DC for the saving throw is 10 after the first hour, and it increases by 3 for each additional hour the creature is in the area without drinking water (to a maximum of DC 25). Creatures with resistance to fire damage have advantage on this saving throw, and creatures with immunity to fire damage automatically succeed on it.

If the dragon dies, these effects fade after 1d8 days.

ADULT BLACK DRACOLISK

Huge monstrosity, chaotic evil

Armor Class 19 (natural armor)

Hit Points 195 (17d12 + 85)

Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	14 (+2)	21 (+5)	14 (+2)	13 (+1)	17 (+3)

Saving Throws Dex +7, Con +10, Wis +6, Cha +8

Skills Perception +11, Stealth +7

Damage Immunities acid, poison

Condition Immunities petrified, poisoned

Senses blindsight 60 ft., darkvision 120 ft.,
passive Perception 21

Languages Common, Draconic

Challenge 17 (18,000 XP)

Amphibious. The dracolisk can breathe air and water.

Legendary Resistance (3/Day). If the dracolisk fails a saving throw, it can choose to succeed instead.

Petrifying Gaze. If a creature starts its turn within 30 feet of the dracolisk and the two of them can see each other, the dracolisk can force the creature to make a DC 18 Constitution saving throw if the dracolisk isn't incapacitated. On a failed save, the creature magically begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified until freed by the *greater restoration* spell or other magic.

A creature that isn't surprised can avert its eyes to avoid the saving throw at the start of its turn. If it does so, it can't see the dracolisk until the start of its next turn, when it can avert its eyes again. If it looks at the dracolisk in the meantime, it must immediately make the save.

ACTIONS

Multiattack. The dracolisk can use its Frightful Presence or Poisonous Haze. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage plus 4 (1d8) acid damage plus 5 (1d10) poison damage.

Claw. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

Tail. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage.

Frightful Presence. Each creature of the dracolisk's choice that is within 120 feet of the dracolisk and aware of it must succeed on a DC 16 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dracolisk's Frightful Presence for the next 24 hours.

Poisonous Haze. The dracolisk exhales a cloud of noxious fumes in a 10-foot-radius sphere centered on it. Each creature in the area must succeed on a DC 18 Constitution saving throw or become poisoned until the start of the dracolisk's next turn. While poisoned in this way, a creature can't take reactions and must make a DC 15 Constitution check at the start of its turn. On a failure, the creature erupts in a coughing fit and inadvertently looks in the dracolisk's direction, subjecting it to the dracolisk's Petrifying Gaze if it is within range.

Acid Breath (Recharge 5–6). The dracolisk exhales acid in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 18 Dexterity saving throw, taking 54 (12d8) acid damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

The dracolisk can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dracolisk regains spent legendary actions at the start of its turn.

DETECT. The dracolisk makes a Wisdom (Perception) check.

SPIT STONE. *Ranged Weapon Attack:* +11 to hit, range 60/240 ft., one target. *Hit:* 17 (2d10 + 6) bludgeoning damage.

TAIL ATTACK. The dracolisk makes a tail attack.

WING ATTACK (COSTS 2 ACTIONS). The dracolisk beats its wings. Each creature within 10 feet of the dracolisk must succeed on a DC 19 Dexterity saving throw or take 13 (2d6 + 6) bludgeoning damage and be knocked prone. The dracolisk can then fly up to half its flying speed.



YOUNG COPPER DRAGON GHOST

Large undead, chaotic good

Armor Class 17 (natural armor)

Hit Points 119 (14d10 + 42)

Speed 0 ft., fly 80 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	17 (+3)	16 (+3)	13 (+1)	15 (+2)

Saving Throws Dex +4, Con +6, Wis +4, Cha +5

Skills Deception +5, Perception +7, Stealth +4

Damage Resistances cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities acid, necrotic, poison

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 17

Languages Common, Draconic

Challenge X (xXx XP)

Ethereal Sight. The dragon can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

Incorporeal Movement. The dragon can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

ACTIONS

Multiattack. The dragon ghost makes three attacks: one with its bite and two with its claws.

Withering Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) necrotic damage.

Withering Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) necrotic damage.

Etherealness. The dragon enters the Ethereal Plane from the Material Plane, or vice versa. It is visible from the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.

Breath Weapons (Recharge 5–6). The dragon uses one of the following breath weapons.

- **Ghostly Breath.** The dragon exhales an ectoplasmic sludge in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 18 Dexterity saving throw, taking 40 (9d8) force damage on a failed save, or half as much damage on a successful one.
- **Slowing Breath.** The dragon exhales gas in a 60-foot cone. Each creature in that area must succeed on a DC 18 Constitution saving throw. On a failed save, the creature can't use reaction, its speed is halved, and it can't make more than one attack on its turn. In addition, the creature can use either an action or a bonus action on its turn, but not both. These effects last for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself with a successful save.

DRAGON TURTLE HATCHLING

Medium dragon, neutral

Armor Class 18 (natural armor)

Hit Points 68 (8d8 + 32)

Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	7 (-2)	18 (+4)	6 (-2)	10 (+0)	12 (+1)

Saving Throws Dex +0, Con +6, Wis +2

Damage Resistances fire

Senses darkvision 60 ft., passive Perception 10

Languages Aquan, Draconic

Challenge 4 (1,100 XP)

Amphibious. The dragon turtle can breathe air and water.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d12 + 3) piercing damage.

Tail. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be pushed up to 5 feet away from the dragon turtle.

Steam Breath (Recharge 5–6). The dragon turtle exhales scalding steam in a 15-foot cone. Each creature in that area must make a DC 14 Constitution saving throw, taking 21 (6d6) fire damage on a failed save, or half as much damage on a successful one. Being underwater doesn't grant resistance against this damage.

WYVERN WHELP

Medium dragon, unaligned

Armor Class 12 (natural armor)

Hit Points 65 (10d8 + 20)

Speed 15 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	14 (+2)	4 (-3)	10 (+0)	5 (-3)

Skills Perception +2

Senses darkvision 60 ft., passive Perception 12

Languages —

Challenge 2 (450 XP)

ACTIONS

Multiattack. The wyvern makes two attacks: one with its bite and one with its stinger. While flying, it can use its claws in place of one other attack.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d12 + 3) piercing damage.

Stinger. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage. The target must make a DC 13 Constitution saving throw, taking 14 (4d6) poison damage on a failed save, or half as much damage on a successful one.

ANCIENT COMET DRAGON

Huge dragon, chaotic neutral

Armor Class 20 (natural armor)

Hit Points 406 (28d12 + 224)

Speed 80 ft., fly 240 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	28 (+9)	27 (+8)	19 (+4)	16 (+3)	15 (+2)

Saving Throws Dex +16, Con +15, Int +11, Wis +10

Skills Acrobatics +23, Athletics +12, Stealth +16

Damage Resistances fire; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities cold

Condition Immunities deafened, restrained, stunned

Senses truesight 150 ft., passive Perception 13

Languages Celestial, Common, Draconic

Challenge 24 (62,000 XP)

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

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Meteoric Torrent. Attacking prone creatures doesn't impose disadvantage on the dragon's ranged attack rolls.

Outgas. The dragon emits a constant barrier of dust and debris. The area within 30 feet of the dragon is lightly obscured and is difficult terrain for all creatures that it chooses. If the dragon takes radiant damage, additional debris is flung from its body; until the dragon uses its Meteor Breath, a creature affected by this difficult terrain must spend 3 feet of movement for every 1 foot it moves in the area.

ACTIONS

Multiattack. The dragon can use its Bow Shock. It then makes three melee attacks: one with its bite and two with its claws. It can use Spit Meteor in place of any melee attack.

Bite. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage.

Claw. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Tail. *Melee Weapon Attack:* +12 to hit, reach 30 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage plus 9 (2d8) cold damage, and the target can't take reactions until the end of the dragon's next turn.

Spit Meteor. *Ranged Weapon Attack:* +16 to hit, range 120/240 ft., one target. *Hit:* 16 (2d6 + 9) bludgeoning damage plus 7 (2d6) fire damage.

Bow Shock. The dragon focuses its debris at a point it chooses within 30 feet of it and then causes the debris to burst in a 20-foot-radius sphere centered on that point. Each creature of the dragon's choice in the area must make a DC 23 Constitution saving throw. On a failed save, the creature's speed is halved and it has disadvantage on attack rolls until the end of the dragon's next turn.

Meteor Breath (Recharge 5–6). The dragon unleashes a barrage of meteors in a 120-foot line that is 10 feet wide. Each creature in that line must make a DC 23 Dexterity saving throw, taking 35 (10d6) bludgeoning damage and 35 (10d6) fire damage on a failed save, or half as much damage on a successful one.

In addition, the dragon's debris ignites (see Outgas trait). Until the start of the dragon's next turn, whenever a creature other than the dragon enters the area for the first time on a turn or starts its turn there, it takes 5 (1d10) fire damage.

LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

METEOR SHOT. The dragon uses Spit Meteor.

TWIN TAIL. The dragon makes a tail attack. If the attack misses, it can make another tail attack as part of the same legendary action.

SHOOTING STAR (Costs 2 Actions). The dragon moves up to twice its speed in a straight line; if the dragon is grappled, it automatically breaks the grapple at the start of this movement. Each creature in the line takes 7 (2d6) thunder damage and must make a DC 24 Strength saving throw. A creature under the effects of the dragon's Bow Shock has disadvantage on this saving throw.

On a failure, a creature takes another 12 (2d6 + 5) bludgeoning damage and is flung up to 20 feet away from the dragon's path and knocked prone. On a success, the creature takes half as much bludgeoning damage and isn't flung away or knocked prone.



ADULT COMET DRAGON

Large dragon, chaotic neutral

Armor Class 19 (natural armor)

Hit Points 212 (17d10 + 119)

Speed 60 ft., fly 180 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	25 (+7)	24 (+7)	18 (+4)	15 (+2)	14 (+2)

Saving Throws Dex +13, Con +13, Int +10, Wis +8

Skills Acrobatics +19, Athletics +10, Stealth +13

Damage Resistances fire; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities cold

Condition Immunities deafened, restrained, stunned

Senses truesight 120 ft., passive Perception 12

Languages Celestial, Common, Draconic

Challenge 17 (18,000 XP)

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

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Meteoric Torrent. Attacking prone creatures doesn't impose disadvantage on the dragon's ranged attack rolls.

Outgas. The dragon emits a constant barrier of dust and debris. The area within 20 feet of the dragon is lightly obscured and is difficult terrain for all creatures that it chooses. If the dragon takes radiant damage, additional debris is flung from its body; until the dragon uses its Meteor Breath, a creature affected by this difficult terrain must spend 3 feet of movement for every 1 foot it moves in the area.

ACTIONS

Multiattack. The dragon can use its Bow Shock. It then makes three melee attacks: one with its bite and two with its claws. It can use Spit Meteor in place of any melee attack.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage.

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Tail. *Melee Weapon Attack:* +10 to hit, reach 20 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage plus 4 (1d8) cold damage, and the target can't take reactions until the end of the dragon's next turn.

Spit Meteor. *Ranged Weapon Attack:* +13 to hit, range 100/200 ft., one target. *Hit:* 10 (1d6 + 7) bludgeoning damage plus 3 (1d6) fire damage.

Bow Shock. The dragon focuses its debris at a point it chooses within 20 feet of it and then causes the debris to burst in a 15-foot-radius sphere centered on that point. Each creature of the dragon's choice in the area must make a DC 21 Constitution saving throw. On a failed save, the creature's speed is halved and it has disadvantage on attack rolls until the end of the dragon's next turn.

Meteor Breath (Recharge 5–6). The dragon unleashes a barrage of meteors in a 90-foot line that is 5 feet wide. Each creature in that line must make a DC 21 Dexterity saving throw, taking 21 (6d6) bludgeoning damage and 21 (6d6) fire damage on a failed save, or half as much damage on a successful one.

In addition, the dragon's debris ignites (see Outgas trait). Until the start of the dragon's next turn, whenever a creature other than the dragon enters the area for the first time on a turn or starts its turn there, it takes 4 (1d8) fire damage.

LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

METEOR SHOT. The dragon uses Spit Meteor.

TWIN TAIL. The dragon makes a tail attack. If the attack misses, it can make another tail attack as part of the same legendary action.

SHOOTING STAR (COSTS 2 ACTIONS). The dragon moves up to twice its speed in a straight line; if the dragon is grappled, it automatically breaks the grapple at the start of this movement. Each creature in the line takes 5 (2d4) thunder damage and must make a DC 21 Strength saving throw. A creature under the effects of the dragon's Bow Shock has disadvantage on this saving throw.

On a failure, a creature takes another 9 (2d4 + 4) bludgeoning damage and is flung up to 15 feet away from the dragon's path and knocked prone. On a success, the creature takes half as much bludgeoning damage and isn't flung away or knocked prone.

VARIANT: ASTEROID DRAGONS

The markedly rarer asteroid dragons are believed to share a common ancestor with the more well-known comet dragons. Exceedingly stoic and lacking their relatives' vibrant blue streaks, these dragons prefer rocky shores and craggy locales. An asteroid dragon has the same statistics as a comet dragon, with the following changes:

- It has immunity to poison damage and can't be poisoned.
- It replaces the Outgas trait with the Impact Event trait (detailed at the end of this list).
- The second paragraph of its Meteor Breath (which references the Outgas trait) is replaced with the following:

In addition, once before the end of the dragon's next

turn, as a reaction when it takes damage, it can use its Spit Meteor.

- Its tail attack has a reach of 15 feet (ancient asteroid dragon) or 10 feet (adult asteroid dragon), rather than 30 feet or 20 feet, respectively.
- It replaces the Twin Tail legendary action with the Tail Attack legendary action below.

Impact Event. Whenever the dragon hits a creature that is no more than one size larger than it with an attack, the target is pushed up to 5 feet away from the dragon. If the dragon scores a critical hit on the attack, the target is also knocked prone.

LEGENDARY ACTIONS

Tail Attack. The dragon makes a tail attack.

YOUNG COMET DRAGON

Medium dragon, chaotic neutral

Armor Class 18 (natural armor)

Hit Points 115 (11d8 + 66)

Speed 50 ft., fly 150 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	23 (+6)	22 (+6)	17 (+3)	14 (+2)	12 (+1)

Saving Throws Dex +10, Con +10, Int +7, Wis +6

Skills Acrobatics +14, Athletics +7, Stealth +10

Damage Resistances fire; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities cold

Condition Immunities deafened, restrained, stunned

Senses truesight 90 ft., passive Perception 12

Languages Celestial, Common, Draconic

Challenge 10 (5,900 XP)

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

Meteoric Torrent. Attacking prone creatures doesn't impose disadvantage on the dragon's ranged attack rolls.

Outgas. The dragon emits a constant barrier of dust and debris. The area within 15 feet of the dragon is lightly obscured and is difficult terrain for all creatures that it chooses. If the dragon takes radiant damage, additional debris is flung from its body; until the dragon uses its Meteor Breath, a creature affected by this difficult terrain must spend 3 feet of movement for every 1 foot it moves in the area.

ACTIONS

Multiattack. The dragon makes three melee attacks: one with its bite and two with its claws. It can use Spit Meteor in place of any melee attack.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Spit Meteor. *Ranged Weapon Attack:* +10 to hit, range 80/160 ft., one target. *Hit:* 9 (1d6 + 6) bludgeoning damage plus 3 (1d6) fire damage.

Meteor Breath (Recharge 5–6). The dragon unleashes a barrage of meteors in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 18 Dexterity saving throw, taking 17 (5d6) bludgeoning damage and 17 (5d6) fire damage on a failed save, or half as much damage on a successful one.

In addition, the dragon's debris ignites (see Outgas trait). Until the start of the dragon's next turn, whenever a creature other than the dragon enters the area for the first time on a turn or starts its turn there, it takes 3 (1d6) fire damage.

COMET DRAGON WYRMLING

Small dragon, chaotic neutral

Armor Class 16 (natural armor)

Hit Points 37 (5d6 + 20)

Speed 40 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	21 (+5)	19 (+4)	16 (+3)	12 (+1)	11 (+0)

Saving Throws Dex +7, Con +6, Int +5, Wis +3

Skills Acrobatics +9, Athletics +4, Stealth +7

Damage Resistances fire; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities cold

Condition Immunities deafened, restrained, stunned

Senses truesight 60 ft., passive Perception 11

Languages Celestial, Draconic

Challenge 4 (1,100 XP)

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

Meteoric Torrent. Attacking prone creatures doesn't impose disadvantage on the dragon's ranged attack rolls.

Outgas. The dragon emits a constant barrier of dust and debris. The area within 10 feet of the dragon is lightly obscured and is difficult terrain for all creatures that it chooses. If the dragon takes radiant damage, additional debris is flung from its body; until the dragon uses its Meteor Breath, a creature affected by this difficult terrain must spend 3 feet of movement for every 1 foot it moves in the area.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Spit Meteor. *Ranged Weapon Attack:* +7 to hit, range 60/120 ft., one target. *Hit:* 7 (1d4 + 5) bludgeoning damage plus 2 (1d4) fire damage.

Meteor Breath (Recharge 5–6). The dragon unleashes a barrage of meteors in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 14 Dexterity saving throw, taking 10 (3d6) bludgeoning damage and 10 (3d6) fire damage on a failed save, or half as much damage on a successful one.

In addition, the dragon's debris ignites (see Outgas trait). Until the start of the dragon's next turn, whenever a creature other than the dragon enters the area for the first time on a turn or starts its turn there, it takes 2 (1d4) fire damage.

ANCIENT MOON DRAGON

Gargantuan dragon, neutral

Armor Class 21 (natural armor)

Hit Points 429 (22d20 + 198)

Speed 30 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	18 (+4)	28 (+9)	19 (+4)	14 (+2)	25 (+8)

Saving Throws Dex +11, Con +16, Int +11, Wis +9

Skills Perception +9, Stealth +18, Survival +9

Damage Resistances radiant; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities cold

Condition Immunities charmed

Senses truesight 300 ft., passive Perception 19

Languages Celestial, Common, Draconic

Challenge 24 (62,000 XP)

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Satellite Guardian (Recharges after a Short or Long Rest). As a bonus action, the dragon can bind itself to another willing creature it can see, designating the target as its companion. The dragon can only have one companion at a time, and if it binds itself to another creature, the previous bond is broken.

At the start of each of the dragon's turns, if it isn't incapacitated and its companion is within 120 feet of it, the dragon and its companion both gain 20 temporary hit points.

ACTIONS

Multiattack. The dragon can use its Tidal Lock. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage.

Claw. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

Tail. *Melee Weapon Attack:* +13 to hit, reach 20 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage.

Tidal Lock. The dragon exerts a restrictive force upon one creature it can see within 120 feet. The target must succeed on a DC 24 Strength saving throw or become locked with the dragon.

A locked creature has disadvantage on attack rolls and Dexterity saving throws, and it can't willingly move away from the dragon. A creature can repeat the saving throw at the end of each of its turns, ending the effect on a success. Otherwise, the effect lasts until the dragon uses this ability on a different target or until the dragon dies, is incapacitated, or is on a different plane of existence than the target.

Lunar Breath (Recharge 5–6). The dragon exhales a cloud of lunar energy in a 90-foot cone. Each creature in that area must make a DC 24 Constitution saving throw, taking 81 (18d8) cold damage on a failed save, or half as much damage on a successful one. If the moon dragon's companion is a dragon with a breath weapon, the moon dragon can choose to deal damage of a type associated with its companion's breath weapon, instead of the cold damage normal for its Lunar Breath.

LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

ORBIT. The dragon moves up to half its speed. If the dragon has a companion, it can instead move up to its full speed, but it can't end this move farther away from its companion than it started.

TAIL ATTACK. The dragon makes a tail attack.

ECLIPSE (Costs 2 Actions). Magical darkness spreads from a point the dragon chooses within 60 feet of it, filling a 20-foot radius sphere centered on that point. The darkness lasts for 1 minute or until the dragon dies, uses this ability again, or ends the effect (no action required). The darkness spreads around corners. A creature with darkvision can't see through this darkness, and nonmagical light can't illuminate it.

Whenever a hostile creature in the sphere is hit by an attack from the dragon or its companion, the target takes an extra 7 (2d6) cold damage.



ADULT MOON DRAGON

Huge dragon, neutral

Armor Class 18 (natural armor)

Hit Points 202 (15d12 + 105)

Speed 30 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	24 (+7)	18 (+4)	13 (+1)	22 (+6)

Saving Throws Dex +9, Con +13, Int +10, Wis +7

Skills Perception +7, Stealth +15, Survival +7

Damage Resistances radiant; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities cold

Condition Immunities charmed

Senses truesight 240 ft., passive Perception 17

Languages Celestial, Common, Draconic

Challenge 17 (18,000 XP)

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Satellite Guardian (Recharges after a Short or Long Rest). As a bonus action, the dragon can bind itself to another willing creature it can see, designating the target as its companion. The dragon can only have one companion at a time, and if it binds itself to another creature, the previous bond is broken.

At the start of each of the dragon's turns, if it isn't incapacitated and its companion is within 90 feet of it, the dragon and its companion both gain 15 temporary hit points.

ACTIONS

Multiattack. The dragon can use its Tidal Lock. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage.

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Tail. *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

Tidal Lock. The dragon exerts a restrictive force upon one creature it can see within 90 feet. The target must succeed on a DC 21 Strength saving throw or become locked with the dragon.

A locked creature has disadvantage on attack rolls and Dexterity saving throws, and it can't willingly move away from the dragon. A creature can repeat the saving throw at the end of each of its turns, ending the effect on a success. Otherwise, the effect lasts until the dragon uses this ability on a different target or until the dragon dies, is incapacitated, or is on a different plane of existence than the target.

Lunar Breath (Recharge 5–6). The dragon exhales a cloud of lunar energy in a 60-foot cone. Each creature in that area must make a DC 21 Constitution saving throw, taking 54 (12d8) cold damage on a failed save, or half as much damage on a successful one. If the moon dragon's companion is a dragon with a breath weapon, the moon dragon can choose to deal damage of a type associated with its companion's breath weapon, instead of the cold damage normal for its Lunar Breath.

LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

ORBIT. The dragon moves up to half its speed. If the dragon has a companion, it can instead move up to its full speed, but it can't end this move farther away from its companion than it started.

TAIL ATTACK. The dragon makes a tail attack.

ECLIPSE (COSTS 2 ACTIONS). Magical darkness spreads from a point the dragon chooses within 60 feet of it, filling a 15-foot radius sphere centered on that point. The darkness lasts for 1 minute or until the dragon dies, uses this ability again, or ends the effect (no action required). The darkness spreads around corners. A creature with darkvision can't see through this darkness, and nonmagical light can't illuminate it.

Whenever a hostile creature in the sphere is hit by an attack from the dragon or its companion, the target takes an extra 3 (1d6) cold damage.

VARIANT: MOON DRAGON ADAPTATIONS

Moon dragons often adapt to better suit their needs and environment. A moon dragon of any age category can take on one of the following adaptations, gaining the corresponding trait.

BLACK MOON DRAGON

Unseen Satellite. When the dragon is in an area of dim light or darkness, it can use its bonus action to become invisible until it is no longer in dim light or darkness or until it attacks, makes a damage roll, is incapacitated, or dies.

BLOOD MOON DRAGON

Enfeebling Presence. The dragon's Lunar Breath and Eclipse deal necrotic damage, instead of cold damage.

BLUE MOON DRAGON

Twin Satellites. The dragon can have up to two companions at a time from its Satellite Guardian trait.

HARVEST MOON DRAGON

Fruitful Guardian. The temporary hit points granted by the dragon's Satellite Guardian trait increase by 5.

SHEPHERD MOON DRAGON

Orbital Resonance. The dragon exerts a constant repelling gravitational force. The area within 30 feet of the dragon is difficult terrain.

SUPERMOON DRAGON

Periapsis. The dragon is always under the effects of the Enlarge option from the *enlarge/reduce* spell.

YOUNG MOON DRAGON

Large dragon, neutral

Armor Class 17 (natural armor)

Hit Points 126 (12d10 + 60)

Speed 30 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	21 (+5)	17 (+3)	12 (+1)	19 (+4)

Saving Throws Dex +6, Con +9, Int +7, Wis +5

Skills Perception +5, Stealth +10, Survival +5

Damage Resistances radiant; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities cold

Condition Immunities charmed

Senses truesight 180 ft., passive Perception 15

Languages Celestial, Common, Draconic

Challenge 10 (5,900 XP)

Satellite Guardian (Recharges after a Short or Long Rest). As a bonus action, the dragon can bind itself to another willing creature it can see, designating the target as its companion. The dragon can only have one companion at a time, and if it binds itself to another creature, the previous bond is broken.

At the start of each of the dragon's turns, if it isn't incapacitated and its companion is within 60 feet of it, the dragon and its companion both gain 10 temporary hit points.

ACTIONS

Multiattack. The dragon makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 14 (2d10 + 3) piercing damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

Lunar Breath (Recharge 5–6). The dragon exhales a cloud of lunar energy in a 30-foot cone. Each creature in that area must make a DC 17 Constitution saving throw, taking 45 (10d8) cold damage on a failed save, or half as much damage on a successful one. If the moon dragon's companion is a dragon with a breath weapon or a dragonborn, the moon dragon can choose to deal damage of a type associated with its companion's breath weapon, instead of the cold damage normal for its Lunar Breath.

MOON DRAGON WYRMLING

Medium dragon, neutral

Armor Class 16 (natural armor)

Hit Points 51 (6d8 + 24)

Speed 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	19 (+4)	15 (+2)	10 (+0)	18 (+4)

Saving Throws Dex +3, Con +6, Int +4, Wis +2

Skills Perception +2, Stealth +5, Survival +2

Damage Resistances radiant; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities cold

Condition Immunities charmed

Senses truesight 120 ft., passive Perception 12

Languages Celestial, Draconic

Challenge 4 (1,100 XP)

Satellite Guardian (Recharges after a Short or Long Rest). As a bonus action, the dragon can bind itself to another willing creature it can see, designating the target as its companion. The dragon can only have one companion at a time, and if it binds itself to another creature, the previous bond is broken.

At the start of each of the dragon's turns, if it isn't incapacitated and its companion is within 30 feet of it, the dragon and its companion both gain 5 temporary hit points.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage.

Lunar Breath (Recharge 5–6). The dragon exhales a cloud of lunar energy in a 15-foot cone. Each creature in that area must make a DC 14 Constitution saving throw, taking 22 (5d8) cold damage on a failed save, or half as much damage on a successful one. If the moon dragon's companion is a dragon with a breath weapon or a dragonborn, the moon dragon can choose to deal damage of a type associated with its companion's breath weapon, instead of the cold damage normal for its Lunar Breath.



ANCIENT NEBULA DRAGON

Gargantuan dragon, chaotic neutral

Armor Class 20 (natural armor)

Hit Points 425 (23d20 + 184)

Speed 30 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	23 (+6)	27 (+8)	26 (+8)	18 (+4)	16 (+3)

Saving Throws Dex +13, Con +15, Int +15, Wis +11

Skills Arcana +15, Deception +10, Stealth +13

Damage Resistances radiant; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities psychic

Condition Immunities frightened, petrified

Senses truesight 300 ft., passive Perception 14

Languages Celestial, Common, Draconic

Challenge 23 (50,000 XP)

Innate Spellcasting. The dragon's innate spellcasting ability is Intelligence (spell save DC 23). The dragon can innately cast the following spells, requiring no material components:

At will: *disguise self*, *fog cloud*, *major image*

3/day each: *cloudkill*, *gaseous form*,

hallucinatory terrain

1/day each: *incendiary cloud*, *maze*, *mirage arcane*

Interstellar Sight. Dust, fog, snow, and other particles suspended in the air don't impede the dragon's vision.

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiattack. The dragon can use its Diffuse Cloud. It then takes the Hide action or makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage.

Claw. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Tail. *Melee Weapon Attack:* +11 to hit, reach 20 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

Diffuse Cloud. The dragon expels a 120-foot-radius cloud of dust centered on itself. The cloud remains until the end of the dragon's next turn. The cloud's area is lightly obscured, and creatures have disadvantage on Intelligence (Investigation) checks made to discern illusions within the cloud. The dragon can attempt to hide even when it is only lightly obscured by the cloud.

Phantasmal Breath (Recharge 5–6). The dragon exhales a cloud of dust and ionized gas in a 90-foot cone. The cloud remains until the end of the dragon's next turn, and it shares the properties of the dragon's Diffuse Cloud ability.

Each creature in the cloud when it appears must make a DC 23 Wisdom saving throw as the dragon magically crafts illusory manifestations of each creature's deepest fears within the cloud. On a failed save, a target takes 54 (12d8) psychic damage and is stunned until the end of the dragon's next turn. On a successful save, a target takes half as much damage and isn't stunned.

LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

NEBULOUS DRIFT. The dragon moves up to its speed. If the dragon is within a cloud of particles, such as its Diffuse Cloud or a *fog cloud* spell, this movement doesn't provoke opportunity attacks.

TAIL ATTACK. The dragon makes a tail attack.

CAST A SPELL (COSTS 2 ACTIONS). The dragon casts a spell.

PILLAR OF CREATION (COSTS 2 ACTIONS). The dragon compresses dust from its Diffuse Cloud or Phantasmal Breath into a 10-foot radius, 30-foot-high pillar of solid rock centered on a point it can see within the cloud.

When the pillar appears, each creature in its space must make a DC 23 Dexterity saving throw. On a successful save, a creature is ejected from that space to the nearest unoccupied space of the creature's choice outside it. A Gargantuan creature succeeds on the saving throw automatically. On a failed save, a creature takes 14 (4d6) bludgeoning damage and is restrained in the pillar. A creature restrained in this way can use its action to make a DC 15 Strength check, ejecting itself to the nearest unoccupied space outside of the pillar on a success.

The pillar is an object that can be damaged and thus destroyed. It has AC 16 and 40 hit points. Reducing the pillar to 0 hit points causes it to crumble into dust, freeing any creatures restrained inside it.



ADULT NEBULA DRAGON

Huge dragon, chaotic neutral

Armor Class 18 (natural armor)

Hit Points 212 (17d12 + 102)

Speed 30 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	21 (+5)	23 (+6)	24 (+7)	16 (+3)	15 (+2)

Saving Throws Dex +10, Con +11, Int +12, Wis +8

Skills Arcana +12, Deception +7, Stealth +10

Damage Resistances radiant; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities psychic

Condition Immunities frightened, petrified

Senses truesight 240 ft., passive Perception 13

Languages Celestial, Common, Draconic

Challenge 16 (15,000 XP)

Innate Spellcasting. The dragon's innate spellcasting ability is Intelligence (spell save DC 20). The dragon can innately cast the following spells, requiring no material components:

At will: *disguise self*, *silent image*

3/day each: *fog cloud*, *major image*

1/day each: *cloudkill*, *gaseous form*,
hallucinatory terrain

Interstellar Sight. Dust, fog, snow, and other particles suspended in the air don't impede the dragon's vision.

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiattack. The dragon can use its Diffuse Cloud. It then takes the Hide action or makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 14 (2d10 + 3) piercing damage.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

Tail. *Melee Weapon Attack:* +8 to hit, reach 15 ft., one target. *Hit:* 12 (2d8 + 3) bludgeoning damage.

Diffuse Cloud. The dragon expels a 90-foot-radius cloud of dust centered on itself. The cloud remains until the end of the dragon's next turn. The cloud's area is lightly obscured, and creatures have disadvantage on Intelligence (Investigation) checks made to discern illusions within the cloud. The dragon can attempt to hide even when it is only lightly obscured by the cloud.

Phantasmal Breath (Recharge 5–6). The dragon exhales a cloud of dust and ionized gas in a 60-foot cone. The cloud remains until the end of the dragon's next turn, and it shares the properties of the dragon's Diffuse Cloud ability.

Each creature in the cloud when it appears must make a DC 20 Wisdom saving throw as the dragon magically crafts illusory manifestations of each creature's deepest fears within the cloud. On a failed save, a target takes 36 (8d8) psychic damage and is stunned until the end of the dragon's next turn. On a successful save, a target takes half as much damage and isn't stunned.

LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

NEBULOUS DRIFT. The dragon moves up to its speed. If the dragon is within a cloud of particles, such as its Diffuse Cloud or a *fog cloud* spell, this movement doesn't provoke opportunity attacks.

TAIL ATTACK. The dragon makes a tail attack.

CAST A SPELL (COSTS 2 ACTIONS). The dragon casts a spell.

PILLAR OF CREATION (COSTS 2 ACTIONS). The dragon compresses dust from its Diffuse Cloud or Phantasmal Breath into a 10-foot radius, 25-foot-high pillar of solid rock centered on a point it can see within the cloud.

When the pillar appears, each creature in its space must make a DC 19 Dexterity saving throw. On a successful save, a creature is ejected from that space to the nearest unoccupied space of the creature's choice outside it. A Gargantuan creature succeeds on the saving throw automatically. On a failed save, a creature takes 10 (3d6) bludgeoning damage and is restrained in the pillar. A creature restrained in this way can use its action to make a DC 13 Strength check, ejecting itself to the nearest unoccupied space outside of the pillar on a success.

The pillar is an object that can be damaged and thus destroyed. It has AC 15 and 30 hit points. Reducing the pillar to 0 hit points causes it to crumble into dust, freeing any creatures restrained inside it.



YOUNG NEBULA DRAGON

Large dragon, chaotic neutral

Armor Class 16 (natural armor)

Hit Points 136 (13d10 + 65)

Speed 30 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	19 (+4)	21 (+5)	22 (+6)	14 (+2)	14 (+2)

Saving Throws Dex +8, Con +9, Int +10, Wis +6

Skills Arcana +10, Deception +6, Stealth +8

Damage Resistances radiant; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities psychic

Condition Immunities frightened, petrified

Senses truesight 180 ft., passive Perception 12

Languages Celestial, Common, Draconic

Challenge 9 (5,000 XP)

Innate Spellcasting. The dragon's innate spellcasting ability is Intelligence (spell save DC 18). The dragon can innately cast the following spells, requiring no material components:

At will: *minor illusion*

3/day each: *disguise self*, *silent image*

1/day each: *fog cloud*, *gaseous form* (self only)

Interstellar Sight. Dust, fog, snow, and other particles suspended in the air don't impede the dragon's vision.

ACTIONS

Multiattack. The dragon makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 14 (2d10 + 3) piercing damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

Phantasmal Breath (Recharge 5–6). The dragon exhales a cloud of dust and ionized gas in a 30-foot cone. The cloud remains until the end of the dragon's next turn, its area is lightly obscured, and creatures have disadvantage on Intelligence (Investigation) checks to discern illusions within the cloud.

Each creature in the cloud when it appears must make a DC 18 Wisdom saving throw as the dragon magically crafts illusory manifestations of each creature's deepest fears within the cloud. On a failed save, a target takes 31 (7d8) psychic damage and is stunned until the end of the dragon's next turn. On a successful save, a target takes half as much damage and isn't stunned.

NEBULA DRAGON WYRMLING

Medium dragon, chaotic neutral

Armor Class 14 (natural armor)

Hit Points 51 (6d8 + 24)

Speed 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	18 (+4)	20 (+5)	12 (+1)	13 (+1)

Saving Throws Dex +5, Con +6, Int +7, Wis +3

Skills Arcana +7, Deception +3, Stealth +5

Damage Resistances radiant; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities psychic

Condition Immunities frightened, petrified

Senses truesight 120 ft., passive Perception 11

Languages Celestial, Draconic

Challenge 3 (700 XP)

Innate Spellcasting. The dragon's innate spellcasting ability is Intelligence (spell save DC 15). The dragon can innately cast the following spells, requiring no material components:

At will: *minor illusion*

1/day each: *disguise self*, *fog cloud*

Interstellar Sight. Dust, fog, snow, and other particles suspended in the air don't impede the dragon's vision.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage.

Phantasmal Breath (Recharge 5–6). The dragon exhales a cloud of dust and ionized gas in a 15-foot cone. The cloud remains until the end of the dragon's next turn, its area is lightly obscured, and creatures have disadvantage on Intelligence (Investigation) checks to discern illusions within the cloud.

Each creature in the cloud when it appears must make a DC 15 Wisdom saving throw as the dragon magically crafts illusory manifestations of each creature's deepest fears within the cloud. On a failed save, a target takes 13 (3d8) psychic damage and is stunned until the end of the dragon's next turn. On a successful save, a target takes half as much damage and isn't stunned.

ANCIENT PLANETARY DRAGON

Gargantuan dragon (shapechanger), lawful neutral

Armor Class 23 (natural armor)

Hit Points 507 (26d20 + 234)

Speed 30 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	16 (+3)	29 (+9)	15 (+2)	27 (+8)	18 (+4)

Saving Throws Dex +11, Con +17, Int +10, Wis +16

Skills Insight +24, Nature +18, Survival +16

Damage Resistances radiant; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities petrified

Senses tremorsense 60 ft., truesight 150 ft., passive Perception 18

Languages Celestial, Common, Draconic

Challenge 25 (75,000 XP)

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Shapechanger. The dragon can use its action to polymorph into its gas giant form or ice giant form, or back into its true terrestrial form. Its statistics are the same in each form, except for the changes noted in the Planetary Dragon Forms sidebar below. Any equipment it is wearing or carrying isn't transformed. The dragon doesn't change form if it dies.

ACTIONS

Multiattack. The dragon can use its Axial Tilt. It then makes three melee attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage. If the dragon is in gas giant form, the target takes an extra 9 (2d8) poison damage.

Claw. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage. If the dragon is in ice giant form, the target takes an extra 4 (1d8) cold damage.

Tail. *Melee Weapon Attack:* +15 to hit, reach 20 ft., one target. *Hit:* 16 (2d8 + 7) bludgeoning damage. If the dragon is in terrestrial form, the target takes an extra 3 (1d6) bludgeoning damage.

Axial Tilt. The dragon aligns itself toward or away from one creature it can see. While aligned toward a creature, the dragon can use its bonus action to move up to its speed toward the creature, and it has advantage on attack rolls

against the creature. While aligned away from a creature, all movement toward the dragon is considered difficult terrain for the creature, and the creature has disadvantage on attack rolls against the dragon. The dragon can only be aligned toward or away from one creature at a time.

Breath Weapon (Recharge 5–6). The dragon uses the breath weapon available to it depending on its form.

- **Toxic Breath (Gas Giant Form Only).** The dragon exhales a noxious, liquid-gas fluid in a 90-foot line that is 10 feet wide. Each creature in that line must make a DC 25 Dexterity saving throw, taking 38 (11d6) acid damage and 38 (11d6) poison damage on a failed save, or half as much damage on a successful one. Whether the saving throw succeeds or not, each target is also poisoned for 1 minute. A creature can make a DC 17 Constitution saving throw at the start of each of its turns, ending the effect on itself on a success.
- **Freezing Breath (Ice Giant Form Only).** The dragon exhales a frigid blast infused with icy shards in a 90-foot line that is 10 feet wide. Each creature in that line must make a DC 25 Dexterity saving throw, taking 38 (11d6) cold damage and 38 (11d6) piercing damage on a failed save, or half as much damage on a successful one. If a target's saving throw fails by 5 or more, the creature also becomes petrified as it is frozen solid until the end of its next turn.
- **Molten Breath (Terrestrial Form Only).** The dragon exhales liquid hot metal in a 90-foot line that is 10 feet wide. Each creature in that line must make a DC 25 Dexterity saving throw. On a failed save, a creature takes 38 (11d6) bludgeoning damage and 38 (11d6) fire damage, and it is coated in a thin layer of molten metal. Until a creature takes an action to wash off the metal, the target takes 5 (1d10) fire damage at the start of each of its turns. On a successful save, a creature takes half as much damage and isn't coated in metal.

LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

ROTATIONAL MOMENTUM. The dragon can use its Axial Tilt. It then moves up to half its speed.

TAIL ATTACK. The dragon makes a tail attack.

PLANETARY SHIFT (COSTS 2 ACTIONS). The dragon polymorphs into a different form (see Shapechanger trait).

PLANETARY DRAGON FORMS

Planetary dragons exhibit many qualities similar to their metallic cousins, and in terrestrial form, their scales may indeed even be speckled with various bits of precious metals. These dragons most respect the lawful bent of bronze, gold, and silver dragons. They also share an innate polymorph ability; however, unlike metallic dragons—which can take the form of any humanoid or beast—the forms of planetary dragons are all draconic in nature. These forms and their respective benefits are as follows:

- **Gas Giant Form.** The dragon has immunity to poison damage, it can't be grappled, poisoned, restrained, or knocked prone, and it can hover.
- **Ice Giant Form.** The dragon has immunity to cold damage, it can't be paralyzed, stunned, or knocked unconscious, and it ignores difficult terrain.
- **Terrestrial Form.** The dragon has resistance to all piercing and slashing damage (magical and nonmagical), and it can't be charmed or frightened.

ADULT PLANETARY DRAGON

Huge dragon (shapechanger), lawful neutral

Armor Class 21 (natural armor)

Hit Points 246 (17d12 + 136)

Speed 30 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	26 (+8)	13 (+1)	24 (+7)	16 (+3)

Saving Throws Dex +8, Con +14, Int +7, Wis +13

Skills Insight +19, Nature +13, Survival +13

Damage Resistances radiant; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities petrified

Senses tremorsense 50 ft., truesight 120 ft., passive Perception 17

Languages Celestial, Common, Draconic

Challenge 18 (20,000 XP)

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Shapechanger. The dragon can use its action to polymorph into its gas giant form or ice giant form, or back into its true terrestrial form. Its statistics are the same in each form, except for the changes noted in the Planetary Dragon Forms sidebar on page 107. Any equipment it is wearing or carrying isn't transformed. The dragon doesn't change form if it dies.

ACTIONS

Multiattack. The dragon can use its Axial Tilt. It then makes three melee attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage. If the dragon is in gas giant form, the target takes an extra 7 (2d6) poison damage.

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage. If the dragon is in ice giant form, the target takes an extra 3 (1d6) cold damage.

Tail. *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage. If the dragon is in terrestrial form, the target takes an extra 2 (1d4) bludgeoning damage.

Axial Tilt. The dragon aligns itself toward or away from one creature it can see. While aligned toward a creature, the dragon can use its bonus action to move up to its speed toward the creature, and it has advantage on attack rolls

against the creature. While aligned away from a creature, all movement toward the dragon is considered difficult terrain for the creature, and the creature has disadvantage on attack rolls against the dragon. The dragon can only be aligned toward or away from one creature at a time.

Breath Weapon (Recharge 5–6). The dragon uses the breath weapon available to it depending on its form.

- **Toxic Breath (Gas Giant Form Only).** The dragon exhales a noxious, liquid-gas fluid in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 22 Dexterity saving throw, taking 28 (8d6) acid damage and 28 (8d6) poison damage on a failed save, or half as much damage on a successful one. Whether the saving throw succeeds or not, each target is also poisoned for 1 minute. A creature can make a DC 16 Constitution saving throw at the start of each of its turns, ending the effect on itself on a success.
- **Freezing Breath (Ice Giant Form Only).** The dragon exhales a frigid blast infused with icy shards in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 22 Dexterity saving throw, taking 28 (8d6) cold damage and 28 (8d6) piercing damage on a failed save, or half as much damage on a successful one. If a target's saving throw fails by 5 or more, the creature also becomes petrified as it is frozen solid until the end of its next turn.
- **Molten Breath (Terrestrial Form Only).** The dragon exhales liquid hot metal in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 22 Dexterity saving throw. On a failed save, a creature takes 28 (8d6) bludgeoning damage and 28 (8d6) fire damage, and it is coated in a thin layer of molten metal. Until a creature takes an action to wash off the metal, the target takes 4 (1d8) fire damage at the start of each of its turns. On a successful save, a creature takes half as much damage and isn't coated in metal.

LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

ROTATIONAL MOMENTUM. The dragon can use its Axial Tilt. It then moves up to half its speed.

TAIL ATTACK. The dragon makes a tail attack.

PLANETARY SHIFT (COSTS 2 ACTIONS). The dragon polymorphs into a different form (see Shapechanger trait).





YOUNG PLANETARY DRAGON

Large dragon (shapechanger), lawful neutral

Armor Class 19 (natural armor)

Hit Points 187 (15d10 + 105)

Speed 30 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	24 (+7)	11 (+0)	21 (+5)	14 (+2)

Saving Throws Dex +5, Con +11, Int +4, Wis +9

Skills Insight +13, Nature +8, Survival +9

Damage Resistances radiant; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities petrified

Senses tremorsense 40 ft., truesight 90 ft., passive Perception 15

Languages Celestial, Common, Draconic

Challenge 11 (7,200 XP)

Shapechanger. The dragon can use its action to polymorph into its gas giant form or ice giant form, or back into its true terrestrial form. Its statistics are the same in each form, except for the changes noted in the Planetary Dragon Forms sidebar on page 107. Any equipment it is wearing or carrying isn't transformed. The dragon doesn't change form if it dies.

ACTIONS

Multiattack. The dragon can make three melee attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 14 (2d10 + 3) piercing damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

Breath Weapon (Recharge 5–6). The dragon uses the breath weapon available to it depending on its form.

- **Toxic Breath (Gas Giant Form Only).** The dragon exhales a noxious, liquid-gas fluid in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 19 Dexterity saving throw, taking 24 (7d6) acid damage and 24 (7d6) poison damage on a failed save, or half as much damage on a successful one. Whether the saving throw succeeds or not, each target is also poisoned for 1 minute. A creature can make a DC 15 Constitution saving throw at the start of each of its turns, ending the effect on itself on a success.
- **Freezing Breath (Ice Giant Form Only).** The dragon exhales a frigid blast infused with icy shards in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 19 Dexterity saving throw, taking 24 (7d6) cold damage and 24 (7d6) piercing damage on a failed save, or half as much damage on a successful one. If a target's saving throw fails by 5 or more, the creature also becomes petrified as it is frozen solid until the end of its next turn.
- **Molten Breath (Terrestrial Form Only).** The dragon exhales liquid hot metal in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 19 Dexterity saving throw. On a failed save, a creature takes 24 (7d6) bludgeoning damage and 24 (7d6) fire damage, and it is coated in a thin layer of molten metal. Until a creature takes an action to wash off the metal, the target takes 3 (1d6) fire damage at the start of each of its turns. On a successful save, a creature takes half as much damage and isn't coated in metal.



PLANETARY DRAGON WYRMLING

Medium dragon (shapechanger), lawful neutral

Armor Class 17 (natural armor)

Hit Points 57 (6d8 + 30)

Speed 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	21 (+5)	9 (–1)	18 (+4)	12 (+1)

Saving Throws Dex +2, Con +7, Int +1, Wis +6

Skills Insight +8, Nature +3, Survival +6

Damage Resistances radiant; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities petrified

Senses tremorsense 30 ft., truesight 60 ft., passive Perception 14

Languages Celestial, Draconic

Challenge 4 (1,100 XP)

Shapechanger. The dragon can use its action to polymorph into its gas giant form or ice giant form, or back into its true terrestrial form. Its statistics are the same in each form, except for the changes noted in the Planetary Dragon Forms sidebar on page 107. Any equipment it is wearing or carrying isn't transformed. The dragon doesn't change form if it dies.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage.

Breath Weapon (Recharge 5–6). The dragon uses the breath weapon available to it depending on its form.

- **Toxic Breath (Gas Giant Form Only).** The dragon exhales a noxious, liquid-gas fluid in a 15-foot line that is 5 feet wide. Each creature in that line must make a DC 15 Dexterity saving throw, taking 10 (3d6) acid damage and 10 (3d6) poison damage on a failed save, or half as much damage on a successful one. Whether the saving throw succeeds or not, each target is also poisoned for 1 minute. A creature can make a DC 13 Constitution saving throw at the start of each of its turns, ending the effect on itself on a success.
- **Freezing Breath (Ice Giant Form Only).** The dragon exhales a frigid blast infused with icy shards in a 15-foot line that is 5 feet wide. Each creature in that line must make a DC 15 Dexterity saving throw, taking 10 (3d6) cold damage and 10 (3d6) piercing damage on a failed save, or half as much damage on a successful one. If a target's saving throw fails by 5 or more, the creature also becomes petrified as it is frozen solid until the end of its next turn.
- **Molten Breath (Terrestrial Form Only).** The dragon exhales liquid hot metal in a 15-foot line that is 5 feet wide. Each creature in that line must make a DC 15 Dexterity saving throw. On a failed save, a creature takes 10 (3d6) bludgeoning damage and 10 (3d6) fire damage, and it is coated in a thin layer of molten metal. Until a creature takes an action to wash off the metal, the target takes 2 (1d4) fire damage at the start of each of its turns. On a successful save, a creature takes half as much damage and isn't coated in metal.



ANCIENT SUN DRAGON

Gargantuan dragon, lawful neutral

Armor Class 22 (natural armor)

Hit Points 553 (27d20 + 270)

Speed 30 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	12 (+1)	30 (+10)	17 (+3)	19 (+4)	26 (+8)

Saving Throws Dex +9, Con +18, Int +11, Wis +12

Skills Athletics +17, Insight +12, Intimidation +16

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities fire, radiant

Condition Immunities blinded, exhaustion, petrified

Senses truesight 150 ft., passive Perception 14

Languages Celestial, Common, Draconic

Challenge 26 (90,000 XP)

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Supergiant Collapse. When the dragon dies, its body rapidly collapses in on itself, causing an unfathomably powerful implosion that tears open a gate to the Astral Plane. The gate originates where the dragon died and is 10 feet in diameter. Each creature within 30 feet of the gate must succeed on a DC 26 Strength saving throw or take 55 (10d10) force damage and be sucked through the gate to a random location on the Astral Plane. The gate then closes. The gate is one way and can't be reopened.

When the gate closes, its energy compresses into an immensely powerful black sphere referred to as an *ancient solar heart* (see page 66 for the item's properties).

Undying Light. The dragon perpetually sheds bright light in a 45-foot radius and dim light for an additional 45 feet. This light is sunlight.

ACTIONS

Multiattack. The dragon can use its Solar Flare. It then makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +17 to hit, reach 15 ft., one target. **Hit:** 20 (2d10 + 9) piercing damage plus 7 (2d6) fire damage and 7 (2d6) radiant damage.

Claw. Melee Weapon Attack: +17 to hit, reach 10 ft., one target. **Hit:** 16 (2d6 + 9) slashing damage.

Tail. Melee Weapon Attack: +17 to hit, reach 20 ft., one target. **Hit:** 18 (2d8 + 9) bludgeoning damage.

Solar Flare. The dragon emits a wave of overwhelmingly brilliant light. Each creature within 60 feet of it must succeed on a DC 26 Constitution saving throw or be blinded until the end of the turn.

In addition, roll a d6. On a 6, the dragon can immediately use its Plasma Breath, regardless of whether it is charged or not; if it does so, it can't make attacks for the rest of the turn.

Plasma Breath (Recharge 5–6). The dragon exhales a corona of solar energy in a 90-foot cone. Each creature in that area must make a DC 26 Constitution saving throw, taking 42 (12d6) fire damage and 42 (12d6) radiant damage on a failed save, or half as much damage on a successful one. Whether the saving throw is successful or not, a target can't take reactions until the end of the dragon's next turn.

LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

MOVE. The dragon moves up to half its speed.

TAIL ATTACK. The dragon makes a tail attack.

GRAVITY WELL (Costs 2 Actions). The dragon intensifies the gravitational pull around itself, concentrating it into a crushing force. Each creature of the dragon's choice within 60 feet of it must make a DC 26 Strength saving throw. On a failed save, a creature takes 16 (3d10) force damage and is pulled up to 30 feet toward the dragon. On a successful save, the creature takes half as much damage and isn't pulled.



ADULT SUN DRAGON

Huge dragon, lawful neutral

Armor Class 19 (natural armor)

Hit Points 263 (17d12 + 153)

Speed 30 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	12 (+1)	28 (+9)	15 (+2)	18 (+4)	23 (+6)

Saving Throws Dex +7, Con +15, Int +8, Wis +10

Skills Athletics +13, Insight +10, Intimidation +12

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities fire, radiant

Condition Immunities blinded, exhaustion, petrified

Senses truesight 120 ft., passive Perception 14

Languages Celestial, Common, Draconic

Challenge 19 (22,000 XP)

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Supernova Explosion. When the dragon dies, its body forcibly explodes in a burst of extreme radiance. Each creature within 30 feet of it is blinded for 1 minute and must make a DC 23 Constitution saving throw. On a failed save, a creature suffers one level of exhaustion, takes 21 (6d6) fire damage and 21 (6d6) radiant damage, and is pushed 30 feet away from the dragon and knocked prone. On a successful save, the creature takes half as much damage but suffers no other effects. A blinded creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

The explosion leaves behind a blazing hot star ruby referred to as an *adult solar heart* (see page 66 for the item's properties).

Undying Light. The dragon perpetually sheds bright light in a 45-foot radius and dim light for an additional 45 feet. This light is sunlight.

ACTIONS

Multiattack. The dragon can use its Solar Flare. It then makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +13 to hit, reach 10 ft., one target. **Hit:** 18 (2d10 + 7) piercing damage plus 3 (1d6) fire and 3 (1d6) radiant damage.

Claw. Melee Weapon Attack: +13 to hit, reach 5 ft., one target. **Hit:** 14 (2d6 + 7) slashing damage.

Tail. Melee Weapon Attack: +13 to hit, reach 15 ft., one target. **Hit:** 16 (2d8 + 7) bludgeoning damage.

Solar Flare. The dragon emits a wave of overwhelmingly brilliant light. Each creature within 60 feet of it must succeed on a DC 23 Constitution saving throw or be blinded until the end of the turn.

In addition, roll a d6. On a 6, the dragon can immediately use its Plasma Breath, regardless of whether it is charged or not; if it does so, it can't make attacks for the rest of the turn.

Plasma Breath (Recharge 5–6). The dragon exhales a corona of solar energy in a 60-foot cone. Each creature in that area must make a DC 23 Constitution saving throw, taking 24 (7d6) fire damage and 24 (7d6) radiant damage on a failed save, or half as much damage on a successful one. Whether the saving throw is successful or not, a target can't take reactions until the end of the dragon's next turn.

LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

MOVE. The dragon moves up to half its speed.

TAIL ATTACK. The dragon makes a tail attack.

GRAVITY WELL (Costs 2 Actions). The dragon intensifies the grav-itational pull around itself, concentrating it into a crushing force. Each creature of the dragon's choice within 40 feet of it must make a DC 23 Strength saving throw. On a failed save, a creature takes 11 (2d10) force damage and is pulled up to 20 feet toward the dragon. On a successful save, the creature takes half as much damage and isn't pulled.



YOUNG SUN DRAGON

Large dragon, lawful neutral

Armor Class 18 (natural armor)

Hit Points 200 (16d10 + 112)

Speed 30 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	12 (+1)	24 (+7)	13 (+1)	17 (+3)	20 (+5)

Saving Throws Dex +5, Con +11, Int +5, Wis +7

Skills Athletics +9, Insight +7, Intimidation +9

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities fire, radiant

Condition Immunities blinded, exhaustion, petrified

Senses truesight 90 ft., passive Perception 13

Languages Celestial, Common, Draconic

Challenge 12 (8,400 XP)

Luminous Degeneration. When the dragon dies, it explodes in a burst of debilitating, radiant gases. Each creature within 20 feet of it must succeed on a DC 19 Constitution saving throw or suffer one level of exhaustion and be blinded for 1 minute. A blinded creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

The gases then compress into a sphere of stabilized radiant energy referred to as a *young solar heart* (see page 65 for the item's properties).

Undying Light. The dragon perpetually sheds bright light in a 30-foot radius and dim light for an additional 30 feet. This light is sunlight.

ACTIONS

Multiattack. The dragon makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage plus 3 (1d6) fire and 3 (1d6) radiant damage.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Plasma Breath (Recharge 5–6). The dragon exhales a corona of solar energy in a 30-foot cone. Each creature in that area must make a DC 19 Constitution saving throw, taking 21 (6d6) fire damage and 21 (6d6) radiant damage on a failed save, or half as much damage on a successful one. Whether the saving throw is successful or not, a target can't take reactions until the end of the dragon's next turn.

SUN DRAGON WYRMLING

Medium dragon, lawful neutral

Armor Class 17 (natural armor)

Hit Points 66 (7d8 + 35)

Speed 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	21 (+5)	11 (+0)	16 (+3)	17 (+3)

Saving Throws Dex +4, Con +8, Int +3, Wis +6

Skills Athletics +7, Insight +6, Intimidation +6

Damage Resistances fire, radiant; bludgeoning, piercing,

and slashing from nonmagical attacks

Condition Immunities blinded, exhaustion, petrified

Senses truesight 60 ft., passive Perception 13

Languages Celestial, Draconic

Challenge 5 (1,800 XP)

Nebulous Burst. When the dragon dies, it explodes in a burst of radiant gases. Each creature within 10 feet of it must succeed on a DC 16 Constitution saving throw or be blinded for 1 minute. A blinded creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Undying Light. The dragon perpetually sheds bright light in a 15-foot radius and dim light for an additional 15 feet. This light is sunlight.

ACTIONS

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage plus 2 (1d4) fire and 2 (1d4) radiant damage.

Plasma Breath (Recharge 5–6). The dragon exhales a corona of solar energy in a 15-foot cone. Each creature in that area must make a DC 16 Constitution saving throw, taking 10 (3d6) fire damage and 10 (3d6) radiant damage on a failed save, or half as much damage on a successful one. Whether the saving throw is successful or not, a target can't take reactions until the end of the dragon's next turn.

ELEMENTALS

FIRECAT

Firecats are a curious manifestation of flame and feline. Similarly to their mundane cousins, firecats are playful and mischievous—a potentially devastating proclivity given their fiery nature. They are native to the Elemental Plane of Fire but have been known to sniff out and sneak through hidden portals to other planes.

Of notable intelligence for an elemental, firecats make excellent companions for spellcasters, particularly those inclined toward evocation magic. Firecats tend to be fairly temperamental, but in the right mood, they will ener-

FIRECAT FAMILIAR

At the GM's discretion, warlocks with the Pact of the Chain feature can choose a firecat as their familiar, in addition to the forms listed in their class.

FIRECAT

Tiny elemental, chaotic neutral

Armor Class 13

Hit Points 13 (3d4 + 6)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	17 (+3)	14 (+2)	10 (+0)	13 (+1)	12 (+1)

Skills Acrobatics +5, Perception +3, Stealth +7

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities fire, poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, stunned

Senses darkvision 120 ft., passive Perception 13

Languages Ignan, understands Common but can't speak it

Challenge 1 (200 XP)

Fire Form. The firecat can move through a space as narrow as 1 inch wide without squeezing. A hostile creature that touches the firecat or hits it with a melee attack while within 5 feet of it takes 2 (1d4) fire damage. In addition, with a touch, the firecat can use its action to ignite a flammable object that isn't being worn or carried.

Firesight. The firecat has advantage on ability checks made to detect visual illusions within 30 feet of it, and it has advantage on saving throws against illusions.

Illumination. The firecat sheds bright light in a 10-foot radius and dim light for an additional 5 feet.

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

ACTIONS

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) slashing damage plus 2 (1d4) fire damage.

Firestride. The firecat teleports up to 60 feet to an unoccupied space it can see that is within 5 feet of an open flame.

getically and contentedly share their innate talents in support of a steadfast companion.

Living Fire. A firecat doesn't require food, drink, or sleep.

MEPHITS

Mephits are lesser elementals often found serving more powerful elemental entities. They appear as small, impish creatures, though their elemental origins are readily apparent. Mephits can often be found in great numbers near planar portals or in significant locations on the various elemental planes.

Elemental Nature. A mephit doesn't require food, drink, or sleep.

EARTH MEPHIT

Unusually hardy and stoic for their kin, earth mephits are the most durable of the mephits. They fly tentatively only when necessary, preferring the stability of solid ground.

FIRE MEPHIT

Fire mephits are capricious and cruel. They have a deep-seated disdain for water elemental creatures of all kinds, even their fellow mephits, and they see steam mephits in particular as an utter abomination.

EARTH MEPHIT

Small elemental, neutral evil

Armor Class 11 (natural armor)

Hit Points 33 (6d6 + 12)

Speed 30 ft., burrow 20 ft., fly 20 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	8 (-1)	14 (+2)	7 (-2)	11 (+0)	8 (-1)

Skills Perception +2, Stealth +1

Damage Vulnerabilities thunder

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 12

Languages Terran

Challenge 1/4 (50 XP)

Death Burst. When the mephit dies, it explodes in a burst of rock. Each creature within 5 feet of the mephit must succeed on a DC 12 Dexterity saving throw, taking 5 (1d10) bludgeoning damage on a failed save, or half as much damage on a successful one.

False Appearance. While the mephit remains motionless, it is indistinguishable from an ordinary pile of rocks.

Innate Spellcasting (1/Day). The mephit can innately cast *enlarge/reduce* (self only), requiring no material components. Its innate spellcasting ability is Charisma.

ACTIONS

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage.

Rock Breath (Recharge 6). The mephit exhales a 15-foot cone of rock and gravel. Each creature in that area must make a DC 12 Dexterity saving throw, taking 7 (2d6) bludgeoning damage on a failed save, or half as much damage on a successful one.

FIRE MEPHIT

Small elemental, neutral evil

Armor Class 11

Hit Points 22 (5d6 + 5)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (–2)	13 (+1)	12 (+1)	10 (+0)	9 (–1)	12 (+1)

Skills Perception +2

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 12

Languages Ignan

Challenge 1/2 (100 XP)

Death Burst. When the mephit dies, it explodes in a burst of flames. Each creature within 5 feet of the mephit must make a DC 11 Dexterity saving throw. On a failed save, a target takes 5 (2d4) fire damage immediately and 2 (1d4) fire damage at the end of its next turn. On a successful save, a target takes half as much of the initial damage and no damage at the end of its next turn.

False Appearance. While the mephit remains motionless, it is indistinguishable from an ordinary open flame.

Illumination. The mephit sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

Innate Spellcasting (1/Day). The mephit can innately cast *hellish rebuke* (spell save DC 11). Its innate spellcasting ability is Charisma.

ACTIONS

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) slashing damage plus 2 (1d4) fire damage.

Fire Breath (Recharge 6). The mephit exhales a 15-foot cone of fire. Each creature in that area must make a DC 11 Dexterity saving throw. On a failed save, a target takes 5 (2d4) fire damage immediately and 2 (1d4) fire damage at the end of its next turn. On a successful save, a target takes half as much of the initial damage and no damage at the end of its next turn.

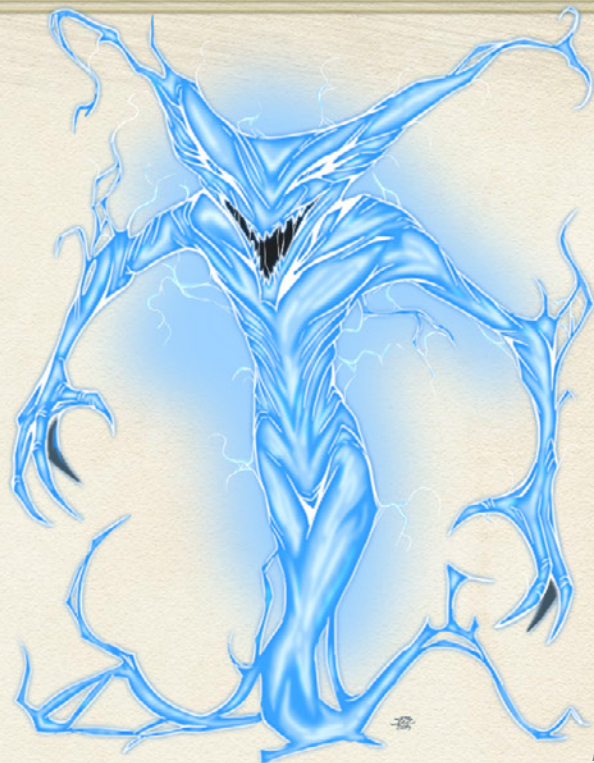


Illustration by
Jacob E. Blackmon

LIGHTNING MEPHIT

Exceptionally conniving and quick, lightning mephits make potent allies in large quantities. They are often found in the service of air elementals and djinni.

LIGHTNING MEPHIT

Small elemental, neutral evil

Armor Class 12

Hit Points 17 (5d6)

Speed 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (–2)	15 (+2)	11 (+0)	12 (+1)	10 (+0)	10 (+0)

Skills Perception +2

Damage Immunities lightning, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 12

Languages Auran

Challenge 1/2 (100 XP)

Death Burst. When the mephit dies, it explodes in a flurry of arcing electricity. Each creature within 5 feet of the mephit must make a DC 10 Dexterity saving throw. On a failed save, a target takes 7 (2d6) lightning damage and can't take reactions until the start of its next turn.

Innate Spellcasting (1/Day). The mephit can innately cast *expeditious retreat*. Its innate spellcasting ability is Charisma.

ACTIONS

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

Lightning Breath (Recharge 6). The mephit exhales a 15-foot cone of electrical energy. Each creature in that area must make a DC 10 Dexterity saving throw, taking 7 (2d6) lightning damage on a failed save, or half as much damage on a successful one. A target wearing armor made of metal has disadvantage on this saving throw.

WATER MEPHIT

Water mephits are incessant tricksters that delight in setting traps for unsuspecting passersby. They favor the relative safety of water, but will gladly trek outside their comfort zone to execute a new prank.

WATER MEPHIT

Small elemental, neutral evil

Armor Class 12

Hit Points 27 (6d6 + 6)

Speed 30 ft., fly 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
7 (–2)	14 (+2)	13 (+1)	12 (+1)	9 (–1)	11 (+0)

Skills Perception +2, Stealth +3

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 12

Languages Aquan

Challenge 1/4 (50 XP)

Amphibious. The mephit can breathe air and water.

Death Burst. When the mephit dies, it explodes in a torrent of water. Each creature within 5 feet of the mephit

must succeed on a DC 11 Strength saving throw or be pushed 5 feet away from the mephit and knocked prone. The water extinguishes exposed nonmagical flames in the area.

False Appearance. While the mephit remains motion-less, it is indistinguishable from an ordinary pool of water.

Innate Spellcasting (1/Day). The mephit can innately cast *nondetection*, requiring no material components. Its innate spellcasting ability is Charisma.

ACTIONS

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage.

Water Breath (Recharge 6). The mephit exhales a 15-foot cone of water. Each creature in that area must make a DC 11 Strength saving throw. On a failed save, a target takes 3 (1d6) bludgeoning damage and is pushed 5 feet away from the mephit and knocked prone. On a successful save, a target takes half as much damage and isn't pushed or knocked prone.

FEY

Fey are magical creatures closely tied to the forces of nature. They dwell in twilight groves and misty forests. In some worlds, they are closely tied to the Feywild, also called the Plane of Faerie. Fey include creatures such as dryads, pixies, and satyrs.

FEY BEASTS

A fey beast is a mundane animal that has been exposed to extreme fey energies. This is most frequently seen in groups of beasts that now call the Feywild home, many of which simply wandered through a portal by chance or were intentionally transported there long ago. Isolated incidents of fey beasts may appear as the result of a brief but massive surge of fey magic, often by a powerful archfey meddling in the affairs of the Material Plane.

FEY BEAST TEMPLATE

All fey beasts gain the Type and Languages modifications below. A fey beast may have one or several of the other traits and action options listed, typically gaining a number of traits and action options of your choice equal to its challenge rating (a minimum of 1).

Type. The fey beast's type changes from beast to fey.

Languages. If the fey beast has an Intelligence score of 3 or higher and doesn't already speak Sylvan, it understands Sylvan but can't speak it.

Barkskin. The fey beast has an AC of 16.

Fey-Touched. The fey beast has advantage on saving throws against being charmed or frightened.

Innate Spellcasting: Entangle (1/Day). The fey beast can cast the *entangle* spell, requiring no material or verbal components. Wisdom is its spellcasting ability for this spell.

Innate Spellcasting: Spike Growth (1/Day). The fey beast can cast the *spike growth* spell, requiring no material or verbal components. Wisdom is its spellcasting ability for this spell.

Natural Camouflage. When the fey beast is in forest or grassland terrain, it has advantage on Dexterity (Stealth) checks.

Plant Stride. The fey beast can pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard. In addition, plants that are magically created or manipulated don't impede its movement, such as those created by the *entangle* spell.

Rooted. The fey beast has advantage on saving throws against effects that would push it, pull it, or knock it prone.

Tree Stride. Once on the fey beast's turn, it can use 10 feet of movement to step magically into one living tree within 5 feet of it and emerge from a second living tree within 60 feet of the first tree, appearing in an unoccupied space within 5 feet of the second tree. Both trees must be at least one size larger than the fey beast.

New Action: Nature Sense. The fey beast can magically learn the direction and distance to the closest beast or plant within 5 miles of it of a kind it specifies, if any are present.

New Action: Teleport (Recharge 4–6). The fey beast magically teleports, along with any equipment it is wearing or carrying, up to 30 feet to an unoccupied space it can see. Before or after teleporting, the fey beast can make one attack.

FEY GIANT ELK

Huge fey, unaligned

Armor Class 16 (barkskin)

Hit Points 42 (5d12 + 10)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	14 (+2)	7 (–2)	14 (+2)	10 (+0)

Skills Perception +4

Senses passive Perception 14

Languages Giant Elk, understands Common, Elvish, and Sylvan but can't speak them

Challenge 2 (450 XP)

Barkskin. The elk has an AC of 16.

Charge. If the elk moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 7 (2d6) damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

Plant Stride. The elk can pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard. In addition, plants that are magically created or manipulated don't impede its movement, such as those created by the *entangle* spell.

ACTIONS

Ram. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

Hooves. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one prone creature. *Hit:* 22 (4d8 + 4) bludgeoning damage.



FEY SABER-TOOTHED TIGER

Large fey, unaligned

Armor Class 12

Hit Points 52 (7d10 + 14)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	15 (+2)	3 (–4)	12 (+1)	8 (–1)

Skills Perception +3, Stealth +4

Senses passive Perception 13

Languages understands Sylvan but can't speak it

Challenge 2 (450 XP)

Fey-Touched. The tiger has advantage on saving throws against being charmed or frightened.

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

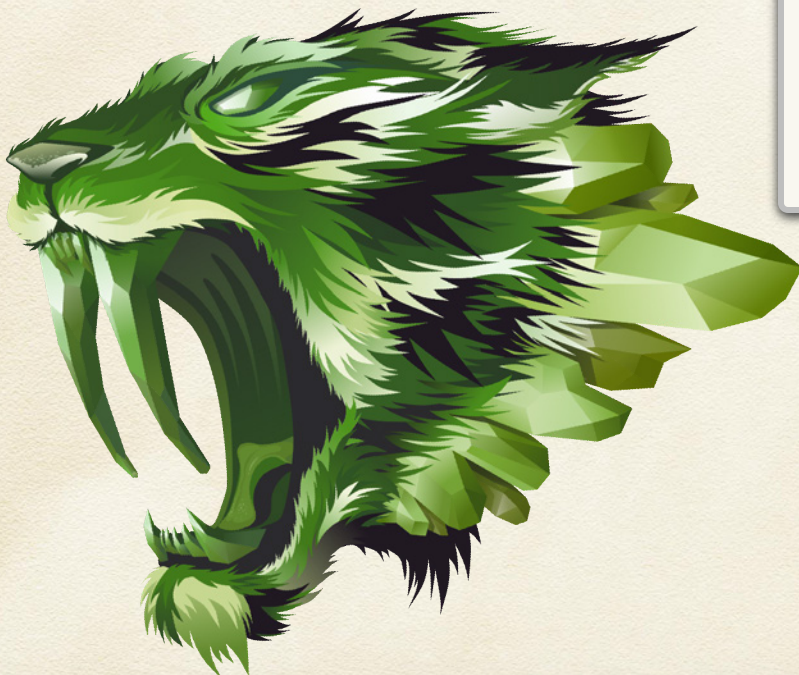
Pounce. If the tiger moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the tiger can make one bite attack against it as a bonus action.

Tree Stride. Once on the tiger's turn, it can use 10 feet of movement to step magically into one living tree within 5 feet of it and emerge from a second living tree within 60 feet of the first tree, appearing in an unoccupied space within 5 feet of the second tree. Both trees must be at least one size larger than the tiger.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (1d10 + 5) piercing damage.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 12 (2d6 + 5) slashing damage.



FEY MAMMOTH

Huge fey, unaligned

Armor Class 13 (natural armor)

Hit Points 126 (11d12 + 55)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	9 (–1)	21 (+5)	3 (–4)	11 (+0)	6 (–2)

Senses passive Perception 10

Languages understands Sylvan but can't speak it

Challenge 6 (2,300 XP)

Innate Spellcasting. The mammoth's innate spellcasting ability is Wisdom (spell save DC 11). The mammoth can cast the following spells, requiring no material or verbal components:

1/day: *entangle*, *spike growth*

Natural Camouflage. When the mammoth is in forest or grassland terrain, it has advantage on Dexterity (Stealth) checks.

Rooted. The mammoth has advantage on saving throws against effects that would push it, pull it, or knock it prone.

Trampling Charge. If the mammoth moves at least 20 feet straight toward a creature and then hits it with a gore attack on the same turn, that target must succeed on a DC 18 Strength saving throw or be knocked prone. If the target is prone, the mammoth can make one stomp attack against it as a bonus action.

ACTIONS

Gore. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 25 (4d8 + 7) piercing damage.

Stomp. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one prone creature. *Hit:* 29 (4d10 + 7) bludgeoning damage.

Nature Sense. The mammoth magically learns the direction and distance to the closest beast or plant within 5 miles of it of a kind it specifies, if any are present.

Teleport (Recharge 4–6). The mammoth magically teleports, along with any equipment it is wearing or carrying, up to 30 feet to an unoccupied space it can see. Before or after teleporting, the mammoth can make one attack.

HUMANOIDS

KOBOLD VIPERS

Kobolds are known to deeply revere and serve dragons, but their dragon overlords rarely pay them much heed or show gratitude for their service. When a kobold is spurned or abandoned, it may seek revenge, defecting to one of the dragons' greatest rivals, a behir.

Behirs greatly value these kobolds, who work tirelessly to further fortify their lairs—labyrinthine, winding tunnel systems with narrow passageways and ample opportunity to hide. They lie in wait, ambushing unwelcome intruders. Occasionally, one of these kobolds earns a rank of authority, gifted by an Elder Behir, often sprouting two—or more rarely, four—extra arms, and making them exemplary climbers.

VARIANT: KOBOLD VIPER

A kobold viper has the same statistics as a kobold, except it has a challenge rating of 1/4 (50 XP), it has resistance to lightning damage, and its dagger and sling attacks deal an extra 2 (1d4) lightning damage.

KOBOLD VIPER MAGISTRATE

Small humanoid (kobold), lawful evil

Armor Class 15 (natural armor)

Hit Points 36 (8d6 + 8)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (–1)	17 (+3)	12 (+1)	10 (+0)	9 (–1)	12 (+1)

Damage Resistances lightning

Senses darkvision 60 ft., passive Perception 9

Languages Common, Draconic

Challenge 2 (450 XP)

Sunlight Sensitivity. While in sunlight, the kobold has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

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

ACTIONS

Multiattack. The kobold makes two attacks, either with its dagger or its sling.

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

Sling. *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage plus 3 (1d6) lightning damage.

Discharge (Recharge 6). The kobold unleashes a beam of electricity in a 15-foot line that is 5 feet wide. Each creature in that line must make a DC 11 Dexterity saving throw, taking 18 (4d8) lightning damage on a failed save, or half as much on a successful one.

REACTIONS

Lightning Arc. When one of the kobold's allies deals lightning damage to a creature within 30 feet of the kobold, it can amplify the damage, arcing its own electrical energy to the target and dealing an additional 4 (1d8) lightning damage to it.

SAHUAGIN

The sahuagin are an aquatic race of fish-like humanoids most renowned for their kinship with sharks. They are also known for being prone to mutations. Two such notable mutations are the brachian (four-armed sahuagin), and the selakin—rare shark-like mutants said to be blessed directly by Selach, the sahuagin shark god himself.

SAHUAGIN BRAWLER

Approximately one in one-hundred male sahuagin are born with four functional arms. These sahuagin are trained from an early age in a pugilistic, hand-to-hand combat style and are forced to follow a rigorous, even

SAHUAGIN BRAWLER

Medium humanoid (sahuagin), lawful evil

Armor Class 14 (natural armor)

Hit Points 65 (10d8 + 20)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	13 (+1)	13 (+1)	11 (+0)

Skills Athletics +7, Perception +5

Senses darkvision 120 ft., passive Perception 15

Languages Sahuagin

Challenge 3 (700 XP)

Blood Frenzy. The sahuagin has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Limited Amphibiousness. The sahuagin can breathe air and water, but it needs to be submerged at least once every 4 hours to avoid suffocating.

Shark Telepathy. The sahuagin can magically command any shark within 120 feet of it, using a limited telepathy.

ACTIONS

Multiattack. The sahuagin makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) slashing damage, and the target is grappled (escape DC 17). The sahuagin has four claws, each of which can grapple one target.

REACTIONS

Quick Clinch. When a creature within 5 feet of the sahuagin misses it with a melee attack, the sahuagin can attempt to grapple the creature.

deadly regimen. The strongest of these sahuagin go on to become barons—commanders of the sahuagin in battle and rulers of their society.

SELAKIN RAIDER

The selakin are an exceptionally rare mutation, comprising less than one percent of all sahuagin. They are touched by their shark god from birth and are blessed with a voracious appetite for power and destruction. Selakin are frequently employed as point men, leading elite strike teams and special operations task forces in the sahuagin wars against the aquatic elves.

SELAKIN HELLION

A selakin's unquenchable thirst for dominance sometimes leads them to appeal to their deity for greater strength and power. If Selach deems them worthy, he will commune with his devil allies and request a pact be forged with his servant. These selakin are known as "hellions" and undergo an unholy consecration, granting them terrifying, fiendish characteristics.

SELAKIN RAIDER

Medium humanoid (sahuagin), lawful evil

Armor Class 15 (natural armor)

Hit Points 65 (10d8 + 20)

Speed 30 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	15 (+2)	13 (+1)	14 (+2)	12 (+1)

Skills Intimidation +3, Perception +6

Senses blindsight 15 ft., darkvision 120 ft., passive Perception 16

Languages Sahuagin

Challenge 3 (700 XP)

Amphibious. The selakin can breathe air and water.

Blood Frenzy. The selakin has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Shark Telepathy. The selakin can magically command any shark within 120 feet of it, using a limited telepathy.

ACTIONS

Multiattack. The selakin makes two attacks: one with its bite and one with its claw or trident.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 17 (4d6 + 3) piercing damage.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

Trident. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage, or 12 (2d8 + 3) piercing damage if used with two hands to make a melee attack.

SELAKIN HELLION

Medium fiend (devil, sahuagin), lawful evil

Armor Class 16 (natural armor)

Hit Points 102 (12d8 + 48)

Speed 30 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	18 (+4)	14 (+2)	17 (+3)	16 (+3)

Saving Throws Dex +6, Con +7, Wis +6, Cha +6

Skills Intimidation +9, Perception +9

Damage Resistances fire, poison; bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Senses blindsight 15 ft., darkvision 120 ft., passive Perception 18

Languages Infernal, Sahuagin, telepathy 60 ft.

Challenge 8 (3,900 XP)

Spellcasting. The selakin is a 5th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells:

Cantrips (at will): *minor illusion*, *produce flame*
1st–3rd level (2 3rd-level slots): *hellish rebuke*, *invisibility*, *bestow curse*

Amphibious. The selakin can breathe air and water.

Blood Frenzy. The selakin has advantage on attack rolls against any creature that doesn't have all its hit points.

Devil's Sight. Magical darkness doesn't impede the selakin's darkvision.

Magic Resistance. The selakin has advantage on saving throws against spells and other magical effects.

Shark Telepathy. The selakin can magically command any shark within 120 feet of it, using its telepathy.

ACTIONS

Multiattack. The selakin makes two attacks: one with its bite and one with its claws or trident.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 19 (4d6 + 5) piercing damage.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Trident. *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage, or 14 (2d8 + 5) piercing damage if used with two hands to make a melee attack.

REACTIONS

Fiendish Fury. When the selakin takes damage from a creature within 5 feet of it, it can make one melee weapon attack against that creature.

MONSTROSITIES

BEHIRS

Temperamental and avaricious, a behir is a serpentine monster that can slither like a snake or use its six pairs of powerful clawed legs to move with considerable speed. Behirs can grow up to about 40 feet long and weigh about 4,000 pounds. The coloration of behirs ranges from cerulean to deep blue fading to a pale blue underbelly. In addition to the two prominent, tightly curled horns on their heads, many sport a series of decorative spines at regular intervals along the central ridges of their backs.

Despite their faintly draconic features, most dragons deny any association with behirs and look down on them for their relative lack of intelligence—a snubbing that infuriates the already short-tempered behirs. Thanks to this casual disparagement, many behirs carry deep grudges against dragons, and attack without pause any who cross into their territories.

BEHIDRA

The mythical behidra is an amalgam of two monstrous horrors: the behir and the hydra—both abominations in their own right. Like a true hydra, it has multiple heads on long, serpentine necks, but its deep blue, leathery hide is a telltale sign of its behir roots.

Forged in Hate. The ritual used to create this colossal horror was originally devised by Blurntik Battlesting, a former leader of the church of the kobold deity. Blurntik sought vengeance for his excommunication, turning to a forsaken kobold deity for power. Hatching a devious plot, Blurntik allied himself with a nearby conclave of behirs, the mortal enemies of dragonkind. Imbued with divine authority and equipped with the blood of a freshly slain hydra, Blurntik and his followers successfully fused the den of behirs into a single, terrifying entity—the first behidra.

The Cult of the Viper. The successors of Blurntik and other kobolds spurned or abandoned by their dragon overlords may defect, swearing allegiance to the mighty behirs out of spiteful indignation. These kobolds are known as “vipers” as an allusion to their treachery as well as their new serpentine masters.

The behidra is exalted as the pinnacle of power and has become a religious icon for these scorned kobolds. Leaders of this cult, known as magistrates, are gifted with potent electrical abilities, which they wield as a show of superiority to keep their subordinates in check.

BEHILICH

Elder Behirs driven by vainglory may seek a path of undeath in order to endlessly execute their pursuits against their draconic adversaries. In a necromantic ritual similar to that which liches employ, a group of magically inclined followers can transform a willing Elder Behir

into a terrifying undead being, capturing its spirit upon death and transferring it into a blue sapphire (akin to a lich’s phylactery). As the flesh rots away from the corpse of the behir, its spirit is returned to animate its bones, granting it a vile form of immortality.

BEHIR DARTER

A darter is an adolescent behir, approximately between the ages of 5 and 15. Esteemed for their lightning-fast reflexes and speed, these young behirs move swiftly and silently through the twisting tunnels of their lair or along high caves in the cliffs they call home.

ELDER BEHIR

While the average behir only lives for about 50–60 years in the wild, sometimes an exceptionally powerful and prominent specimen rises up and gains a following of lesser behirs, willing to protect and serve their Elder Behir leader. A well-guarded, well-nourished behir can live for hundreds of years, growing stronger as it ages and laying claim to an ever-growing and progressively treacherous lair.

GUARD SNAKE

A guard snake is a large, electrified serpent created and employed by behirs to explore their lairs and the nearby environs. They seek out potential weaknesses and serve as scouts, remaining ever-vigilant against intruders. Guard snakes are loyal and unquestioningly obey the commands of their behir master and its lieutenants, sometimes even serving kobold vipers as mounts.

ONAK

From a distance, an onak’s motionless silhouette could pass as a hill with a number of trees and roots protruding from its crest. Potential enemies, however, quickly realize that distant hill is in fact a monstrous creature charging toward them with great speed.

Land Titans. As rocs were created to serve the most prestigious of cloud and storm giants in their battles against the dragons, so too were onaks designed as terrifying mounts for the strongest hill and stone giants—on rare occasion, even serving powerful trolls. Onaks are also known to seemingly experience time more slowly, as their indomitable spirit allows them to finish off their foes before succumbing to any ill effects.

WATER NAGA

Juxtaposed between the wise and protective guardian nagas and the vengeful, deceptive spirit nagas, water nagas adhere to a life of solitude and neutrality. They are exceptionally territorial, fiercely protecting their aquatic domains and will not hesitate to attack any intruders. Water nagas have few allies—most typically other reptilian creatures such as lizardfolk and yuan-ti—and even those relationships have proven to be tenuous.

BEHIDRA

Gargantuan monstrosity, neutral evil

Armor Class 19 (natural armor)

Hit Points 577 (33d20 + 231)

Speed 50 ft., climb 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	17 (+3)	24 (+7)	7 (–2)	16 (+3)	14 (+2)

Saving Throws Dex +11, Con +15, Int +6, Wis +11

Skills Intimidation +10, Perception +19, Stealth +11

Damage Immunities lightning

Condition Immunities blinded, charmed, deafened, frightened, stunned, unconscious

Senses darkvision 120 ft., passive Perception 29

Languages Draconic

Challenge 26 (90,000 XP)

Hold Breath. The behidra can hold its breath for 8 hours.

Legendary Resistance (3/Day). If the behidra fails a saving throw, it can choose to succeed instead.

Multiple Heads. The behidra has seven heads. Whenever the behidra takes 50 or more damage in a single turn, one of its heads dies. If all its heads die, the behidra dies.

At the end of its turn, it grows two heads for each of its heads that died since its last turn. The behidra regains 20 hit points for each head regrown in this way. If the behidra takes fire damage, it must make a DC 25 Constitution saving throw. On a failure, it doesn't regrow any heads on its next turn.

Reactive Heads. For each head the behidra has beyond one, it gets an extra reaction that can be used only for opportunity attacks.

Wakeful. While the behidra sleeps, at least one of its heads is awake.

ACTIONS

Multiaction. The behidra can use its Staggering Shockwave. It then makes as many bite attacks as it has heads.

Bite. *Melee Weapon Attack:* +16 to hit, reach 15 ft., one target. *Hit:* 13 (1d10 + 8) piercing damage plus 5 (1d10) lightning damage. If the attack roll is a critical hit or exceeds the target's AC by 10 or more, the target is also grappled (escape DC 18). Until this grapple ends, the target is restrained, and the behidra can only make one bite attack against it per turn.

Lightning Breath (Recharge 5–6). The behidra exhales a line of lightning that is 60 feet long and 10 feet wide. Each

creature in that line must make a DC 23 Dexterity saving throw. On a failure, a target takes 22 (4d10) lightning damage plus an extra 11 (2d10) lightning damage for each head the behidra has beyond one. On a success, a target takes half as much damage.

Staggering Shockwave. The behidra unleashes a debilitating surge of electrical and thunderous energy into the air surrounding it. Each creature of the behidra's choice that is within 60 feet of it must make a DC 23 Constitution saving throw. On a failure, until the end of the target's next turn, its speed is reduced to 0 and it can't take reactions. In addition, on its next turn, it can use either an action or a bonus action, not both, and regardless of its abilities or magic items, it can't make more than one melee or ranged attack during its turn.

LEGENDARY ACTIONS

The behidra can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The behidra regains spent legendary actions at the start of its turn.

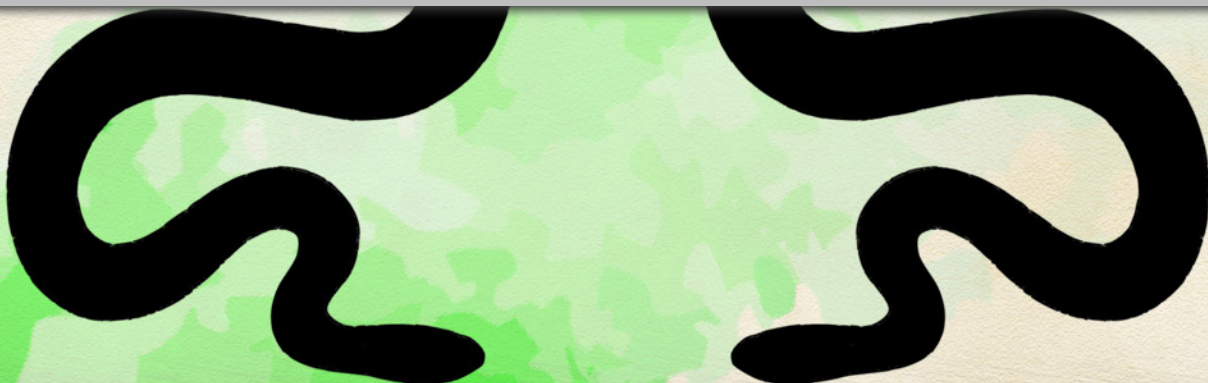
MOVE. The behidra moves up to its speed.

REACTIVE STANCE. The next time the behidra takes damage from a creature that is within 15 feet of it before the start of its next turn, it can use the reaction granted by its Reactive Heads trait to make three bite attacks against that creature. A target can't become grappled by these bite attacks.

SWALLOW (COSTS 2 ACTIONS). The behidra makes one bite attack against a Large or smaller target that it is grappling. If the attack hits, the target is also swallowed, and the grapple ends. While swallowed, the target is blinded and restrained, it has total cover against attacks and other effects outside the behidra, and it takes 28 (8d6) acid damage at the start of each of the behidra's turns.

If the behidra takes 50 damage or more on a single turn from the swallowed creature, the behidra must succeed on a DC 25 Constitution saving throw at the end of that turn or regurgitate the creature, which falls prone in a space within 10 feet of the behidra. This damage does not cause one of the behidra's heads to die. If the behidra dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 30 feet of movement, exiting prone.

SNAPPING FRENZY (COSTS 3 ACTIONS). The behidra moves up to twice its speed, making one bite attack against each creature of its choice that is within 15 feet of it at any point during this movement. It has advantage on each of these attack rolls, but a target can't become grappled by these bite attacks.



BEHILICH

Gargantuan undead, neutral evil

Armor Class 20 (natural armor)

Hit Points 310 (20d20 + 100)

Speed 80 ft., climb 60 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	20 (+5)	21 (+5)	10 (+0)	17 (+3)	14 (+2)

Saving Throws Dex +12, Con +12, Int +7, Cha +9

Skills Perception +10, Stealth +12

Damage Resistances cold, necrotic

Damage Immunities lightning, poison; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses truesight 120 ft., passive Perception 20

Languages Common, Draconic

Challenge 21 (33,000 XP)

Innate Spellcasting. The behir's innate spellcasting ability is Charisma (spell save DC 17). The behir can innately cast the following spells, requiring no material components:

2/day each: *bestow curse*, *create undead*

1/day each: *chain lightning*, *power word stun*

Legendary Resistance (3/Day). If the behir fails a saving throw, it can choose to succeed instead.

Magic Resistance. The behir has advantage on saving throws against spells and other magical effects.

Serpent's Flurry. Once on each of the behir's turns when it misses with a claw attack, it can make another claw attack as part of the same action.

Turn Resistance. The behilich has advantage on saving throws against any effect that turns undead.

ACTIONS

Multiattack. The behir makes three attacks: one with its bite and two with its claws. It can replace both of its claw attacks with one constrict attack.

Bite. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 24 (3d10 + 8) piercing damage.

Claw. *Melee Weapon Attack:* +15 to hit, reach 5 ft., one target. *Hit:* 18 (3d6 + 8) slashing damage.

Constrict. *Melee Weapon Attack:* +15 to hit, reach 5 ft., one Large or smaller creature. *Hit:* 19 (2d10 + 8) bludgeoning damage plus 19 (2d10 + 8) slashing damage. The target is grappled (escape DC 17) if the behir isn't already constricting a creature, and the target is restrained until this grapple ends.

Lightning Breath (Recharge 5–6). The behir exhales a line of lightning that is 60 feet long and 5 feet wide. Each creature in that line must make a DC 20 Dexterity saving throw, taking 88 (16d10) lightning damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

The behir can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time, and only at the end of another creature's turn. The behir regains spent legendary actions at the start of its turn.

BITE ATTACK. The behir makes a bite attack.

MOVE. The behir moves up to half its speed.

CRUSH (COSTS 2 ACTIONS). The behir squeezes the creature it is grappling. The creature takes 15 (2d6 + 8) bludgeoning damage and must succeed on a DC 23 Constitution saving throw or become unable to breathe until the grapple ends.

BEHIR DARTER

Large monstrosity, neutral evil

Armor Class 15 (natural armor)

Hit Points 101 (13d10 + 30)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	16 (+3)	6 (–2)	13 (+1)	10 (+0)

Saves Dex +5

Skills Perception +4, Stealth +5

Damage Immunities lightning

Senses darkvision 60 ft., passive Perception 14

Languages Draconic

Challenge 6 (2300 XP)

Lightning Agility. The behir can take the Dash or Disengage action as a bonus action on its turn.

ACTIONS

Multiattack. The behir makes two attacks: one with its bite and one to constrict.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage.

Constrict. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one Medium or smaller creature. *Hit:* 10 (1d12 + 4) bludgeoning damage plus 10 (1d12 + 4) slashing damage. The target is grappled (escape DC 14) if the behir isn't already constricting a creature, and the target is restrained until this grapple ends.

Lightning Breath (Recharge 5–6). The behir exhales a line of lightning that is 15 feet long and 5 feet wide. Each creature in that line must make a DC 14 Dexterity saving throw, taking 44 (8d10) lightning damage on a failed save, or half as much damage on a successful one.

ELDER BEHIR

Gargantuan monstrosity, neutral evil

Armor Class 20 (natural armor)

Hit Points 310 (20d20 + 100)

Speed 80 ft., climb 60 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	20 (+5)	21 (+5)	10 (+0)	17 (+3)	14 (+2)

Saving Throws Dex +11, Con +11, Int +6, Cha +8

Skills Perception +9, Stealth +11

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities lightning

Senses darkvision 120 ft., passive Perception 19

Languages Common, Draconic

Challenge 20 (25,000 XP)

Legendary Resistance (3/Day). If the behir fails a saving throw, it can choose to succeed instead.

Serpent's Flurry. Once on each of the behir's turns when it misses with a claw attack, it can make another claw attack as part of the same action.

ACTIONS

Multiattack. The behir makes three attacks: one with its bite and two with its claws. It can replace both of its claw attacks with one constrict attack.

Bite. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 24 (3d10 + 8) piercing damage.

Claw. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 18 (3d6 + 8) slashing damage.

Constrict. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one Large or smaller creature. *Hit:* 19 (2d10 + 8) bludgeoning damage plus 19 (2d10 + 8) slashing damage.

The target is grappled (escape DC 16) if the behir isn't already constricting a creature, and the target is restrained until this grapple ends.

Lightning Breath (Recharge 5–6). The behir exhales a line of lightning that is 60 feet long and 5 feet wide. Each creature in that line must make a DC 19 Dexterity saving throw, taking 88 (16d10) lightning damage on a failed save, or half as much damage on a successful one.

Swallow. The behir makes one bite attack against a Medium or smaller target it is grappling. If the attack hits, the target is also swallowed, and the grapple ends. While swallowed, the target is blinded and restrained, it has total cover against attacks and other effects outside the behir, and it takes 28 (8d6) acid damage at the start of each of the behir's turns. A behir can have only one creature swallowed at a time.

If the behir takes 50 damage or more on a single turn from the swallowed creature, the behir must succeed on a DC 18 Constitution saving throw at the end of that turn or regurgitate the creature, which falls prone in a space within 10 feet of the behir. If the behir dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 15 feet of movement, exiting prone.

LEGENDARY ACTIONS

The behir can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time, and only at the end of another creature's turn. The behir regains spent legendary actions at the start of its turn.

BITE ATTACK. The behir makes a bite attack.

MOVE. The behir moves up to half its speed.

CRUSH (COSTS 2 ACTIONS). The behir squeezes the creature it is grappling. The creature takes 15 (2d6 + 8) bludgeoning damage and must succeed on a DC 22 Constitution saving throw or become unable to breathe until the grapple ends.

GUARD SNAKE

Medium monstrosity, lawful evil

Armor Class 15 (natural armor)

Hit Points 45 (7d8 + 14)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	14 (+2)	4 (–3)	9 (–1)	7 (–2)

Skills Perception +3, Stealth +5

Damage Resistances lightning

Senses darkvision 60 ft., passive Perception 13

Languages understands Draconic but can't speak

Challenge 2 (450 XP)

Hold Breath. The snake can hold its breath for 1 hour.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 3 (1d6) lightning damage, and the target must make a DC 12 Constitution saving throw. On a failure, the target can't take reactions until the start of its next turn. If the saving throw fails by 5 or more, the target is stunned for the same duration or until it takes damage.

ONAK

Gargantuan monstrosity (titan), unaligned

Armor Class 18 (natural armor)

Hit Points 247 (15d20 + 90)

Speed 80 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	9 (–1)	22 (+6)	5 (–3)	16 (+3)	11 (+0)

Saving Throws Dex +4, Con +11, Int +2, Wis +8

Skills Athletics +12, Perception +8, Intimidation +5

Damage Immunities poison

Condition Immunities blinded, exhaustion, frightened, petrified, poisoned

Senses darkvision 120 ft., truesight 30 ft., passive Perception 18

Languages understands Giant but can't speak it

Challenge 13 (10,000 XP)

Land's Stride. The onak ignores nonmagical difficult terrain, and it can pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard.

Leaf Speak. The onak can communicate simple ideas and emotions with plants and can understand them in return.

Regeneration. The onak regains 10 hit points at the start of its turn. If the onak takes 25 or more fire damage in a single turn, this trait doesn't function at the start of its next turn. The onak dies only if it starts its turn with 0 hit points and doesn't regenerate.

Temporal Lapse. Whenever an effect causes the onak to become charmed, deafened, paralyzed, or stunned the effects of that condition are suppressed until the end of the onak's next turn. If the effect causing the condition allows the onak to make a saving throw at the end of its next turn, it makes the save before the effects of the condition begin.

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

ACTIONS

Multiattack. The onak makes two gore attacks.

Gore. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 25 (4d8 + 7) piercing damage.

Stomp. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 29 (4d10 + 7) bludgeoning damage.

WATER NAGA

Large monstrosity, neutral

Armor Class 15 (natural armor)

Hit Points 67 (9d10 + 18)

Speed 40 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	15 (+2)	16 (+3)	14 (+2)	17 (+3)

Skills Athletics +6

Saving Throws Dex +6, Con +5, Wis +5, Cha +6

Damage Immunities poison

Condition Immunities charmed, poisoned

Senses darkvision 60 ft., passive Perception 12

Languages Aquan, Common

Challenge 6 (2,300 XP)

Amphibious. The naga can breathe air and water.

Rejuvenation. If it dies, the naga returns to life in 1d6 days and regains all its hit points. Only a *wish* spell can prevent this trait from functioning.

Spellcasting. The naga is a 9th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks), and it needs only verbal components to cast its spells. It knows the following sorcerer spells:

Cantrips (at will): *acid splash, dancing lights, message*

1st level (4 slots): *expeditious retreat, magic missile, silent image*

2nd level (3 slots): *mirror image, shatter*

3rd level (3 slots): *protection from energy, slow*

4th level (3 slots): *dominate beast, ice storm*

5th level (1 slot): *hold monster*

ACTIONS

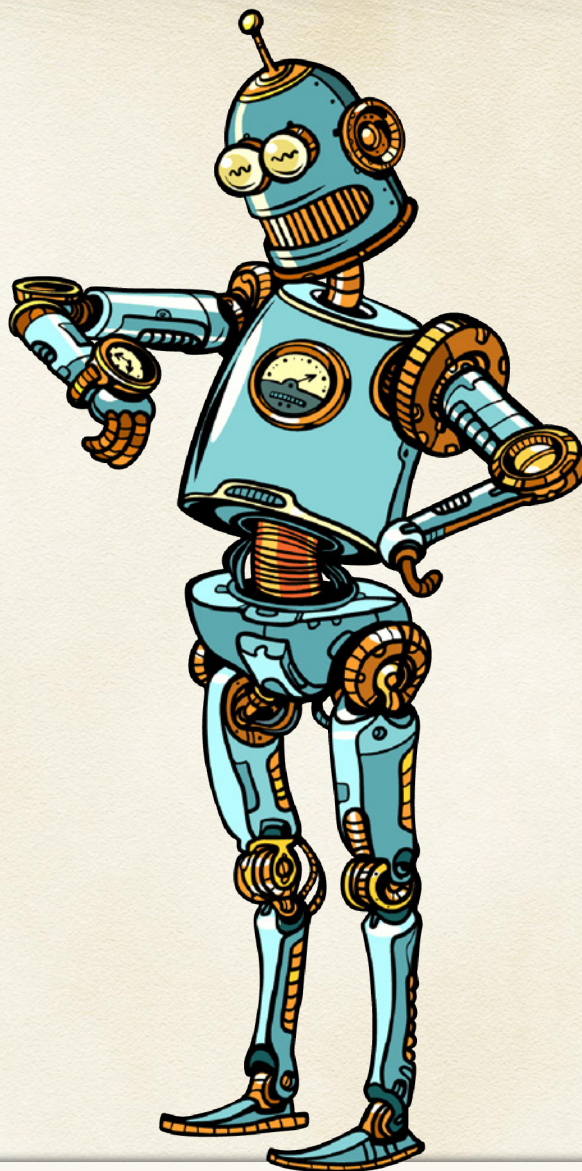
Bite. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one creature. *Hit:* 6 (1d6 + 3) piercing damage, and the target must make a DC 13 Constitution saving throw, taking 27 (6d8) poison damage on a failed save, or half as much damage on a successful one.

UNIQUE NPCs

The following is a collection of unique and flavorful NPCs you can implement in your game.

TIME, THE SOCIAL CONSTRUCT

Time is a quirky and quick-witted robot with a knack for entertaining table talk and an endearing stutter. He is exceedingly sociable and pleasant—almost annoyingly so—and he desires nothing more than to be the best of friends to his allies and help them in all their endeavors with his innate abilities to manipulate time.



TIME, THE SOCIAL CONSTRUCT

Medium construct, lawful neutral

Armor Class 14 (natural armor)

Hit Points 68 (8d8 + 32)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	19 (+4)	18 (+4)	15 (+2)	20 (+5)

Saving Throws Dex +3, Con +6, Cha +7

Skills History +8, Insight +4, Persuasion +7

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks not made with adamantite weapons

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned, unconscious

Senses truesight 60 ft., passive Perception 12

Languages all

Challenge 4 (1,100 XP)

Immutable Form. Time is immune to any spell or effect that would alter his form.

Magic Resistance. Time has advantage on saving throws against spells and other magical effects.

Socialization Specialist. Time has advantage on all Charisma checks.

Temporal Edge. Time has advantage on all attack rolls.

ACTIONS

Multiattack. Time makes two attacks.

Slam. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) bludgeoning damage, and the target must succeed on a DC 14 Constitution saving throw or be magically aged. The target becomes 1d4 years older or younger (Time's choice), but never any younger than 1 year old. A *greater restoration* spell can restore a creature's age to normal.

Temporal Manipulation. Time uses one of the following temporal manipulations:

- **Fast-Forward.** Time temporarily accelerates the flow of time for one creature he can see within 60 feet of him. The target gains the effects of the *haste* spell until the start of Time's next turn. When the effect ends, the target doesn't suffer from a wave of lethargy.

- **Pause.** Time touches one creature, attempting to temporarily freeze time for it. The target must succeed on a DC 14 Constitution saving throw or become paralyzed until the start of Time's next turn or until he loses concentration on the effect (as if concentrating on a spell).
- **Rewind.** Time touches one creature, setting it back a few moments in time. The target can immediately use its reaction to repeat the action it took on its last turn, if possible.
- **Slow-Mo.** Time attempts to temporarily slow the flow of time for one creature he can see within 60 feet. The target must succeed on a DC 14 Constitution saving throw or suffer the effects of the *slow* spell until the start of Time's next turn. The target can't make a saving throw at the end of its turn to attempt to end the effect early.

REACTIONS

Borrowed Time. When a creature Time can see makes an attack roll or saving throw, Time can grant the creature a brief extra moment to focus its attempt, giving the creature advantage on the roll.



The Gauntlet: Arena System

INTRODUCTION & BETA RULES

Welcome to the Arena, combatant! *The Gauntlet* is the premier party-based arena combat system for 5th Edition. Fast-paced, combat-oriented, and requiring minimal preparation, you can bring along your favorite characters from the world's greatest roleplaying game and dive right into a new world, where foes are fierce, teamwork is paramount, and excellence is rewarded.

The Gauntlet is ideal for getting a feel for your new character concept; introducing new players to 5th Edition combat; playtesting new races, classes, and monsters; or just having an epic night of gaming with your friends!

Included in this Beta Playtest are the basic rules for running the system, the Battle Point Reward System, a series of Pregenerated Arenas, and a Progression Sheet—casually referred to as a “Prog Sheet”—for players to keep track of their rewards and progress through the Arena.

Future editions of *The Gauntlet* will also include a section of further instructions and tables for GM's to easily create their own Arenas live for their players. As the current focus of the Beta is playtesting for system balance, a set of Pregenerated Arenas will be employed to help standardize the experience across playtesters.

THE ARENA

To begin, players choose a **DIFFICULTY** at which their characters will battle their way through the Arena: Casual, Heroic, Elite, or Nightmare. Once the player party size and difficulty are set, they cannot be changed for the duration of the Arena.

Starting at Level 1, the player character party engages in one battle per level, referred to as an **ENCOUNTER**. Upon completion of an Encounter, all characters level up and partake in an interim period, called a **RESPITE**, before continuing to the next Encounter.

Tiers of Play. There are four groups of Encounters in the Arena, referred to as **PHASES**: Phase 1 contains four Encounters, Phase 2 and 3 both contain six Encounters, and Phase 4 contains four Encounters.

The goal of the players is to defeat all twenty Encounters in an Arena, while the goal of the GM is to test the players and prevent them from progressing further into the Arena.

EQUIPMENT & NECESSITIES

No outside equipment can be brought into the Arena. Before players begin the first Encounter, they can choose any of the Free Equipment items listed in the *Battle Point Rewards* section on page 132.

All rules regarding carrying capacity and the necessities of food, water, and sleep are ignored in the Arena, and ammunition for all ranged weapons is unlimited.

THE ENCOUNTER

Encounters are composed of a minimum of one monster or up to a maximum number of monsters equal to the player party size. Each Encounter is balanced such that, regardless of the number of monsters the player characters are facing, the Encounter presents a relatively equivalent challenge.

Types of Arenas. An Arena with a varying number of monsters per Encounter is referred to as a **STANDARD ARENA**. Alternatively, each Encounter in an Arena can instead consist of only one monster; this is referred to as a **TOURNAMENT ARENA**. Pregenerated Arenas are located on pages 136–140; all monsters' statistics can either be found in the core rulebooks or on pages 74–127 (denoted by a ).

Beginning an Encounter. To start an Encounter, each player rolls a d12 to determine from which of twelve starting points—called **STATIONS**—their character will begin. The GM then repeats the same process for each monster. If more than one creature rolls the same Station, the creature that rolled first starts in the Station's space and all other creatures start in the nearest unoccupied space of their choice adjacent to that Station.

Once Stations are determined, Initiative is rolled for each creature, and they engage in a fight to the death.

RESPITES & LEVELING UP

When the players complete an Encounter, they progress to a Respite where they immediately complete their character's level-up. When player characters level up, they gain all new class features that level-up entails, however they do not regain the use of expended resources (such as spell slots or Action Surge) until they purchase the appropriate rest, as detailed in the next section.

For example, a Level 2 Sorcerer uses all three of her 1st-level spell slots within the first two Encounters. When she reaches Level 3, she gains another 1st-level spell slot and two 2nd-level spell slots, which she immediately has available to use in the third Encounter. However, she will not regain the spell slots she used in the first two Encounters until she purchases a long rest for herself during a Respite.

Similarly, when a player character levels up, they regain hit points equal to the increase in their hit point maximum, and they regain 1 hit die. For example, if a player character has 10 hit points when they begin the Arena at Level 1 and they take 4 points of damage during the first Encounter, they will begin their Respite with 6 out of 10 hit points. If they gain 7 more hit points when they level-up, they now have 13 out of 17 hit points heading into the second Encounter.

Once players have completed their level-up, they can spend any Battle Points they have accumulated as they wish before continuing to the next Encounter.

BATTLE POINTS

Throughout the course of an Encounter, players are awarded with a form of currency called **BATTLE POINTS**. Battle Points are earned by accomplishing various tasks, referred to as **ACHIEVEMENTS**. The majority of Battle Points will be accumulated simply by completing Encounters, however other small bonuses are awarded for things like completing an Encounter within one round, healing an ally, or scoring a critical hit. The specifics of the Battle Point Reward System are located on pages 132–133.

Spending Battle Points. Each player can exchange their Battle Points for rewards, such as long rests and magic items, during a Respite. Players purchase items and rests individually and cannot share Battle Points—or items purchased with Battle Points—in any capacity.

PASSAGE OF TIME

Players can only complete tasks which require the passage of time during short and long rests they have purchased during a Respite. The notable exception to this is preparing spells; classes that prepare spells can change their list of prepared spells for free during any Respite.

Prep Time. Short rests are considered to include 1 hour of prep time, and long rests are considered to include 2 hours of prep time. Player characters can perform a maximum of one distinct task per hour of prep time they receive, which must take place before the use of any short or long rest-based resources are regained.

SPELLCASTERS WITH SPELLBOOKS

Wizards and others who can copy spells into a book can copy additional spells into their spellbook during a Respite. You must follow the normal restrictions for what level of spells you can add to your spellbook, but doing so takes no additional time (i.e. the spellcaster does not need to purchase a short or long rest to copy a spell into their spellbook).

A character can purchase additional spells for their spellbook by spending a number of Battle Points equal to the spell's level $\times$ 100. For example, a Level 6 Wizard could spend 500 Battle Points to purchase one additional 2nd-level spell and one additional 3rd-level spell during their Respite. Purchased spells are instantly added to your spellbook, and you can immediately prepare them for free during that Respite.

For example, a Warlock with the Pact of the Blade feature can use their prep time during a short rest to transform a magic weapon they purchase into their pact weapon. A Wizard can use his prep time during a long rest to cast *mage armor* and then also cast *find familiar*. A Paladin can use her prep time during a short rest to cast *bless* on her allies.

Magic Item Recharge. All magic items that regain their use or a number of charges at dawn instead regain their use or charges when the player characters progress to the next Phase of the Arena (Levels 5, 11, and 17).



DURATION OF SPELLS & EFFECTS

If a spell or other effect is initiated at any point during a Respite, its effects are considered to begin at the start of the next Encounter. If a spell or other effect with a non-instantaneous duration begins during a Respite or Encounter, its effects can last for a maximum number of Encounters in the Arena as follows:

Spell/Effect's Duration	Maximum Number of Encounters
Less than 8 hours	1
8-24 hours	2
24 hours or more	3

For example, if a Bard casts *heroism* on an ally during Encounter 3, its effects end at the completion of that Encounter, even if the Encounter only lasts four rounds. A 16th Level Druid can maintain her beast shape for 8 hours; therefore if she enters a beast shape during Encounter 16, she can stay in that form through the end of Encounter 17—assuming nothing else forces her to revert early. If a Cleric casts *heroes' feast* for him and his allies during the Respite before Encounter 12, its effects end upon completion of Encounter 14.

Spells and effects with an instantaneous duration, such as *feeblemind*, instead persist as detailed in their description. For example, the hit point reduction caused by a vampire's bite lasts until the target finishes a long rest.

0 HIT POINTS & DEATH

If a player character finishes an Encounter with 0 hit points but is not dead, they complete their level-up as normal at the start of the Respite, but they do not regain hit points equal to the increase in their hit point maximum. Such a character completes their level-up and then regains 1 hit point.

Death. Player characters that die cannot be revived during an Encounter. A character who is killed in the Arena can only be revived by the method below at the start of the Respite immediately following their death—assuming their party is able to finish the Encounter. No magical means can be used to restore player characters to life.

A player character killed during an Encounter receives no Battle Point reward for completing that Encounter, but they still level up if they can afford their resurrection.

Resurrection. A player can revive their character by spending a number of Battle Points equal to their current level $\times$ 75. For example, a Barbarian who dies during Encounter 6 must spend 450 Battle Points at the start of the next Respite in order to complete their level-up to Level 7 and continue in the Arena. When a character is revived, they have 1 hit point.

If a character does not have enough Battle Points to pay for their resurrection during the Respite immediately following their death, they are disqualified from the remainder of the Arena. For the purposes of calculating the difficulty of Encounters, a player's disqualification does not constitute a reduction in party size. The GM continues to calculate Encounters based on the original player party size.



BATTLE POINTS

Each combatant is awarded a number of Battle Points (BP) based on their performance in combat. The tables below detail the **BATTLE POINT REWARD SYSTEM**.

Upon completion of an Encounter, all player characters who did not die receive a large sum of Battle Points. Throughout an Encounter, player characters can also receive small bonuses of Battle Points for completing various other Achievements, as detailed below.

Achievements

Achievement	Reward (BP)
<i>Complete an Encounter</i>	
Phase 1 (Encounters 1–4)	100
Phase 2 (Encounters 5–10)	250
Phase 3 (Encounters 11–16)	750
Phase 4 (Encounters 17–20)	1250
<i>Complete an Encounter within...</i>	
1 Round	100
2 Rounds	60
3 Rounds	25
<i>Phase Completion Bonuses</i>	
Phase 1 (Encounter 4)	250
Phase 2 (Encounter 10)	750
Phase 3 (Encounter 16)	1250
Break an enemy's concentration on a spell or other effect	10
End a condition affecting an ally*	10
Finish an Encounter without taking damage	10
Kill two or more monsters in one turn	10
Roll a 20 on a Death Saving Throw	10
Roll a critical hit	10
Stabilize an ally with 0 hit points	10
Finish an Encounter with no other conscious allies†	25
Heal an ally via a class feature or racial trait	Number of hit points healed

* Does not include Grappled, Incapacitated, Invisible, or Prone

† Minimum player party size of 2

BATTLE POINT REWARDS

During a Respite, players can spend accumulated Battle Points on a variety of rewards, as detailed in the tables below. Players can also sell rewards they have purchased earlier in the Arena for half their cost in Battle Points. Item details and descriptions can be found on pages 146–148.

Free Equipment

Reward
Nonmagical Armor (excluding Plate)
Nonmagical Shield
Nonmagical Weapon (maximum of 3 at a time)
Component Pouch ◇ Spellcasting Focus
Spellbook (for Wizards)

Character Resources and Improvements

Reward	Cost (BP)
<i>Short Rest</i>	
Phase 1 (Respites 1–4)	80
Phase 2 (Respites 5–10)	200
Phase 3 (Respites 11–16)	475
Phase 4 (Respites 17–19)	1125
<i>Long Rest</i>	
Phase 1 (Respites 1–4)	275
Phase 2 (Respites 5–10)	675
Phase 3 (Respites 11–16)	1650
Phase 4 (Respites 17–19)	2750
Ability Score Improvement ◇ Feat	3000

Material Components for Spells

It is assumed that spellcasters will utilize a spellcasting focus or component pouch in place of material components with no cost.

All material components that indicate a cost can be purchased for a number of Battle Points equal to the component's gold piece value listed in the spell's description. If a spellcaster does not have the material component on hand for a spell that indicates a cost, they cannot cast that spell.

Potions

Reward	Cost (BP)
Potion of Healing (2d4+2)	45
Potion of Greater Healing (4d4+4)	90
Potion of Superior Healing (8d4+8)	225
Potion of Supreme Healing (10d4+20)	575



Drafts

Drafts are potent, volatile elixirs that must be consumed immediately upon purchase. Drafts take no time to drink (i.e. can be consumed without buying a short or long rest), but only one draft can be purchased per Respite.

When players progress to the next Phase, the cost of a draft, as well as the amount of healing provided, increases. Drafts from earlier Phases cannot be purchased once players have progressed beyond that Phase.

Reward	Cost (BP)
Phase 1 (2d4+4)	45
Phase 2 (4d4+6)	90
Phase 3 (8d4+10)	225
Phase 4 (10d4+25)	575

Specialty Items

Reward	Cost (BP)
Flask of Alchemist's Fire	15
Healer's Kit	25
Silvered Adamantine Weapon ◇ Ammunition	250
Plate Armor	500

MAGIC ITEMS

The *Gauntlet* utilizes two lists of magic items. The Standard Magic Items list is designed for quick and simple play requiring minimal reference, while the list of Optional Magic Items* can also be integrated for more involved play at the discretion of the GM.

Player characters can attune or end their attunement to magic items for free during any Respite (no rest required).

* Not included in Beta (v2) Playtest

Standard Magic Items

Reward	Cost (BP)
<i>Weapon +1</i>	
Simple Weapon	500
Martial Weapon	550
Wand of the War Mage +1 ^(A)	550
<i>Armor +1</i>	
Light Armor	750
Medium Armor	850
Shield	850
Heavy Armor	1200
<i>Weapon +2</i>	
Simple Weapon	1850
Martial Weapon	1900
Wand of the War Mage +2 ^(A)	1900
<i>Armor +2</i>	
Light Armor	2300
Medium Armor	2400
Shield	2400
Heavy Armor	2750
<i>Weapon +3</i>	
Simple Weapon	5000
Martial Weapon	5050
Wand of the War Mage +3 ^(A)	5050
<i>Armor +3</i>	
Light Armor	5800
Medium Armor	5900
Shield	5900
Heavy Armor	6250

^(A) = requires attunement



*Wand of
Magic Missiles*



*Dagger of
Venom*



*Staff of
Frost*

OPTIONAL RULES

The following rules are additional options that the GM and players can choose to implement.

THE ARENA MASTER

This rule guides the GM on how to run the monsters the players will be facing. The **ARENA MASTER** is a (typically “off-screen”) NPC who runs the arena and trains and coaches the monsters. The monsters embody the Arena Master’s personality in their decisions in combat.

The GM can choose to keep this secret if they wish, forcing the players to work out the tendencies of the monsters as they battle their way through the Arena.

The GM can choose to adopt whatever personality they wish for the Arena, or they can roll on the following table:

d6	Arena Master Personality	Monster Tendencies
1	Hothead	This Arena’s monsters tend to target the last hostile creature that harmed them.
2	Brawler	This Arena’s monsters generally seek out and attack whichever hostile creature is closest to them.
3	Bully	This Arena’s monsters primarily target hostile creatures who appear to be the weakest.
4	Magicutioner	This Arena’s monsters prioritize enemy spellcasters when deciding where to focus their wrath.
5	Saboteur	This Arena’s monsters erode the support structure of their foes, typically focusing on taking down hostile creatures who are providing the most aid to their allies.
6	Sage	This Arena’s monsters are wise beyond reason. Monsters learn from the failures of previous Encounters’ monsters, constantly adapting their collective strategy to best ensure the defeat of their enemies.

DEADLOCK ARENA

This rule sets player characters at a predetermined level for the entire Arena. This is ideal for a quicker game with minimal downtime and preparation, as the players do not need to level up their characters during Respites. It is also ideal for GM’s and players who wish to test their characters at a specific level, either as a challenge within a larger campaign or to get a feel for combat with a specific character.

To engage in a **DEADLOCK ARENA**, the players and GM begin by determining an Encounter Level they want to play at. The player characters start the Arena at that level and do not level up following each Encounter. Players undergo four Casual Arena Encounters (“Phase 1”), six Heroic Arena Encounters (“Phase 2”), six Elite Arena Encounters (“Phase 3”), and four Nightmare Arena Encounters (“Phase 4”), spending their Battle Points during the Respite between each Encounter as usual.

Just as in normal Arenas, player characters start with no equipment other than Free Equipment of their choice from the Battle Point Rewards section on page 132. Due to player characters remaining at the same level throughout the Arena, they will only improve to handle the increasing difficulty of Encounters by purchasing Battle Point Rewards during their Respites.

Pregenerated Deadlock Arenas can be found on page 140.

FAN FAVORITE

This rule rewards player characters for performing spectacular feats in combat. Whenever a player character completes an Achievement during an Encounter, they can choose to gain **FAVOR** instead of receiving Battle Points.



When a player character with Favor misses with an attack roll or fails an ability check or saving throw, they can spend their Favor to reroll the d20, and they must use the new roll. Once spent, the player character no longer has Favor.

Only one player character can have Favor at a time. If a player character has Favor that they have not yet spent, and their ally chooses to gain Favor, the ally effectively steals the first player character's Favor.

OBSTACLES AND HAZARDS

This rule provides the players with a dynamic and interactive environment. The chosen obstacles and hazards can be set once for the duration of the Arena, they can change with each Phase, or they can change every Encounter, at the GM's discretion.

To determine a set of obstacles and hazards, the GM can roll on the following tables once each, or multiple times as they see fit. Alternatively, the GM can simply choose any combination of Obstacles and Hazards or create their own.

d6	Obstacle
1	1d6 5-foot-tall, 5-foot-wide, 15-foot-long walls are randomly scattered throughout the Arena.
2	1d10 30-foot-tall pillars that take up a 5-foot by 5-foot space are randomly scattered throughout the Arena.
3	1d4 5-foot-wide, 5-foot-deep trenches span the length of the Arena.
4	To a distance of 15 feet in from the edges of the Arena, the ground is a steep downward slope and is considered difficult terrain.
5	A 15-foot-wide line of shrubs divides the Arena in half and is considered difficult terrain. Any section of the shrubs that is destroyed regrows at the start of the next Encounter.
6	The right third of the Arena is a 40-foot-tall raised platform with climbable vines on the side.

d6	Hazard
1	1d4 10-foot-radius geysers are randomly scattered throughout the Arena. When a creature enters a geyser's area for the first time on a turn or starts its turn there, it must make a DC 13 Dexterity (Acrobatics) check. On a failure, the geyser erupts and all creatures in the geyser's area or within 5 feet of it must make a DC 15 Dexterity saving throw, taking 3d6 fire damage on a failed save, or half as much damage on a successful one.
2	The Arena has no walls and is set atop a 500-foot-tall tower.
3	The ground of the Arena is icy. Whenever a creature begins to take the Dash action while moving along the ground or stands up from being prone, it must make a DC 15 Dexterity (Acrobatics) check. On a failure, the creature falls prone.
4	The Arena is over 100 degrees Fahrenheit. At the end of each Encounter, all player characters must make DC 10 Constitution saving throw. On a failure, a creature suffers one level of exhaustion.
5	At the end of each round of combat, an earthquake violently shakes the ground of the Arena. All creatures touching the ground must succeed on a DC 10 Dexterity saving throw or fall prone. In addition, if a creature on the ground is concentrating on a spell, it must make a successful DC 10 Constitution saving throw or lose concentration.
6	1d6 5-foot-radius pools of acid are scattered throughout the Arena. Any creature who touches a pool of acid or starts its turn in one takes 1d6 acid damage.

PREGENERATED ARENAS

Devils, Demons, and the Dead (1-Player Casual Arena)

Encounter	Monsters
1	Lemure
2	Dretch
3	Skeleton
4	Warhorse Skeleton
5	Quasit
6	Ghoul
7	Imp
8	Specter
9	Will-o'-Wisp
10	Minotaur Skeleton
11	Ogre Zombie
12	Hell Hound
13	Wight
14	Nightmare
15	Ghost
16	Lamia
17	Succubus
18	Incubus
19	Wraith
20	Flesh Golem

The Unnatural (1-Player Elite Arena)

Encounter	Monsters
1	Flying Sword
2	Warhorse Skeleton
3	Animated Armor
4	Specter
5	Gibbering Mouther
6	Mummy
7	Phase Spider
8	Chuul
9	Ettin
10	Lamia
11	Flesh Golem
12	Shambling Mound
13	Drider
14	Medusa
15	Oni
16	Stone Giant
17	Selakin Hellion ^{\$}
18	Hydra
19	Glabrezu
20	Stone Golem

The Beast's Burden (2-Player Heroic Standard Arena)

Encounter	Monsters
1	Giant Crab (x2)
2	Panther (x2)
3	Celestial Monkey ^{\$}
4	Giant Wolf Spider, Giant Spider
5	Stag Archon ^{\$}
6	Giant Eagle, Giant Elk
7	Elephant
8	Saber-Toothed Tiger (x2)
9	Giant Crocodile
10	Triceratops
11	Giant Boar, Wereboar
12	Werewolf, Weretiger
13	Giant Ape
14	Owlbear, Werebear
15	Polar Bear, Mammoth
16	Tyrannosaurus Rex
17	Glabrezu
18	Gorgon, Hammer Archon ^{\$}
19	Guardian Naga
20	Roc

^{\$} Spectre Creations monster. See pages 74–127 for the creature's statistics.



Towering Terrors **(2-Player Nightmare Tournament Arena)**

Encounter	Monsters
1	Worg
2	Hippogriff
3	Minotaur Skeleton
4	Manticore
5	Gorgon
6	Otyugh
7	Behir Darter ^{\$}
8	Stone Giant
9	Oni
10	Hydra
11	Clay Golem
12	Guardian Naga
13	Roc
14	Behir
15	Erinyes (Large)
16	Storm Giant
17	Adult Black Dragon
18	Purple Worm
19	Planetar
20	Adult Black Dracolisk ^{\$}

Fiend, Fey, Foe, Fum **(3-Player Heroic Standard Arena)**

Encounter	Monsters
1	Sprite (x2)
2	Dretch (x3)
3	Sea Hag
4	Satyr (x2), Dryad
5	Imp, Hell Hound
6	Night Hag
7	Vrock
8	Sea Hag (x3)
9	Succubus, Incubus
10	Chain Devil
11	Glabrezu
12	Nightmare, Succubus, Incubus
13	Horned Devil
14	Nightmare (x2), Vrock
15	Green Hag, Night Hag (x2)
16	Rakshasa
17	Selakin Hellion (x2) ^{\$}
18	Bearded Devil (x2), Bone Devil
19	Marilith
20	Hell Hound (x2), Horned Devil

The Mad Master **(3-Player Elite Standard Arena)**

Encounter	Monsters
1	Magma Mephit, Steam Mephit
2	Guard Snake ^{\$}
3	Fire Snake, Constrictor Snake (x2)
4	Gargoyle, Axe Beak (x2)
5	Chimera
6	Silver Dragon Wyrmling (x3)
7	Succubus, Incubus
8	Tyrannosaurus Rex
9	Ettin (x2), Death Dog
10	Guardian Naga
11	Medusa, Basilisk (x2)
12	Fire Giant, Red Dragon Wyrmling
13	Nalfeshnee
14	Kobold Viper Magistrate, ^{\$} Behir
15	Oni, Troll (x2)
16	Archmage, Weretiger
17	Adult Gold Dragon
18	Deva, Unicorn (x2)
19	Balor
20	Mummy Lord, Spirit Naga





The Scourge **(3-Player Nightmare Tournament Arena)**

Encounter	Monsters
1	Dire Wolf
2	Sahuagin Brawler ^{\$}
3	Gorgon
4	Xorn
5	Oni
6	Hydra
7	Cloud Giant
8	Stone Golem
9	Remorhaz
10	Erinyes
11	Vampire
12	Purple Worm
13	Marilith
14	Dragon Turtle
15	Androsphinx
16	Balor
17	Ancient White Dragon
18	Pit Fiend
19	Behilich ^{\$}
20	Ancient Bronze Dragon

The Dragon's Spine **(4-Player Elite Standard Arena)**

Encounter	Monsters
1	Copper Dragon Wyrmling
2	Pseudodragon (x2), Brass Dragon Wyrmling
3	Blue Dragon Wyrmling
4	Wyvern Whelp (x2) ^{\$}
5	Young Copper Dragon
6	Bronze Dragon Wyrmling (x2), Silver Dragon Wyrmling (x2)
7	Red Dragon Wyrmling, Half-Red Dragon Veteran
8	Young Red Dragon
9	Bronze Dragon Wyrmling, Young Bronze Dragon
10	Black Dragon Wyrmling (x2), Young Black Dragon
11	Adult Brass Dragon
12	Adult Black Dragon
13	Silver Dragon Wyrmling (x2), Young Gold Dragon
14	Adult Silver Dragon
15	Half-Red Dragon Veteran, Wyvern (x3)
16	Young Brass Dragon (x2), Young Silver Dragon
17	Blue Dragon Wyrmling, Adult Blue Dragon
18	Ancient White Dragon
19	Half-Red Dragon Veteran, Adult Black Dracolisk ^{\$}
20	Ancient Copper Dragon

Deadly Destroyers **(4-Player Nightmare Tournament Arena)**

Encounter	Monsters
1	Ogre Zombie
2	Selakin Raider ^{\$}
3	Gorgon
4	Xorn
5	Hydra
6	Young Red Dragon
7	Roc
8	Erinyes
9	Storm Giant
10	Ice Devil
11	Marilith
12	Androsphinx
13	Dragon Turtle
14	Balor
15	Ancient Brass Dragon
16	Pit Fiend
17	Behilich ^{\$}
18	Ancient Bronze Dragon
19	Ancient Green Dragon
20	Gaelin ^{\$}

The Myriad **(5-Player Casual Standard Arena)**

Encounter	Monsters
1	Rat (x4), Giant Rat
2	Poisonous Snake, Giant Poisonous Snake (x2)
3	Kobold Viper Magistrate ^{\$}
4	Lizard, Lizardfolk (x3)
5	Black Pudding
6	Ogre (x2)
7	Magma Mephit (x4), Azer
8	Copper Dragon Wyrmling (x2), Gold Dragon Wyrmling
9	Werewolf, Weretiger
10	Ghast (x2), Wight
11	Hydra
12	Gargoyle, Stone Giant
13	Hound Archon (x4) ^{\$}
14	Berserker (x2), Mage
15	Gynosphinx
16	Ettin (x2), Troll
17	Basilisk (x4), Medusa
18	Couatl, Deva
19	Bearded Devil, Horned Devil
20	Marilith

Masters and Minions **(6-Player Heroic Standard Arena)**

Encounter	Monsters
1	Rat (x2), Goblin (x3)
2	Hobgoblin (x3), Goblin
3	Bugbear, Cult Fanatic (Goblin)
4	Gladiator (Hobgoblin)
5	Minotaur Skeleton (x3), Warhorse Skeleton (x3)
6	Ogre Zombie (x3), Wight
7	Ghost (x2), Shadow (x3)
8	Lantern Archon, ^{\$} Hammer Archon ^{\$}
9	Will-o'-Wisp (x3), Vampire Spawn
10	Archmage
11	Chain Devil, Hell Hound (x2)
12	Hezrou, Glabrezu
13	Shadow Demon (x5), Cambion
14	Bone Devil, Succubus (x3)
15	Rakshasa, Vrock
16	Balor
17	Young Brass Dragon, Adult Silver Dragon
18	Young Gold Dragon (x2), Gold Dragon Wyrmling (x3)
19	Ancient Black Dragon
20	Behilich ^{\$}

Vicious Villains **(5-Player Elite Tournament Arena)**

Encounter	Monsters
1	Ogre
2	Manticore
3	Ettin
4	Barbed Devil
5	Selakin Hellion ^{\$}
6	Clay Golem
7	Young Red Dragon
8	Behir
9	Erinyes
10	Nalfeshnee
11	Ice Devil
12	Marilith
13	Androsphinx
14	Dragon Turtle
15	Balor
16	Pit Fiend
17	Behilich ^{\$}
18	Lich
19	Solar
20	Ancient Green Dragon

Magical Beasts and Where to Fight Them **(6-Player Elite Tournament Arena)**

Encounter	Monsters
1	Griffon
2	Red Dragon Wyrmling
3	Unicorn
4	Chimera
5	Treant
6	Guardian Naga
7	Behir
8	Adult Brass Dragon
9	Rakshasa
10	Purple Worm
11	Adult Blue Dragon
12	Dragon Turtle
13	Balor
14	Elder Behir ^{\$}
15	Pit Fiend
16	Behilich ^{\$}
17	Ancient Bronze Dragon
18	Ancient Green Dragon
19	Kraken
20	Hal-yun ^{\$}

Hybrids and Half-Breeds (3-Player Deadlock Tournament Arena: Level 4)

Encounter	Monsters
1	Centaur
2	Wererat
3	Griffon
4	Selakin Raider ^{\$}
5	Werewolf
6	Hound Archon ^{\$}
7	Owlbear
8	Manticore
9	Hell Hound
10	Vampire Spawn
11	Wereboar
12	Ettin
13	Lamia
14	Weretiger
15	Succubus
16	Chimera
17	Gorgon
18	Bulette
19	Salamander
20	Stone Giant

Dragons and Denizens (2-Player Deadlock Standard Arena: Level 14)

Encounter	Monsters
1	Priest, Knight
2	Wererat, Werewolf
3	Half-Red Dragon Veteran
4	Veteran (x2)
5	Werewolf, Werebear
6	Young Black Dragon
7	Selakin Raider, ^{\$} Vampire Spawn
8	Young Copper Dragon
9	Blue Dragon Wyrmling, Gladiator
10	Assassin
11	Wight, Young Black Dragon
12	Young Blue Dragon
13	Gold Dragon Wyrmling, Young Copper Dragon
14	Weretiger, Giant Ape
15	Young Silver Dragon
16	Young Red Dragon
17	Behir
18	Green Hag, Treant
19	Triceratops, Young Green Dragon
20	Adult Brass Dragon

Half-Breeds and Hybrids (1-Player Deadlock Arena: Level 9)

Encounter	Monsters
1	Centaur
2	Wererat
3	Griffon
4	Minotaur Skeleton
5	Werewolf
6	Minotaur
7	Owlbear
8	Manticore
9	Hell Hound
10	Selakin Raider ^{\$}
11	Wereboar
12	Ettin
13	Lamia
14	Weretiger
15	Succubus
16	Dragon Turtle Hatchling ^{\$}
17	Gorgon
18	Bulette
19	Salamander
20	Earth Elemental

Monstrous Onslaught (4-Player Deadlock Standard Arena: Level 20)

Encounter	Monsters
1	Elephant, Mammoth (x2)
2	Basilisk, Stone Golem
3	Ghost (x3), Mage
4	Trumpet Archon ^{\$}
5	Bearded Devil (x2), Bone Devil (x2)
6	Triceratops (x2), Tyrannosaurus Rex (x2)
7	Balor
8	Wight (x2), Vampire
9	Wyvern, Purple Worm
10	Pit Fiend
11	Behilich ^{\$}
12	Treant (x2), Roc
13	Solar
14	Couatl (x2), Planetar
15	Hill Giant, Fire Giant (x3)
16	Ancient Bronze Dragon
17	Young Bronze Dragon, Legion Archon (x3) ^{\$}
18	Kraken
19	Young White Dragon, Ice Devil (x2)
20	Jentigu ^{\$}

The GAUNTLET

BETA
PLAYTEST (v2)

PHASE 4

CHARACTER NAME	RACE	PLAYER NAME
	CLASS	
	ARENA DIFFICULTY & TYPE	

D: ☐ SR: ☐ LR: ☐

D: ☐ SR: ☐ LR: ☐

D: ☐ SR: ☐ LR: ☐

PARTY MEMBERS	
PLAYER NAME	
CHARACTER NAME	
RACE	
CLASS	NOTES
PLAYER NAME	
CHARACTER NAME	
RACE	
CLASS	NOTES
PLAYER NAME	
CHARACTER NAME	
RACE	
CLASS	NOTES
PLAYER NAME	
CHARACTER NAME	
RACE	
CLASS	NOTES
PLAYER NAME	
CHARACTER NAME	
RACE	
CLASS	NOTES

OPTIONAL RULES

- ☐ DEADLOCK ARENA: LEVEL _____
☐ FAN FAVORITE | ☐ FAVOR
☐ OBSTACLES & HAZARDS
☐ THE ARENA MASTER
PERSONALITY: _____

D: ☐ SR: ☐ LR: ☐

D: ☐ SR: ☐ LR: ☐

D: ☐ SR: ☐ LR: ☐

D: ☐ SR: ☐ LR: ☐

D: ☐ SR: ☐ LR: ☐

D: ☐ SR: ☐ LR: ☐

PHASE 3

16	
15	
14	
13	
12	
11	

ACHIEVEMENTS

- COMPLETE AN ENCOUNTER
PHASE 1 – 100 BP
PHASE 2 – 250 BP
PHASE 3 – 750 BP
PHASE 4 – 1250 BP
COMPLETE AN ENCOUNTER WITHIN...
1 ROUND – 100 BP
2 ROUNDS – 60 BP
3 ROUNDS – 25 BP
BREAK AN ENEMY'S CONCENTRATION
ON A SPELL OR OTHER EFFECT – 10 BP
END A CONDITION AFFECTING AN
ALLY* – 10 BP
FINISH AN ENCOUNTER WITHOUT
TAKING DAMAGE – 10 BP
KILL TWO OR MORE MONSTERS IN
ONE TURN – 10 BP
ROLL A 20 ON A DEATH SAVING
THROW – 10 BP
ROLL A CRITICAL HIT – 10 BP
STABILIZE AN ALLY WITH 0 HP – 10 BP
FINISH AN ENCOUNTER WITH NO
OTHER CONSCIOUS ALLIES – 25 BP
HEAL AN ALLY VIA A CLASS FEATURE
OR RACIAL TRAIT – BP = NUMBER OF
HIT POINTS HEALED

BP REWARDS

FREE EQUIPMENT
NONMAGICAL ARMOR (NO PLATE)
NONMAGICAL SHIELD
NONMAGICAL WEAPON (MAX 3)
COMPONENT POUCH/
SPELLCASTING FOCUS
SPELLBOOK (FOR WIZARDS)

MATERIAL SPELL COMPONENTS
WITH A COST = BP EQUAL TO
COMPONENT'S GP VALUE

POTIONS

HEALING (2d4+2) – 45 BP
GREATER HEALING (4d4+4) – 90 BP
SUPERIOR HEALING (8d4+8) – 225 BP
SUPREME HEALING (10d4+20) – 575 BP

DRAUGHTS (D)

PHASE 1 (2d4+4) – 45 BP
PHASE 2 (4d4+6) – 90 BP
PHASE 3 (8d4+10) – 225 BP
PHASE 4 (10d4+25) – 575 BP

SPECIALTY & MAGIC ITEMS

ITEM PRICES CAN BE FOUND ON
PAGE 6-7 OF THE GAUNTLET
ARENA SYSTEM HANDBOOK

D: ☐ SR: ☐ LR: ☐

D: ☐ SR: ☐ LR: ☐

D: ☐ SR: ☐ LR: ☐

D: ☐ SR: ☐ LR: ☐

D: ☐ SR: ☐ LR: ☐

D: ☐ SR: ☐ LR: ☐

PHASE 2

10	
9	
8	
7	
6	
5	

D: ☐ SR: ☐ LR: ☐

PHASE 1

D: ☐ SR: ☐ LR: ☐

D: ☐ SR: ☐ LR: ☐

REWARDS

D: ☐ SR: ☐ LR: ☐

D = DRAUGHT
SR = SHORT REST
LR = LONG REST

MONSTERS

CHARACTER RESOURCES & IMPROVEMENTS

SHORT RESTS (SR)

PHASE 1 – 80 BP
PHASE 2 – 200 BP
PHASE 3 – 475 BP
PHASE 4 – 1125 BP

LONG RESTS (LR)

PHASE 1 – 275 BP
PHASE 2 – 675 BP
PHASE 3 – 1650 BP
PHASE 4 – 2750 BP

ABILITY SCORE IMPROVEMENT – 3000 BP

FEAT – 3000 BP

BATTLE POINTS

ENCOUNTER (BP EARNED)	CURRENT	RESPIRE (BP SPENT)	CURRENT
-----------------------	---------	--------------------	---------

1:			
2:			
3:			
4: 250 +			
5:			
6:			
7:			
8:			
9:			
10: 750 +			
11:			
12:			
13:			
14:			
15:			
16: 1250 +			
17:			
18:			
19:			
20:			

MASTERS OF THE GAUNTLET

APPENDIX A: CORE RACES

DWARF 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 350 years.

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

Size. Dwarves stand between 4 and 5 feet tall and average about 150 pounds. Your size is Medium.

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

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

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

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

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

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

Languages. You can speak, read, and write Common and Dwarvish. Dwarvish is full of hard consonants and guttural sounds, and those characteristics spill over into whatever other language a dwarf might speak.

HILL DWARF

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

Ability Score Increase. Your Wisdom score increases by 1.

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



ELF ELF TRAITS

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

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 has made them vicious and dangerous. Drow are more often evil than not.

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

Speed. Your base walking speed is 30 feet.

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

Keen Senses. You have proficiency in the Perception skill.

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

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

After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

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

HIGH ELF

As a high elf, you have a keen mind and a mastery of at least the basics of magic. In many fantasy gaming worlds, there are two kinds of high elves. One type is haughty and reclusive, believing themselves to be superior to non-elves and even other elves. The other type is more common and more friendly, and often encountered among humans and other races.

Ability Score Increase. Your Intelligence score increases by 1.

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

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

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

HALFLING

HALFLING TRAITS

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

Ability Score Increase. Your Dexterity score increases by 2.

Age. A halfling reaches adulthood at the age of 20 and generally lives into the middle of his or her second century.

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

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

Speed. Your base walking speed is 25 feet.

Lucky. When you roll a 1 on the d20 for an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll.

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

Halfling Nimbleness. You can move through the space of any creature that is of a size larger than yours.

Languages. You can speak, read, and write Common and Halfling. The Halfling language isn't secret, but halflings are loath to share it with others. They write very little, so they don't have a rich body of literature. Their

oral tradition, however, is very strong. Almost all halflings speak Common to converse with the people in whose lands they dwell or through which they are traveling.

LIGHTFOOT

As a lightfoot halfling, you can easily hide from notice, even using other people as cover. You're inclined to be affable and get along well with others.

Lightfoots are more prone to wanderlust than other halflings, and often dwell alongside other races or take up a nomadic life.

Ability Score Increase. Your Charisma score increases by 1.

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

HUMAN

HUMAN TRAITS

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

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. Regardless of your position in that range, your size is Medium.

Speed. Your base walking speed is 30 feet.

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

DRAGONBORN

DRAGONBORN TRAITS

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

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. Most dragonborn are good, but those who side with evil can be terrible villains.

Size. Dragonborn are taller and heavier than humans, standing well over 6 feet tall and averaging almost 250 pounds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

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

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

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

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

Draconic Ancestry

Dragon	Damage Type	Breath Weapon
Black	Acid	5 by 30 ft. line (Dex. save)
Blue	Lightning	5 by 30 ft. line (Dex. save)
Brass	Fire	5 by 30 ft. line (Dex. save)
Bronze	Lightning	5 by 30 ft. line (Dex. save)
Copper	Acid	5 by 30 ft. line (Dex. save)
Gold	Fire	15 ft. cone (Dex. save)
Green	Poison	15 ft. cone (Con. save)
Red	Fire	15 ft. cone (Dex. save)
Silver	Cold	15 ft. cone (Con. save)
White	Cold	15 ft. cone (Con. save)

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

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

GNOME

GNOME TRAITS

Your gnome character has certain characteristics in common with all other gnomes.

Ability Score Increase. Your Intelligence score increases by 2.

Age. Gnomes mature at the same rate humans do, and most are expected to settle down into an adult life by around age 40. They can live 350 to almost 500 years.

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

Size. Gnomes are between 3 and 4 feet tall and average about 40 pounds. Your size is Small.

Speed. Your base walking speed is 25 feet.

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

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

Languages. You can speak, read, and write Common and Gnomish. The Gnomish language, which uses the Dwarvish script, is renowned for its technical treatises and its catalogs of knowledge about the natural world.

ROCK GNOME

As a rock gnome, you have a natural inventiveness and hardness 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). Using those tools, you can spend 1 hour and 10 gp worth of materials to construct a Tiny clockwork device (AC 5, 1 hp). The device ceases to function after 24 hours (unless you spend 1 hour repairing it to keep the device functioning), or when you use your action to dismantle it; at that time, you can reclaim the materials used to create it. You can have up to three such devices active at a time.

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

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

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

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

HALF-ELF

HALF-ELF TRAITS

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

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.

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

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

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

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

HALF-ORC

HALF-ORC TRAITS

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

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.

Alignment. Half-orcs inherit a tendency toward chaos from their orc parents and are not strongly inclined toward good. Half-orcs raised among orcs and willing to live out their lives among them are usually evil.

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

Speed. Your base walking speed is 30 feet.

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

Menacing. You gain proficiency in the Intimidation skill.

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

Savage Attacks. When you score a critical hit with a melee weapon attack, you can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

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

TIEFLING

TIEFLING TRAITS

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

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

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

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

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

Speed. Your base walking speed is 30 feet.

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

Hellish Resistance. You have resistance to fire damage.

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

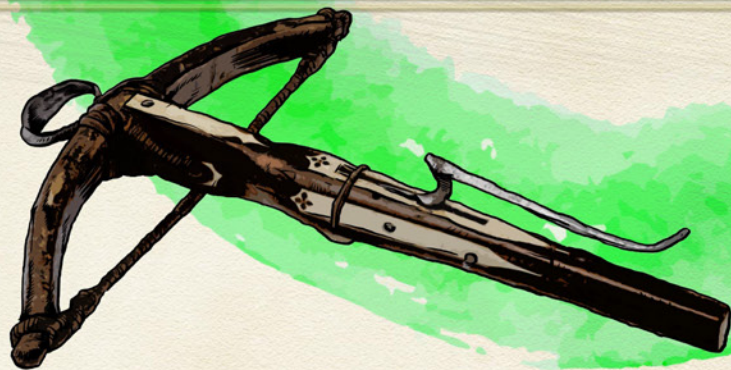
Languages. You can speak, read, and write Common and Infernal.



APPENDIX B: CORE ITEMS

EQUIPMENT

The following items are mundane armor, weapons, and adventuring gear that are referenced in the *Masters of the Gauntlet Handbook*, as well as two new special weapons: the atlatl and the twinblade.



Armor

Armor	Cost	Armor Class (AC)	Strength	Stealth	Weight
<i>Light Armor</i>					
Padded	5 gp	11 + Dex modifier	—	Disadvantage	8 lb.
Leather	10 gp	11 + Dex modifier	—	—	10 lb.
Studded leather	45 gp	12 + Dex modifier	—	—	13 lb.
<i>Medium Armor</i>					
Hide	10 gp	12 + Dex modifier (max 2)	—	—	12 lb.
Chain shirt	50 gp	13 + Dex modifier (max 2)	—	—	20 lb.
Scale mail	50 gp	14 + Dex modifier (max 2)	—	Disadvantage	45 lb.
Breastplate	400 gp	14 + Dex modifier (max 2)	—	—	20 lb.
Half plate	750 gp	15 + Dex modifier (max 2)	—	Disadvantage	40 lb.
<i>Heavy Armor</i>					
Ring mail	30 gp	14	—	Disadvantage	40 lb.
Chain mail	75 gp	16	Str 13	Disadvantage	55 lb.
Splint	200 gp	17	Str 15	Disadvantage	60 lb.
Plate	1,500 gp	18	Str 15	Disadvantage	65 lb.
<i>Shield</i>					
Shield	10 gp	+2	—	—	6 lb.

Weapons

Name	Cost	Damage	Weight	Properties
<i>Simple Melee Weapons</i>				
Club	1 sp	1d4 bludgeoning	2 lb.	Light
Dagger	2 gp	1d4 piercing	1 lb.	Finesse, light, thrown (range 20/60)
Greatclub	2 sp	1d8 bludgeoning	10 lb.	Two-handed
Handaxe	5 gp	1d6 slashing	2 lb.	Light, thrown (range 20/60)
Javelin	5 sp	1d6 piercing	2 lb.	Thrown (range 30/120)
Light hammer	2 gp	1d4 bludgeoning	2 lb.	Light, thrown (range 20/60)
Mace	5 gp	1d6 bludgeoning	4 lb.	—
Quarterstaff	2 sp	1d6 bludgeoning	4 lb.	Versatile (1d8)
Sickle	1 gp	1d4 slashing	2 lb.	Light
Spear	1 gp	1d6 piercing	3 lb.	Thrown (range 20/60), versatile (1d8)
<i>Simple Ranged Weapons</i>				
Crossbow, light	25 gp	1d8 piercing	5 lb.	Ammunition (range 80/320), loading, two-handed
Dart	5 cp	1d4 piercing	1/4 lb.	Finesse, thrown (range 20/60)
Shortbow	25 gp	1d6 piercing	2 lb.	Ammunition (range 80/320), two-handed
Sling	1 sp	1d4 bludgeoning	—	Ammunition (range 30/120)

Name	Cost	Damage	Weight	Properties
<i>Martial Melee Weapons</i>				
Battleaxe	10 gp	1d8 slashing	4 lb.	Versatile (1d10)
Flail	10 gp	1d8 bludgeoning	2 lb.	—
Glaive	20 gp	1d10 slashing	6 lb.	Heavy, reach, two-handed
Greataxe	30 gp	1d12 slashing	7 lb.	Heavy, two-handed
Greatsword	50 gp	2d6 slashing	6 lb.	Heavy, two-handed
Halberd	20 gp	1d10 slashing	6 lb.	Heavy, reach, two-handed
Lance	10 gp	1d12 piercing	6 lb.	Reach, special
Longsword	15 gp	1d8 slashing	3 lb.	Versatile (1d10)
Maul	10 gp	2d6 bludgeoning	10 lb.	Heavy, two-handed
Morningstar	15 gp	1d8 piercing	4 lb.	—
Pike	5 gp	1d10 piercing	18 lb.	Heavy, reach, two-handed
Rapier	25 gp	1d8 piercing	2 lb.	Finesse
Scimitar	25 gp	1d6 slashing	3 lb.	Finesse, light
Shortsword	10 gp	1d6 piercing	2 lb.	Finesse, light
Trident	5 gp	1d6 piercing	4 lb.	Thrown (range 20/60), versatile (1d8)
Twinblade ^{\$}	40 gp	1d6 slashing	5 lb.	Two-handed, special
War pick	5 gp	1d8 piercing	2 lb.	—
Warhammer	15 gp	1d8 bludgeoning	2 lb.	Versatile (1d10)
Whip	2 gp	1d4 slashing	3 lb.	Finesse, reach
<i>Martial Ranged Weapons</i>				
Atlatl ^{\$}	1 gp	1 piercing	2 lb.	Ammunition (range 120/480), loading, special
Blowgun	10 gp	1 piercing	1 lb.	Ammunition (range 25/100), loading
Crossbow, hand	75 gp	1d6 piercing	3 lb.	Ammunition (range 30/120), light, loading
Crossbow, heavy	50 gp	1d10 piercing	18 lb.	Ammunition (range 100/400), heavy, loading, two-handed
Longbow	50 gp	1d8 piercing	2 lb.	Ammunition (range 150/600), heavy, two-handed
Net	1 gp	—	3 lb.	Special, thrown (range 5/15)

Adventuring Gear

Item	Cost	Weight
<i>Ammunition</i>		
Atlatl darts (10) ^{\$}	1 gp	5 lb.
Arrows (20)	1 gp	1 lb.
Blowgun needles (50)	1 gp	1 lb.
Crossbow bolts (20)	1 gp	1½ lb.
Sling bullets (20)	4 cp	1½ lb.

SILVERED WEAPONS

Some monsters that have immunity or resistance to nonmagical weapons are susceptible to silver weapons so cautious adventurers invest extra coin to plate their weapons with silver.

SPECIAL WEAPONS

Weapons with special rules are described here.

Atlatl^{\$} An atlatl is a handheld tool used to hurl specially crafted spears with a force nearly equivalent to that of a longbow. When you make a ranged weapon

attack with an atlatl, the atlatl dart is considered a thrown melee weapon, and you use your Strength, instead of Dexterity, for the attack and damage rolls.

Twinblade^{\$} A twinblade is a double-bladed weapon with two swords extending in opposite directions from a central hilt. When you take the Attack action on your turn and make at least one attack with a twinblade, you can make one additional attack with it as a bonus action.

ADVENTURING GEAR

This section describes items that have special rules or require further explanation.

Alchemist's Fire. This sticky, adhesive fluid ignites when exposed to air. As an action, you can throw this flask up to 20 feet, shattering it on impact. Make a ranged attack against a creature or object, treating the alchemist's fire as an improvised weapon. On a hit, the target takes 1d4 fire damage at the start of each of its turns. A creature can end this damage by using its action to make a DC 10 Dexterity check to extinguish the flames.



Component Pouch. A component pouch is a small watertight leather belt pouch that has compartments to hold all the material components and other special items you need to cast your spells, except for those components that have a specific cost (as indicated in a spell's description).

Healer's Kit. This kit is a leather pouch containing bandages, salves, and splints. The kit has ten uses. As an action, you can expend one use of the kit to stabilize a creature that has 0 hit points, without needing to make a Wisdom (Medicine) check.

MAGIC ITEMS

The following magic items are presented in alphabetical order. A magic item's description gives the item's name, its category, its rarity, and its magical properties.

CORE MAGIC ITEMS

The following items are magic items that are referenced in the *Masters of the Gauntlet Handbook*.

ARMOR, +1, +2, +3

Armor (light, medium or heavy), rare (+1), very rare (+2), or legendary (+3)

You have a bonus to AC while wearing this armor. The bonus is determined by its rarity.

PORTABLE HOLE

Wondrous item, rare

This fine black cloth, soft as silk, is folded up to the dimensions of a handkerchief. It unfolds into a circular sheet 6 feet in diameter.

You can use an action to unfold a *portable hole* and place it on or against a solid surface, whereupon the *portable hole* creates an extradimensional hole 10 feet deep. The cylindrical space within the hole exists on a different plane, so it can't be used to create open passages. Any creature inside an open *portable hole* can exit the hole by climbing out of it.

You can use an action to close a *portable hole* by taking hold of the edges of the cloth and folding it up. Folding the cloth closes the hole, and any creatures or Objects within remain in the extradimensional space. No matter what's in it, the hole weighs next to nothing.

If the hole is folded up, a creature within the hole's extradimensional space can use an action to make a DC 10 Strength check. On a successful check, the creature forces its way out and appears within 5 feet of the *portable hole* or the creature carrying it. A breathing creature within a closed *portable hole* can survive for up to 10 minutes, after which time it begins to suffocate.

Placing a *portable hole* inside an extradimensional space created by a *bag of holding*, *handy haversack*, or similar item instantly destroys both items and opens a gate to the Astral Plane. The gate originates where the one item was placed inside the other. Any creature within 10

feet of the gate is sucked through it and deposited in a random location on the Astral Plane. The gate then closes. The gate is one-way only and can't be reopened.

POTION OF HEALING

Potion, rarity varies

You regain hit points when you drink this potion. The number of hit points depends on the potion's rarity, as show in the Potions of Healing table. Whatever its potency, the potion's red liquid glimmers when agitated.

Potions of Healing

Potion of...	Rarity	HP Regained
Healing	Common	2d4+2
Greater healing	Uncommon	4d4+4
Superior healing	Rare	8d4+8
Supreme healing	Very rare	10d4+20

SHIELD, +1, +2, +3

Armor (shield), uncommon (+1), rare (+2), or very rare (+3)

While holding this shield, you have a bonus to AC determined by the shield's rarity. This bonus is in addition to the shield's normal bonus to AC.

WAND OF THE WAR MAGE, +1, +2, +3

Wand, uncommon (+1), rare (+2), or very rare (+3) (requires attunement by a spellcaster)

You have a bonus to attack and damage rolls made with this magic weapon. The bonus is determined by the weapon's rarity.

WEAPON, +1, +2, +3

Weapon (any), uncommon (+1), rare (+2), or very rare (+3)

You have a bonus to attack and damage rolls made with this magic weapon. The bonus is determined by the weapon's rarity.



APPENDIX C: CORE MONSTERS

BEHIR

Huge monstrosity, neutral evil

Armor Class 17 (natural armor)

Hit Points 168 (16d12 + 64)

Speed 50 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	16 (+3)	18 (+4)	7 (–2)	14 (+2)	12 (+1)

Skills Perception +6, Stealth +7

Damage Immunities lightning

Senses darkvision 90 ft., passive Perception 16

Languages Draconic

Challenge 11 (7,200 XP)

ACTIONS

Multiaction. The behir makes two attacks: one with its bite and one to constrict.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 22 (3d10 + 6) piercing damage.

Constrict. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one Large or smaller creature. *Hit:* 17 (2d10 + 6) bludgeoning damage plus 17 (2d10 + 6) slashing damage. The target is grappled (escape DC 16) if the behir isn't already constricting a creature, and the target is restrained until this grapple ends.

Lightning Breath (Recharge 5–6). The behir exhales a line of lightning that is 20 feet long and 5 feet wide. Each creature in that line must make a DC 16 Dexterity saving throw, taking 66 (12d10) lightning damage on a failed save, or half as much damage on a successful one.

Swallow. The behir makes one bite attack against a Medium or smaller target it is grappling. If the attack hits, the target is also swallowed, and the grapple ends. While swallowed, the target is blinded and restrained, it has total cover against attacks and other effects outside the behir, and it takes 21 (6d6) acid damage at the start of each of the behir's turns. A behir can have only one creature swallowed at a time.

If the behir takes 30 damage or more on a single turn from the swallowed creature, the behir must succeed on a DC 14 Constitution saving throw at the end of that turn or regurgitate the creature, which falls prone in a space within 10 feet of the behir. If the behir dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 15 feet of movement, exiting prone.

GIANT CONSTRICTOR SNAKE

Huge beast, unaligned

Armor Class 12

Hit Points 60 (8d12 + 8)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	12 (+1)	1 (–5)	10 (+0)	3 (–4)

Skills Perception +2

Senses blindsight 10 ft., passive Perception 12

Languages —

Challenge 2 (450 XP)

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one creature. *Hit:* 11 (2d6 + 4) piercing damage.

Constrict. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 13 (2d8 + 4) bludgeoning damage, and the target is grappled (escape DC 16). Until this grapple ends, the creature is restrained, and the snake can't constrict another target.



GIANT ELK

Huge beast, unaligned

Armor Class 14 (natural armor)

Hit Points 42 (5d12 + 10)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	14 (+2)	7 (–2)	14 (+2)	10 (+0)

Skills Perception +4

Senses passive Perception 14

Languages Giant Elk, understands Common, Elvish, and Sylvan but can't speak them

Challenge 2 (450 XP)

Charge. If the elk moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 7 (2d6) damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

ACTIONS

Ram. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

Hooves. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one prone creature. *Hit:* 22 (4d8 + 4) bludgeoning damage.

KOBOLD

Small humanoid (kobold), lawful evil

Armor Class 12

Hit Points 5 (2d6 – 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (–2)	15 (+2)	9 (–1)	8 (–1)	7 (–2)	8 (–1)

Senses darkvision 60 ft., passive Perception 8

Languages Common, Draconic

Challenge 1/8 (25 XP)

Sunlight Sensitivity. While in sunlight, the kobold has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

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

ACTIONS

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

Sling. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.

MINOTAUR

Large monstrosity, chaotic evil

Armor Class 14 (natural armor)

Hit Points 76 (9d10 + 27)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	16 (+3)	6 (–2)	16 (+3)	9 (–1)

Skills Perception +7

Senses darkvision 60 ft., passive Perception 17

Languages Abyssal

Challenge 3 (700 XP)

Charge. If the minotaur moves at least 10 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be pushed up to 10 feet away and knocked prone.

Labyrinthine Recall. The minotaur can perfectly recall any path it has traveled.

Reckless. At the start of its turn, the minotaur can gain advantage on all melee weapon attack rolls it makes during that turn, but attack rolls against it have advantage until the start of its next turn.

ACTIONS

Greataxe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 17 (2d12 + 4) slashing damage.

Gore. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage.



POLAR BEAR

Large beast, unaligned

Armor Class 12 (natural armor)

Hit Points 42 (5d10 + 15)

Speed 40 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	16 (+3)	2 (–4)	13 (+1)	7 (–2)

Skills Perception +3

Senses passive Perception 13

Languages —

Challenge 2 (450 XP)

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

ACTIONS

Multiattack. The bear makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

SABER-TOOTHED TIGER

Large beast, unaligned

Armor Class 12

Hit Points 52 (7d10 + 14)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	15 (+2)	3 (–4)	12 (+1)	8 (–1)

Skills Perception +3, Stealth +6

Senses passive Perception 13

Languages —

Challenge 2 (450 XP)

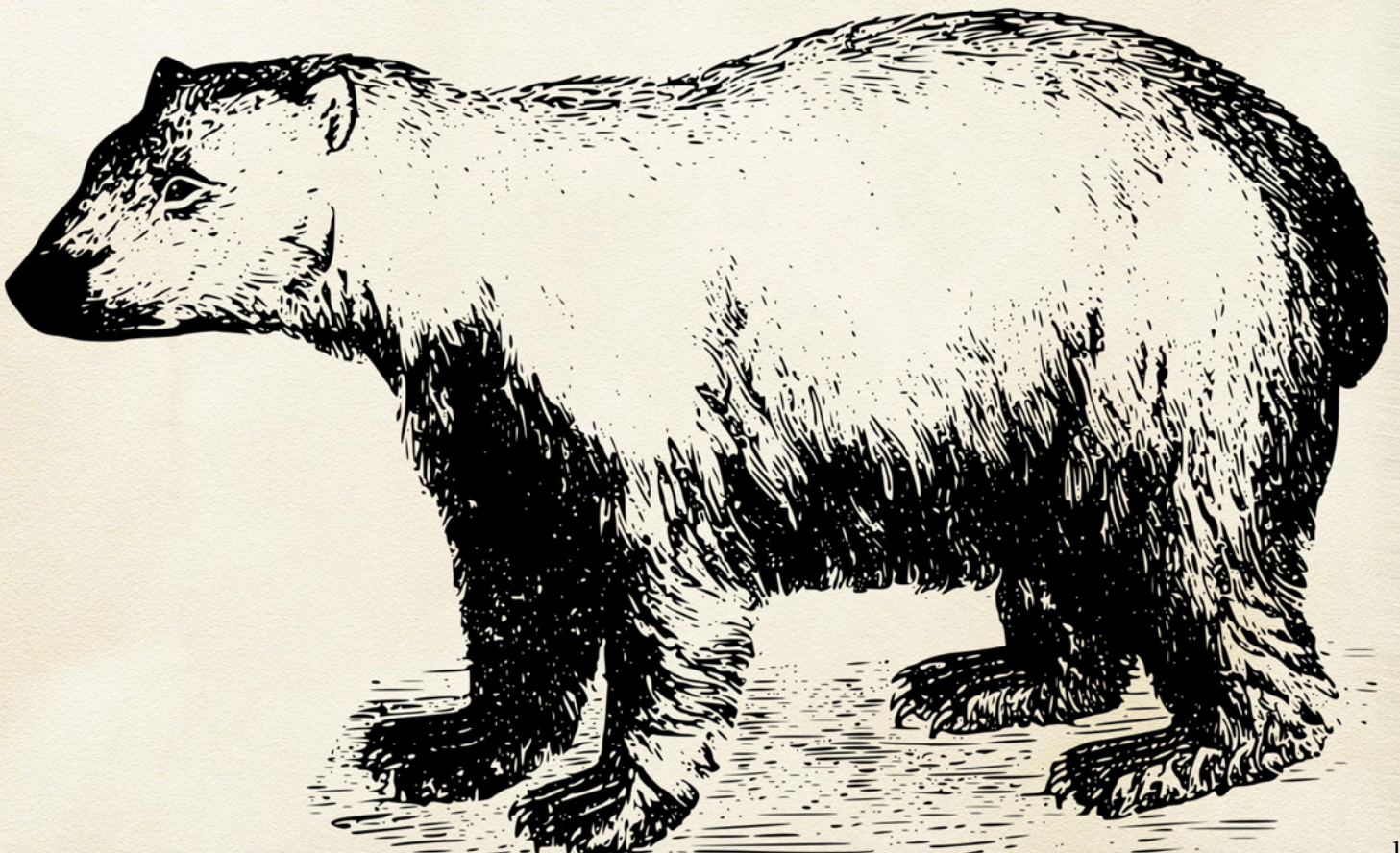
Keen Smell. The tiger has advantage on Wisdom (Perception) checks that rely on smell.

Pounce. If the tiger moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the tiger can make one bite attack against it as a bonus action.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (1d10 + 5) piercing damage.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.



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