DRAGON HERESY
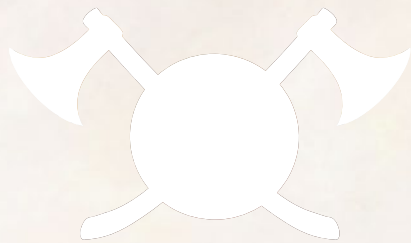
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by Douglas H. Cole

DRAGON HERESY

INTRODUCTORY SET

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INTRODUCTION

Welcome to *Dragon Heresy*—a fantasy roleplaying game featuring characters who are the chosen of the Norse gods. You will guide your characters actions, striving to perform great deeds and risk death in exchange for greatness…or at least a glorious end.

ABOUT DRAGON HERESY

Dragon Heresy is a high fantasy roleplaying game, with magic and the supernatural both real and part of everyday life. Certain things are true in the game that differ from most people's personal experiences.

Norse Mythology and Dragon Heresy

You will recognize many of the gods and creatures that you encounter—Woden (Odin), Donnar (Thor), Valfreya (Freya and Frigga combined), Loki, and the Valkyries are all present.

No real attempt is made to follow Norse mythology *exactly*. The trappings of the legends, and the feel of the setting, provide a living and vivid canvas. It's a fantasy roleplaying game, not an historical simulation. Have fun with it.

Etera

The game world is known as Etera, and the primary Norse-based culture is Torengar, a human-majority realm sitting south of Tanalor: the heart of the former empire of the dragonkin, and south and east of the Frostharrow, the stronghold of the Winterfae, the lesser alfar, and other fae-blooded creatures. Maps are provided of *Etera* and *Torengar* to help orient the GM and players.

Magic

An important part of the world of *Dragon Heresy* is that magic is *real*. It may be shadowy, secretive, or used for evil, but the power to alter what we consider immutable laws of physics is both real and known.

The world exists with the assumption of magic baked in. Effective prayers increase crop yields. Kings and counselors consider sorcerous eavesdropping when it comes to protecting secrets. While novel uses of spells and powers are possible, banal ones have already been considered and planned for.

Divine Presence

The Norse gods who inspire the setting, collectively called the Aesir, are *real*. They created Etera and walk upon it.

Religious belief in Etera is not a matter of convenience. It is a vital, living connection between the peoples of Etera and the Aesir. Offering sacrifices to the gods, or invoking the name of an Aesir to make an oath binding? Not just a formality.

Polytheism, Evangelism, and the Aesir

The default assumption in *Dragon Heresy*—and in Torengar and Barakthel in particular—is that people feel an affinity for one or more of the Aesir, and will associate with them, pray to them, and emulate the strengths that particular deity embodies. Affinity with one does not imply a *rejection* of other Aesir. A Torengur with such a singular affinity stands on thin ice denying the existence and power of the others.

WHAT IS ROLEPLAYING

Roleplaying is interactive storytelling. You play the roles of characters who are mundane and magical, mighty warriors and cunning rogues, wandering skalds and wielders of arcane powers.

The Players

In a roleplaying game, you create a character, a collection of descriptive and game-mechanical abilities that provide the lens through which you, as a player, interact with the setting. Playing the game reveals their saga.

The Gamemaster

The Gamemaster, or GM, portrays the voices and actions of the men, women, monsters, and gods the players' characters might meet while adventuring. The GM also provides the plot outline, and sets the structure and tone of the game.

"I, his chronicler, who alone can tell thee of his saga. Let me tell you of the days of high adventure!"

-Akiro the Wizard/Narrator (Conan the Barbarian, 1982)

CORE MECHANICS

This chapter covers the basic terms and concepts used to play *Dragon Heresy*. Some of the mechanics are different than versions and editions of other games: read carefully so as not to confuse their usage with casual-language or other games' terms of art.

CERTAINTY AND UNCERTAINTY

When the story calls for a task with an unknown outcome, resolve the uncertainty by rolling dice: The outcome is unknown until the moment of decision. There are only a few core mechanics to determine an outcome when circumstances and good roleplaying don't provide an apt or obvious resolution.

Specific Trumps General

Dice resolution mechanics and task difficulty guidelines dictate the probability of success or failure of a given die roll. That being said, always, always let the players be clever; if they come up with a viable solution themselves, no die roll is needed.

DICE

The polyhedral dice used in *Dragon Heresy* have from 4 to 20 sides. The notation for a die is the letter d (lowercase) followed by the number of sides on the die, the maximum number it can roll. The die types are d4, d6, d8, d10, d12, and d20.

Generate other random numbers by doing simple math on the dice, or by rolling several. Flip a coin or roll any die and treat an odd number as a 1, an even number as a 2 in order to emulate a d2. Partition a d6 or d12 to resolve a d3: for a d6 a 1-2 reads as a 1, 3-4 is a 2, and 5-6 is a 3.

Generate random numbers from 1-100 by rolling two 10-sided dice as "percentile dice", reading one die as the tens digit, and the other as the ones digit: a 7 and a 4 produce 74, a 0 and a 6 is 6. There is one special case: a roll of 0 and 0 is "100."

When it is necessary to roll several dice, the digit before the "d" expresses the number of dice rolled, so that 3d12 is, "Roll three 12-sided dice and add them together," while 2d6–2 is, "Roll two six-sided dice and subtract two from that sum." Multiplication is expressed as, "Roll 1d10×10," generating results from 10 to 100 by powers of 10. Rolling d6×d6 multiplies the results of two 1d6 rolls.

ADVANTAGE & DISADVANTAGE

Sometimes a special ability or spell gives you advantage or disadvantage on an ability check, a saving throw, or an attack roll. When that happens, roll a second d20 when you make the roll. Use the higher of the two rolls if you have advantage, and use the lower roll if you have disadvantage. For example, if you have disadvantage and roll a 17 and a 5, use the 5. If you instead have advantage, use the 17.

If multiple situations affect a roll and all grant advantage or impose disadvantage, you still don't roll more than one additional d20.

If circumstances cause a roll to have both advantage and disadvantage, you have neither, and roll a single d20. This is true even if multiple circumstances impose disadvantage and only one grants advantage or vice versa: you have neither advantage nor disadvantage.

When you have advantage or disadvantage and something in the game lets you re-roll the d20, re-roll only one of the dice. You choose which one.

ABILITY CHECKS

An ability check tests a creature's innate talent and training to overcome a challenge. The GM calls for an ability check when a creature attempts an action that has a chance of failure. When the outcome is uncertain, the dice determine the results.

For every ability check, the GM decides which of the six abilities is relevant to the task at hand, as well as the difficulty of the task, represented by a Difficulty Class (DC). The more difficult a task, the higher its DC. The *Typical Difficulty Classes* table shows common DCs.

Roll a d20 and add the relevant ability modifier. As with other d20 rolls, apply bonuses and penalties, then compare the total to the DC.

Successful Checks. If the total *equals or exceeds* the DC, the ability check is a success—the creature overcomes the challenge at hand. Otherwise, it's a failure, and the creature makes no progress toward the objective or makes progress combined with a setback determined by the GM. Whenever the rules provide a target number for an ability check, saving throw, or attack roll, it is considered successful if the roll equals or exceeds that target. This is referred to as *meeting the ability check DC.*

Attack Rolls. The most common ability check is the attack roll. Whether with a weapon, fists, or a spell, an attack follows the same conventions as any ability check: roll 1d20 and add an ability bonus, which may be boosted if a creature is proficient in the ability. The check is successful if it meets or exceeds the target number. For more details, see **Combat**.

Typical Difficulty Classes

Task Difficulty	DC
Very easy	5
Easy	10
Medium	15
Hard	20
Very hard	25
Nearly impossible	30

Contests

Sometimes one creature's efforts directly oppose another's. Both are trying to do the same thing, such as snatching up a magic ring from the floor, and only one can succeed. This situation also applies when one creature is trying to prevent another from accomplishing a goal—for example, when a monster tries to force open a door that an adventurer is holding closed. In situations like these, determine the outcome using a special ability check, called a Contest.

Both participants in a contest make ability checks appropriate to their efforts. Apply all applicable modifiers, and instead of comparing the total to a static DC, compare the totals of their two checks. The participant with the higher check total wins the contest. That creature either succeeds at the action or prevents the other one from succeeding.

If the contest results in a tie, the situation remains the same as it was before the contest. Thus, one contestant might win the contest by default. If two characters tie in a contest to snatch a ring off the floor, neither character grabs it. In a contest between a monster trying to open a door and an adventurer trying to keep the door closed, a tie means that the door remains shut.

Saving Throws

A saving throw—also called a save—is rolled to avoid the effects of a spell, trap, poison, disease, or similar threat. You don't decide to make a saving throw; you are forced to make one because your character is at risk of harm.

To make a saving throw, roll a d20 and add the appropriate ability modifier. For example, use your Dexterity modifier for a Dexterity saving throw.

Each class gives proficiency in at least two saving throws; e.g. the wizard is proficient in Intelligence and Wisdom saves. Proficiency lets a character add the proficiency bonus to saving throws made using a particular ability score. Some monsters also have saving throw proficiencies.

Saving throws are adjusted by situational modifiers, as well as by players affected by advantage and disadvantage.

Determine the Difficulty Class for a saving throw by the effect that causes it; e.g. the DC for a saving throw allowed by a spell derives from the caster's spellcasting ability and proficiency bonus.

The effect that allows the save describes the results of a successful or failed saving throw. A successful save often means that a creature suffers reduced or no harm from an effect.

Effect Rolls

The final type of die roll is the effect roll, occurring frequently in the context of rolling damage for an attack. Dice rolls determine the magnitude of the effect, and are either tallied directly (such as with damage), or compared to some other trait or score, in which case special conditions might apply.

Incremental Effects

Vigor points, wounds, and control points are examples of incremental effects. As an effect's magnitude increases, the character suffers increasingly severe impairments. For example, **exhaustion** (an incremental condition) comes in levels. The first level is debilitating; the sixth is fatal.

Conditional Effects

Other effects are either on or off. You're **demoralized**, or you are not; you are **injured** or not. Each condition acts as a "tag" imparting game-mechanical effects. These conditions are easily implemented during play and require less bookkeeping than incremental effects.

Ability Scores

The six ability scores provide a quick summary of every creature's physical and mental characteristics. All skills rely on one of the six attributes, and the ability score modifiers influence combat and non-combat actions.

The scores each measure a different aspect of a creature's potential.

- **Strength** measures physical power
- **Dexterity** measures agility, coordination, and quickness of reactions
- **Constitution** measures endurance and physical grit
- **Intelligence** measures reasoning and memory
- **Wisdom** measures perception and insight
- **Charisma** measures force of personality and willpower

Is a character muscle-bound and insightful? Brilliant and charming? Nimble and hardy? Ability scores help define these qualities—they describe a creature's assets and weaknesses.

The three main rolls of the game—the ability check, the saving throw, and the attack roll—rely on the six ability scores' modifiers.

Ability Scores and Modifiers

An ability score measures competence in activities related to that ability. Each of a creature's abilities has a score, a number that expresses the magnitude of that trait.

A score of 10 or 11 is the normal human average. Adventurers' normal maximum score is 20. Monsters and divine beings can have scores as high as 30.

Each ability has a modifier, derived from the score, ranging from –5 (for an ability score of 1) to +10 (for a score of 30).

The *Ability Modifiers* table notes the ability modifiers for the range of possible ability scores.

If creatures or objects have an ability score of zero, they may not make ability checks for that ability, and automatically fail such checks.

Ability modifiers come up in play more frequently than their associated scores. When halving modifiers, always round **down**.

Skills

Each ability covers a broad range of capabilities. A skill represents a specific aspect of an ability score. Proficiency in a skill demonstrates focus on that aspect. A character's starting skill proficiencies are determined at character creation, and a monster's skill proficiencies appear in the monster's stat block.

The skills related to each ability score appear in the following list (no skills are based on Constitution). See the ability's description for examples of how to use a skill associated with an ability.

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

Ability Modifiers

Score	Modifier
1	–5
2–3	–4
4–5	–3
6–7	–2
8–9	–1
10–11	+0
12–13	+1
14–15	+2
16–17	+3
18–19	+4
20–21	+5
22–23	+6
24–25	+7
26–27	+8
28–29	+9
30	+10

Passive Score

A passive score represents the average result for a task done repeatedly, such as constantly checking for secret doors. A passive score, or passive ability check, is also used when determining whether the character succeeds at something without actively attempting to do so, such as noticing a hidden monster or a tripwire concealed in the floor.

Determine a character's passive ability score as follows:

10 + ALL MODIFIERS THAT NORMALLY APPLY TO THE CHECK

If the character has advantage on the check, add 5. For disadvantage, subtract 5.

Example: A 1st-level character has a Wisdom of 15 (+2 modifier) and proficiency in Perception (+2 at first level). He has a passive Wisdom (Perception) score of 14; if a circumstance grants him advantage, his passive Perception increases to 19.

The rules on **hiding** and Stealth mentioned in the entry for Dexterity rely on passive checks, as do the exploration rules.

Using Each Ability

Every skill in the game derives from one of the six ability scores. This section explains in more detail what those abilities mean and the ways to use them in the game.

Using Strength

Strength measures bodily power, athletic training, and raw physical force.

Athletics. Your Strength (Athletics) check covers difficult situations you encounter while climbing, jumping, or swimming.

Attack Rolls and Damage. Add your Strength modifier to your Attack roll and your Damage roll when attacking with a melee weapon such as a mace, a battleaxe, or a javelin. Use the same modifier for thrown melee weapons.

Grappling. Grapple by making an attack roll adding your Strength (Athletics) modifier. If you are proficient in Athletics, you add your proficiency bonus to your Hit DC for grappling (in lieu of the proficiency for weapons). Add your Strength modifier to your Damage roll (based on the die type you roll for Vigor Dice) for determining control. Your Strength score also sets the maximum control you can withstand when being grappled. See the *Grappling* section for more details.

Carrying Capacity. Your carrying capacity is your Strength score multiplied by 15. This is the weight (in pounds) that you can carry, which is high enough that most characters don't usually have to worry about it. *Double* the carrying capacity for each size class above Medium, and *halve* it for each class below. Thus, Tiny creatures with Strength 10 have a carrying capacity just shy of 40 lbs, while a Strength 10 Gargantuan dragon has a carrying capacity of 1,200 lbs, and a Strength 30 Gargantuan dragon can heft 3,600 lbs.

Push, Drag, or Lift. You can push, drag, or lift a weight in pounds up to twice your carrying capacity (30× your Strength score). While pushing or dragging weight greater than your carrying capacity, your base speed drops to 5 feet.

Using Dexterity

A Dexterity check models any attempt to move nimbly, quickly, or quietly, or to keep from falling on tricky footing.

Acrobatics. Your Dexterity (Acrobatics) check covers your attempt to stay on your feet in a tricky situation. The GM will request a Dexterity (Acrobatics) check if a character performs acrobatic stunts, including dives, rolls, somersaults, and flips.

Sleight of Hand. Whenever you attempt an act of legerdemain or manual trickery, such as planting something on someone else, picking a pocket, or concealing an object on your person, make a Dexterity (Sleight of Hand) check.

Stealth. Make a Dexterity (Stealth) check when you attempt to conceal yourself from enemies, slink past guards, slip away without being noticed, or sneak up on someone without being seen or heard. Use a passive Dexterity (Stealth) score at disadvantage to represent characters' "casual" Stealth: not making special effort to keep silent, but moving steadily and quietly.

Other Dexterity Checks. The GM might call for a Dexterity check when you try to accomplish tasks such as picking a lock, disarming a trap, or playing a musical instrument. This may require special tools (thieves' tools for locks and traps, or a harp to play music).

Attack Rolls and Damage. Add your Dexterity modifier to your attack roll when attacking with a ranged weapon, such as a sling or a longbow. If it is higher than your Strength modifier, add your Dexterity modifier to your attack roll and your

damage roll when attacking with a melee weapon that has the *finesse* property, such as a dagger or rapier.

Critical Threat Range. Most attacks score a critical hit if a natural 20 is rolled on the attack roll. Ranged weapon attacks increase your critical threat range by half of your Dexterity modifier (rounded down).

Example: An archer with +3 proficiency also has a Dexterity modifier of +3; when shooting a shortbow (1d6 damage), they roll 1d20+6 as an attack roll, and a flat 1d6 for damage, but score a critical hit on a 19-20 instead of just a 20.

Threat DC. Add your Dexterity bonus to your Threat DC, though wearing medium or heavy armor may reduce the effective bonus.

Initiative. Initiative determines turn order in combat. At the beginning of every combat, roll initiative by making a Dexterity check. Resolve actions in descending order of Initiative until combat ends.

Using Constitution

Constitution checks are uncommon, and the endurance this ability represents is largely passive rather than involving a specific effort on the part of a creature. A Constitution check can model your attempt to push beyond normal limits, and you make Constitution saving throws to avoid wound-related conditions, and to avoid exhaustion during rapid overland travel.

Wounds and Vigor. Your Constitution *score* contributes directly to your wounds, while your Constitution *modifier* contributes to vigor. Add your Constitution modifier to each Vigor Die you roll for your vigor points.

If your Constitution or Constitution modifier changes, your Wound Maximum and Maximum Vigor change as well.

Using Intelligence

An Intelligence check comes into play when you need to draw on logic, education, memory, or deductive reasoning. These checks can be used in combat to recall tactically useful information concerning a foe.

Arcana. Your Intelligence (Arcana) check measures your ability to recall lore about spells, magic items, eldritch symbols, magical traditions, the Nine Realms, Yggdrasil, and the inhabitants of those Realms.

History. Your Intelligence (History) check measures your ability to recall lore about historical events, legendary people,

ancient kingdoms, past disputes, recent wars and rumors of war, and lost civilizations.

Investigation. When you look around for clues and make deductions based on those clues, you make an Intelligence (Investigation) check.

Nature. Your Intelligence (Nature) check measures your ability to recall lore about terrain, plants and animals, the weather, and natural cycles of the world.

Religion. Your Intelligence (Religion) check measures your ability to recall lore about deities, rites and prayers, religious hierarchies, holy symbols, and the practices of secret cults.

Spellcasting Ability. Wizards use Intelligence as their spellcasting ability, which helps determine the saving throw DCs of spells they cast.

Using Wisdom

A Wisdom check reflects efforts to read body language, understand someone's feelings, notice things about the environment, or care for an injured person.

Animal Handling. Your Wisdom (Animal Handling) check determines whether you can calm down a domesticated animal, keep a mount from getting spooked, sense an animal's intentions, or control your mount when attempting a risky maneuver.

Insight. Your Wisdom (Insight) check informs whether you can discern the true intentions of a creature, sense emotional shifts, or spot lies. You might use Wisdom (Insight) to predict someone's next move by gleaning clues from body language, speech habits, and changes in mannerisms.

Medicine. Make a Wisdom (Medicine) check to stabilize a dying companion or diagnose an illness. (See *Healing with Medicine* for details.)

Perception. Your Wisdom (Perception) check lets you spot, hear, or otherwise detect the presence of something. It measures your general awareness of your surroundings and the keenness of your senses.

Survival. The GM will ask you to make a Wisdom (Survival) check to follow tracks, hunt wild game, guide your group through frozen wastelands, identify signs that owlbears live nearby, predict the weather, or avoid quicksand and other natural hazards.

Spellcasting Ability. Clerics use Wisdom as their spellcasting ability, which helps determine the saving throw DCs of spells they cast.

Using Charisma

Check Charisma to influence or entertain others, make an impression, tell a convincing lie, or navigate a tricky social situation.

Deception. Your Charisma (Deception) check determines whether you convincingly hide the truth by ambiguity or lies, either verbally or through your actions.

Intimidation. Influencing someone through overt threats, hostile actions, and physical violence requires a Charisma (Intimidation) check.

Performance. Your Charisma (Performance) check influences your ability to swan an audience with music, dance, acting, storytelling, or some other form of entertainment.

Persuasion. Influencing people with tact, social graces, or good nature calls for a Charisma (Persuasion) check.

Spellcasting Ability. Skalds, paladins, sorcerers, and warlocks use Charisma as their spellcasting ability, which helps determine the saving throw DCs of spells they cast.

Opposed Checks. When Charisma checks are opposed by another being, resolve them as Contests rather than rolls against a target number. The GM decides whether the opposition rolls (and which skill), or instead uses its passive score (10 + the ability modifier).

Using Skills with Different Abilities

Ordinarily, your proficiency in a skill is applied to a typical use for an ability check. Proficiency in Athletics, for example, usually applies to Strength checks. In some situations, though, your proficiency might reasonably apply to a different kind of check: Intelligence (Athletics) represents knowledge of rules in a sporting contest, and Strength (Intimidation) is used to bully someone through physical presence in cases where Charisma is low or irrelevant. In such cases, the GM may call for a check using an unusual combination of ability and skill. Additionally, you can ask your GM if a specific proficiency applies to a different check.

CREATURE CHARACTERISTICS

Every creature, whether a PC, NPC, or monster, is similarly described in the game. This description includes the attributes and modifiers, defensive target numbers, wound and control thresholds, damage reduction, creature size class and modifiers, and vigor and Vigor Dice. Each description also lists abilities and actions that vary by individual creature.

Some of these concepts are detailed later in the book; Size and Proficiency are only detailed here.

CREATURE SIZE

Each creature takes up a different amount of space, and size class implies weight and carrying capacity. Larger creatures require more wounds to injure, and are harder to grapple due to both size and mass. The **Size Adjustment** table shows how much space a creature of a given size controls in combat. Objects use the same size categories.

Space

A creature's space is the area in feet that it effectively controls in combat, not an expression of its physical dimensions. A typical Medium creature isn't 5 ft. wide, but it controls a space that wide. If a Medium hobgoblin stands in a 5 ft. wide doorway, other creatures can't pass freely unless the hobgoblin lets them.

Squeezing into a Smaller Space

A creature can squeeze through a space large enough for a creature half its size. A Large creature (occupying a 10 ft. × 10 ft. space) can fit through a 5 ft. wide corridor if it squeezes hard enough. Small and Medium creatures can wedge themselves through a 2.5 ft. opening, and a tiny creature can fit into about a 15-inch opening.

While squeezing through a space, a creature moves at half speed, and it has disadvantage on attack rolls and on Dexterity saving throws. Attack rolls against the creature have advantage while it's in the smaller space.

Size and Strength

Larger creatures can bear more weight, take more wounds, and are more difficult to grapple into submission.

Multiply a creature's carrying capacity, Wound Maximum, and Control Maximum by the modifiers in their respective columns in the **Size Adjustment** table.

Size Adjustment

Size	Space	Wound/Control Point Maximum Modifier	Carrying Capacity Modifier	Base Grappling Damage
Tiny	2 ½ by 2 ½ ft.	× ½	× ¼	1d4
Small	5 by 5 ft.	× ¾	× ½	1d6
Medium	5 by 5 ft.	× 1	× 1	1d8
Large	10 by 10 ft.	× 1.5	× 2	2d6
Huge	15 by 15 ft.	× 2	× 4	2d8
Gargantuan	20 by 20 ft. or larger	× 4	× 8	4d8

Damage Reduction (DR)

If a creature is physically struck by a blow, it isn't injured unless the attack gets through to the creamy creature center. An attack must penetrate any armor, thick scales, or otherworldly protection that stands between a creature and harm. This is measured by damage reduction, which is subtracted from rolled damage. (See **Defensive Action**.)

Combat Target Numbers

Two target numbers set the Difficulty Class for melee and ranged attacks, and represent your skill and mobility to avoid the effects of combat. The terms are introduced here as definitions, with more details provided in the chapter on **Combat**.

Threat DC. This is the basic difficulty for an attack to have a chance of success. If an attack does not meet the Threat DC, it simply misses. If the Threat DC is met, then an attack either forces a reaction from the defender (which is represented by a loss of vigor), or actually strikes the target. (See **Threat DC**).

Hit DC. Some attacks are too fast or too skillfully made for an in-tempo defensive response, and the Hit DC, which is always at least equal to the Threat DC, and is frequently much higher, represents the limits of normal defensive capability. If an attack meets the Hit DC, the target must either take the hit, or spend a reaction to employ a desperate defensive measure. (See **Hit DC**.)

Proficiency Bonus

Creatures have a proficiency bonus, determined by level or Challenge rating, listed on their character class progression table or incorporated in their stat blocks. The rules for ability checks, saving throws, and attack rolls use this bonus.

Unless a situation specifically precludes the use of a skill or ability, you may always make an attempt using your unmodified ability bonus.

Some circumstances may double or halve your proficiency before you apply it. This alters, temporarily, the value of the bonus for the task. If your proficiency is 0, doubling or halving has no effect. When halving, round **down**.

Your proficiency bonus can't be added to a single die roll or other number more than once. If two circumstances each provide a different bonus (e.g., one gives +6, the other +3), you apply the *best* bonus: they do not stack.

Expertise. Some class abilities or other features will allow you to add twice your proficiency bonus to ability checks every time you use a particular ability. This is referred to as having *expertise* in a skill or ability, and represents advanced training in such tasks.

Vigor Dice and Vigor Points

Vigor points measure a character's reserve of defensive capabilities. Once that reserve is depleted, every blow threatens a real—and potentially fatal—injury. Creatures deplete and recover their vigor points on an "encounter-level" time scale. Once a fight is over—and in some cases, even during a fight—you can quickly recover vigor.

Determine vigor points by rolling Vigor Dice. A character has a certain Vigor Die type (from d6 though d12), with more martial and athletic character classes getting higher die types. Monsters' base Vigor Die type depends on their size class. More challenging creatures have higher numbers of Vigor Dice.

Vigor Points

Vigor points (or more simply, vigor) measure the reserve of skill, grit, luck, and physical stamina that every character possesses. Loss of vigor does not represent physical injury. Ever.

Vigor Points. At first level, you get vigor points equal to the *maximum* value of your Vigor Die, plus your Constitution modifier.

At subsequent levels, *roll* an additional Vigor Die based on the type given for the character level you are entering. Add your Constitution modifier to each roll.

*Example: A first level Fighter has a d10 Vigor Die, and starts with base vigor points of 10, the maximum possible roll on that die. If she has a Constitution modifier of +2, she adds this to the base score for a total Vigor of 12. At second level, the Fighter **rolls** an additional d10, gets a 7, and adds +2 for her Constitution modifier, for a total of 9 additional vigor, and a new Vigor Maximum of 21. This is her reserve of protection before her defenses and endurance wear down enough to risk actual injury on each blow.*

Temporary Vigor Points

Spells and special abilities may bestow temporary vigor on a creature, even in excess of the usual Vigor Maximum.

Any damage converted to vigor comes off of temporary vigor points first, and any leftover carries over to the pool of normal vigor points. For example, if you have 5 temporary vigor points and take 7 damage as vigor, you lose all 5 temporary vigor points and then 2 from your regular vigor pool.

Healing and rest do not restore temporary vigor points. Sources of temporary vigor do not "stack." If you have temporary vigor points and receive more of them, you decide whether to keep the ones you have or to gain the new ones. For example, if a spell grants you 12 temporary vigor points when you already have 10, you would choose to replace the 10 with the new total of 12. If the spell gave 6 instead, the temporary vigor remains at 10.

You lose any temporary vigor you have when rendered **unconscious** or **incapacitated**. Beyond that, unless a feature that grants you temporary vigor has a duration, they last until they're depleted or you finish a long rest.

Wound and Control Maxima

Wounds represent physical injury to the character. While vigor is quickly recovered, wounds are persistent, painful, and debilitating (see *Healing Wounds*). Control Points represent impaired ability due to outside interference, grappling being the most common cause.

Taking Wounds. Accumulating wounds can cause impairment, induce fear or demoralization, render a character **unconscious**, and eventually cause death. Wounds represent actual injury: broken bones, lacerated skin, and other destructive results. (See *Damage and Injury*.)

Control. If someone grapples you, or forces an opening in your defenses with a shield or blade bind, they inflict damage with the *control* damage type. The more control scored against you, the more impaired your movements and skills. (See *Grappling*.)

Wound Maximum

The Wound Maximum determines how hard a creature is to kill. It is equal to the character's Constitution score, modified by a character's Strength and Size.

WOUND MAXIMUM = (CONSTITUTION SCORE + STRENGTH MODIFIER) × SIZE ADJUSTMENT

Once you can no longer dodge, parry, or effectively defend yourself, you start suffering blows that may cause injury. Damage that exceeds the DR of armor wound is recorded as wounds on the character sheet: your character is injured.

Strength Modifier. Add the creature's Strength modifier to the Constitution score. If a medium creature has Constitution 16 and Strength 14 (+2 modifier), the Wound Maximum is 18.

Size Multiplier. Creatures that are very large or very small adjust their Wound Maximum accordingly. Multiply the Wound Maximum determined by the creature's Constitution and Strength modifier by the value on the *Size Adjustment* table (round up for Small or Tiny creatures).

Control Maximum

To determine the maximum Control each combatant can resist before being **incapacitated**, add the full value of the Strength attribute to the character's Dexterity modifier. Modify that total for the creature's size class per the *Size Adjustment* table.

CONTROL MAXIMUM = (STRENGTH SCORE + DEXTERITY MODIFIER) × SIZE MODIFIER

Example: Joye Egareva has all stats of 10, so she has a Control Maximum equal to her Strength score, or 10. Thundark the Berserker is a Large creature with Dexterity 14 (+2) and Strength 18, so he will have a Control Maximum of 20 x 1.5 (for Large) = 30.

The Control Maximum should be treated like the creature's Wound Maximum, or ability scores: Things that increase hit rolls, including situational attack or defense modifiers, do not increase the Control Maximum.

Abilities that directly alter Strength or Dexterity, level drains, or other effects that lower either Vigor Dice or proficiency, *do* change the Control Maximum.

GENERATING CHARACTERS

Each player needs at least one character. Characters are defined by choices you make with respect to abilities, race, class, background, equipment, and a few other things.

During the game, your character will confront foes, build their skills and reputation, amass wealth and fame, and reveal their destiny. They will join the ranks of the glorious and storied heroes, or perish as monster chow. First, figure out who they are…

The Basics

First determine your Ability Scores, Background, Class, and Race…the basic building blocks of a *Dragon Heresy* character.

Assign Ability Scores. Each character starts with one of three standard arrays of scores, allocated as the player likes. They're not final yet: your choice of race modifies the scores. Choose between:

- 15, 13, 12, 10, 9, 7
- 14, 13, 12, 12, 11, 9
- 13, 12, 12, 12, 12, 12

Background. Select a background. Your choice provides a background feature, as well as one or more skill proficiencies. With enough imagination, any background may be paired with any class.

Choose your class. Your class is your profession. It defines skill focus, abilities, and niche (combatant, healer, skill expert, etc.).

Select race. Ability score bonuses vary for each non-human race; humans get +1 to all six ability scores.

Personalization. Give your character a name, gender, alignment tendency, and physical description. *Alignment* describes the character's moral, ethical tendency and outlook.

Calculations

After ability scores are finalized, and the other game-mechanical choices are made, calculate a few important quantities before play begins. Each is explained in detail in a later section.

Vigor Dice. You begin with one Vigor Die, and gain another each level.

Vigor Points. You start with vigor equal to the maximum number of your Vigor Die type, plus any modifiers for Constitution.

Example: A fighter with Constitution 14 (+2) starts with 10 vigor from their 1d10 Vigor Die type, +2 for Constitution, for 12 total.

Threat DC. Your Threat DC, the target number used to see if an attack just misses, is equal to:

10 + Dexterity modifier + Other Modifiers

Other modifiers might include tweaks for a fighting style, or the +4 bonus to Threat DC received for being proficient with a shield.

Hit DC. This target number gives an upper bound to successfully defending yourself via skill, luck, and stamina.

Hit DC = Threat DC + 8 + Proficiency bonus

Control Thresholds. Your Control Maximum is equal to your Strength score plus your Dexterity Modifier. Multiply by 3/4 if your Size is Small. You are **grabbed** at up to 1/4 your Control Maximum, **grappled** at up to 1/2 your Control Maximum, **restrained** at up to your Control Maximum, and *incapacitated* above your Control Maximum.

Wound Thresholds. Your Wound Maximum is equal to your Constitution score plus your Strength Modifier. Multiply by 3/4 if your Size is Small. You risk being **demoralized** up to 1/4 of your Wound Maximum, **injured** at up to 1/2 of your Wound Maximum, and **unconscious** at up to your Wound Maximum.

If you exceed your Wound Maximum, you risk *death*. If you exceed twice your Wound Maximum, you die *instantly*.

Roll the Bones

The classic method of generating ability scores is to roll dice. Rolling 4d6 and dropping the lowest die for each score produces an array similar to those listed. For that old-school feel, roll 3d6 *in order* for your attributes and accept what the Norns give you.

CHARACTER RACES

Etera boasts many sapient and sentient creatures, some sharing common culture and heritage with humanity. The player-character races of *Dragon Heresy* are those commonly encountered in the countries near Torengar. Some civilized races get along well with humans, some tolerate them, while a few consider them a potential meal

RACIAL TRAITS

The description of each race includes the following racial traits common to its members:

Ability Score Increase

Every race increases one or more of a character's ability scores.

Age

The age entry notes the age when a child is considered an adult, as well as the race's typical lifespan.

Alignment

Most races have tendencies toward certain alignments.

Size

Characters of most races are Medium, a size category comprising creatures 4 to 8 feet tall. Members of a few races are Small (from 2 to less than 4 feet tall). Small creatures have lower wound and control maxima, and have difficulty wielding heavy weapons.

Speed

Speed determines how far a character moves when traveling and fighting.

Languages

Characters speak, read, and write certain languages based on their race.

HUMAN

During the time of the Dragon Empire, the dragonkin enslaved humans from all over Etera. When the dragons waged war against the Winterfae, both sides used humans as warfodder. When the Winterfae instigated the Shattering, disparate and desperate groups of humans fled south out of Tanalor, eventually consolidating to form the various human realms of Etera. Barakthel (both king and kingdom) saw the need for a stable political and geographic body to hold back the remnants of the Dragon Empire in Tanalor. Their influence (meddling?) resulted in the creation of the realm of Torengar.

Inthriki, the southern empire of Morevel, and the kingdom of Torengar.

Dragon Heresy centers on the kingdom of Torengar, and the PCs likely hail from there.

HUMAN STEREOTYPES

Guidelines for human behavior appear below. Extreme variations in personal behavior are a hallmark of human folk.

Demeanor Toward Each Other

Depending on personal and family history, humans from different regions, clans, and noble houses view each other with extreme and personal degrees of trust or skepticism.

Demeanor toward other races

Driven by the long and bloody history of the region, humans of Torengar share trends in outlook toward other races.

HUMANS IN ETERA

Humans range throughout Etera, eking out a living as farmers and warriors, traders, and seafarers.

Where Do Humans Live?

Six human kingdoms and political entities exist in Etera: the nomadic warrior-clans of the Neveri steppes, the steadings of Brionnu, the counties of Arnulf, the mysterious and inscrutable

Most Torengur view the exotic-looking and physically powerful dragonborn with wariness. Some fear the dragonborn's natural breath weapon, but humans have dealt with powerful humanoids for generations. Due to personal relationships and sworn allegiance, some dragonborn are welcomed into the power structures of Torengar.

Humans regard dwarves as respectable and steadfast, if aloof. Dwarven family structures baffle many humans, and those unfamiliar with dwarven biology find their mating and child-rearing structures alien and off-putting. Humans find the dwarves of Stedhandel in Brionnu much more approachable than their island-dwelling cousins due to a long history of mutual interaction.

The humans of Torengar and Storean share generally warm and cordial relations with half-elves, who possess much of the lithe grace of their elvish cousins, but lack the existential doubt that is a hallmark of the Winterfae's creation of the "high" elves.

Human Appearance

The typical appearance of humans appears below.

Size, Weight, and Body Type
The physical variance among individuals is the race's most striking trait.

Human Height and Weight

Human Height	Weight Range
4'6"	84—126 lbs
5'0"	105—157 lbs
5'6"	127—191 lbs
6'0"	152—228 lbs
6'6"	179—269 lbs

Torengur females tend to be about 10% shorter than males. The average height for men is 5'6" to 5'9" tall.

Distinguishing Features
A wide range of human populations coexisted as they fled the dragon-fae war: nearly any shade of skin, eye, and hair color can be found in Torengar.

Culture

Human cultures vary greatly. Detailed below are highlights from Torengar, the default center of the adventuring world in **Dragon Heresy**.

Social Organization
Several important overlapping social structures appear in Torengar, giving its inhabitants a sense of place and culture.

FAMILY
The basic family unit consists of parents and their children, and several generations of a family often live together in a reasonably-apportioned longhouse. Extended families tend to cluster within a few villages of other relatives. Torengar is a seafaring

culture—at least coastally—and travel up and down both rivers and coasts leads to greater separation between family members than in a land-locked country.

GUILDS
Professional societies encourage the growth and protection of their particular work, steer apprenticeship and training, and ensure the preservation of crafting methods. Craft and professional guilds provide common ground and networking opportunities that create important social ties between villages, towns, and cities. Guild monopolies are granted in the King's name and enforced by the jarls.

BRAETHRALAG
The worship of the Aesir is personal and immanent. The brotherhoods, or *braethralag*, provide connections between those with a common interest in advancing the cause of the Aesir with which they feel an affinity. The *braethralag* coordinate rituals of sacrifice, commitment, and the choosing of divine instruments.

Verkefni and Guðbaen. When the Aesir reach out to a particular individual, it is because the god in question has an insight into that person's destiny. A task bestowed by the Aesir in this way is called Verkefni (mission); the person responsible for carrying it out is the Guðbaen (literally, pawn of god).

Customs and Traditions of Note

The Torengur keep several characteristic traditions.

Fostering. Many families temporarily exchange sons and daughters of a similar age for a time. These exchanges ensure that needed skills are spread throughout the land, and cement ties between neighboring settlements. Fostering occurs between the ages of 8 and 10 years old, and lasts through the early teens. Families treat fostered children as family members, feed and shelter them, and teach skills that the birth parents might not know.

Crime, Weregild, and Judicial Combat. Weregild payments (payment to an injured party to redress a crime), even for violations as serious as murder, settle most criminal claims. Feuds between the families of the involved parties develop when the accused and the accuser cannot come to an agreement. It is the *responsibility* of the family to seek appropriate redress.

Judicial duels decide matters of honor: crimes as well as personal insult and injuries to reputation. Combatants unwilling to accept the terms of a judicial duel suffer social pressure to find a non-violent conclusion. Spellcasting is acceptable in judicial duels. Duels are executed before witnesses, and may end anywhere from "first wounds taken" to "smoldering corpse."

Seafaring and Raiding. Every season, some Torengur karls board ships to raid or otherwise seek bloody adventure in the lands touching Torengur rivers or on the Reithur Sea.

Proving one's skills and bravery on raids into Brousha, Brionnu, and Arnulf is a profitable and popular pastime. The somewhat fluid and unstable politics of those realms make them attractive targets for these small-scale ventures, which never really rise to the level of invasions. Aggrieved clans, counties, and villages commonly seek retribution.

Religion

The worship and veneration of the Aesir, the pantheon headed by Woden and his wife Valfreya, runs deep in Torengar. Clerical domains provide archetypes for the avenues of worship.

Those that share a common affinity for a particular Aesir gather together to form a *Braethralag*, or Brotherhood. They receive

the *Guðrun*, "God's secret lore," communicated by the Aesir to their followers through clerics.

Language

Humans share the language of Barakthel: Common Runic. Torengur are taught literacy by their relatives, or by a skald, sage, or cleric retained for that purpose. Schoolhouses (or another building commandeered a few times per week for educa-

tion) in villages, towns, and cities are common.

Forms of Government

Each human land has its own governance and traditions. Torengar centers on a feudal king and hajarls, each of whom is the head of a noble "house" to which lower-ranking nobles pledge loyalty. The royal seat of government is located in Kingspoint.

Titles of hereditary nobility define Torengar's governance and hierarchy. Roughly 80-100 noble houses populate Torengar, the most important of which each have a reasonably-sized town or city under their control—perhaps several for very important houses.

Only the royal house possesses the right to raise and maintain a standing army, with the other nobles restricted to *thegns*, sometimes called *huskarls*. Thegn refers to any person making their living as a professional warrior, while huskarl implies sworn allegiance to a particular noble, who provides arms and armor in exchange for service.

Justice

Torengur are expected to follow the guidelines of appropriate behavior and traditional culture—even the royal house. When disputes arise, they usually fall into two categories: Affairs of wealth, or affairs of honor.

Affairs of wealth involve fair apportionment of profits or ownership where there's a legitimate conflict about how to interpret the facts. Final authority on matters of wealth lies with the jarls, and ultimately the king.

Affairs of honor include criminal acts, such as theft and unjust violence. Simple assaults and fights—"honest brawling between folk"—are handled personally, so long as no permanent impairments result.

Judicial Combat is a possibility in Torengar, with either the wronged parties or their designated champions fighting to prove who is in the right. A cleric or paladin of Ziu or Skaði must witness judicial combat. To tamp down abuses, the official witness allows or forbids the use of champions to one or both parties.

Racial Traits

Your human character has the following 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 common alignment.

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

Speed. Your base walking speed is 30 feet.

Languages. You speak, read, and write Common Runic and one extra language of your choice. Humans typically learn the languages of other peoples they deal with, including obscure dialects. They sprinkle their speech with words borrowed from other tongues: Broushan curses, elvish musical or philosophical expressions, dwarvish crafting or military phrases, and so on.

Dragonborn

Distinctly dragon-like in appearance, dragonborn walk upright

Military Forces in Torengar

Most raids and armed incursions employ dozens to hundreds of fighters. A commander leads as many troops as he can reach by screaming at them. Magical assistance extends this, but any military force usually consists of no more than 100 troops, each pledged personally to that commander.

Most raiding forces are small, due to the vast expense of maintaining professional soldiers: ten times the cost of unskilled labor, and three to five times the cost of artisans like carpenters, smiths, or masons. Agriculture, commerce, and other routine activities occupy 90-95% of the Torengur population. 5-10% of the largest cities' and towns' populations consist of "surplus" fighters.

on two legs like **eðlafólk** and fiðrildi. The Elder Dragons created the dragonborn, by blending human and dragon stock, in answer to the Winterfae's successes with the high elves. Some of the dragon-human hybrids retained mental and psychic ties to their slumbering draconic masters. Others favored human traits to the point of interfertility, with no psychic bonds to the Elder Dragons. They chose not to seek out coexistence amongst their kin in Tanalor, and refer to themselves as dragonborn. The hostile clans are known as Half-Dragons. This is an important distinction to the dragonborn, and humans and others are wise to be mindful of it.

Dragonborn in Etera

Dragonborn have no country or kingdom. They live scattered throughout human lands, occasionally clustering together in their own villages.

They do not live, nor are they welcome, in Storean. The elvish kingdom harbors a long-standing and powerful distaste for all things draconic. Arnulf and Brionnu don't treat dragonborn well either.

Brousha is welcoming to the dragonborn, but the dragonborn are rare except as transients, as the family-based clan culture does not accommodate immigrants.

DRAGONBORN STEREOTYPES

Requiring a high protein diet and a large area for hunting or herding, dragonborn tend to live far from each other. Where they cluster, lavish herds or plentiful natural prey sources abound. They mix well with human farmers in the vicinity, acting as a natural counter to wolves and other predators.

Demeanor toward each other

Dragonborn in Torengar adopt the culture of their native land, although family bonds have an exaggerated, even dominating, importance.

Demeanor toward other races

In Torengar, dragonborn are not foreign in manner or attitudes—only in appearance. Humans find their facial expressions difficult to read, and some humans hold grudges based on the millennia-old history between dragons and men. Some bear scars from interactions with half-dragons and other dragonkin ranging out of Tanalor.

Dwarves and elves view dragonborn with distrust as former enemies. The elves, with their long lives and even longer memories, remain wary of dragonborn except during their *gwrdr*, (walkabout), where they purposefully seek out unusual experiences.

DRAGONBORN APPEARANCE

The typical appearance of dragonborn appears below.

Size, Weight, and Body Type

Dragonborn tend to be larger, stronger, and heavier than humans. The average dragonborn height is close to six feet tall.

Dragonborn Height and Weight

Dragonborn Height	Weight Range
5′7″	182—214 lbs
5′11″	206—242 lbs
6′3″	231—271 lbs
6′7″	258—302 lbs
6′11″	286—335 lbs

Dragonborn females tend to be 5% taller and 12% heavier than males. The average female dragonborn is 6′3″ tall. Dragonborn males average 5′11″ and 220 lbs.

Distinguishing Features

Humanoid in shape, dragonborn boast soft, rippling scales that feel like snake skin rather than hard dragon scales. Coverage can vary by individual from as little as 10% to completely covered in scales. Dragonborn possess finger-claws and pronounced, splayed, clawed toes. Their facial features vary between highly draconic and mostly human-like.

Interfertile with humans, and less so with elves, dragonborn give birth to live babies, usually in sets of two or three.

Culture

Most of dragonborn culture resembles Torengar's. The social structure *between* dragonborn differs substantially from human traditions.

Matriarchal Structure

Strongly matriarchal, the dragonborn family structure and social pyramid echo that of the Elder Dragon-queens. Dominating social groups, the females are larger, fiercer, and fewer in number than the males. Female dragonborn usually grow up with a small posse of male companions.

Due to the legacy of mental domination exerted by Elder Dragons over their spawn, a mother dragonborn's suggestions carry the force of commands. Cultural rather than physical or psychic, this legacy allows a mother dragonborn to forcefully direct her offspring as if she cast a *suggestion* spell.

Independence for a young female comes when she must leave the local area, escaping the commanding presence of her mother. The mother dragonborn views her leaving home as a matter of pride, a demonstration of strength of will and maturity. Two or three of the daughter's male peer group often choose to travel with her to a new village and establish a new home.

With a naturally polyandrous family structure, all male dragonborn help raise and defend dragonborn children.

Religion

The dragonborn purposefully separated themselves from their Elder Dragon creators, and will not worship the Archfae. They default to the worship of the Aesir—yet another reason for them settling in Torengar.

Language

Dragonborn are born with the ability to speak Draconic. They learn to speak Common Runic, the language of Torengar.

Racial Traits

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

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

Age. Young dragonborn grow quickly. They walk hours after birth, attain the size and development of a 10-year-old human child by the age of 3, and reach adulthood by 15. On the average they live to 80 years old.

Alignment. Dragonborn tend to extremes, consciously choosing one side or the other in the cosmic war between good and evil. Most dragonborn are good, but those who side with evil are terrible villains.

Size. Dragonborn are taller and heavier than humans, standing over 6 feet tall and averaging almost 235 pounds. Their size is Medium.

Speed. Your base walking speed is 30 feet.

Draconic Ancestry

Determine your breath weapon and damage resistance randomly, based on your draconic ancestry, as shown in the table below.

Draconic Ancestry

2d10	Damage Type/Resistance	Damage	Range/shape
2-3	Necrotic	2d4	15' line
4-5	Cold	2d6	10' cone
6-8	Poison	2d4	15' line
9-13	Fire	2d6	10' cone
14-16	Lightning	2d6	15' line
17-18	Acid	2d6	10' cone
19-20	Thunder	2d6	10' cone

When you use your breath weapon, each creature exposed to the exhalation suffers damage of a type and amount depending on your draconic ancestry. Those taking damage must make a Resisted Damage Save. The DC for this saving throw equals 8 + your Constitution modifier + your proficiency bonus. On a successful save, the damage may be absorbed as vigor loss at a 1:1 ratio; if the save fails, it requires two vigor to mitigate one point of damage.

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

Damage Resistance. You have resistance to your breath weapon damage type.

Breath Weapon. You can use your action to exhale destructive energy. Your ancestry and some amount of randomness determine the damage type of your breath.

Languages. You can speak, read, and write Common and Draconic. The language sounds harsh to most other creatures and includes numerous hard consonants and sibilants.

DWARF

Resembling humans with broad torsos, thick limbs, and granite-textured skin tones, dwarves are 1-2 feet shorter than humans. They are a steadying influence on the other humanoid races of Etera

DWARVES IN ETERA

Dwarves are found throughout Etera, but primarily dwell in three areas: their home island of Barakthel, and the two major cities of Kingspoint and Stedhandel. A small contingent always resides in the staging point of Sannajorth.

Where do Dwarves Live?
Most dwarves in Etera live on the island of Barakthel. A group of dwarves founded Sannajorth, a settlement northeast of Northpoint. This outpost is a staging point for dwarves studying the arts of war and conflict management. For them, real combat experience is a prerequisite for becoming an adult.

Dwarves rarely live east of Torengar and the coasts. They have diplomatic and trading posts in Storean and Morevel.

DWARVEN STEREOTYPES

The typical behaviors of dwarves appear below.

Demeanor toward each other
Businesslike and stoic, with fellow dwarves they behave as coworkers in some grand enterprise. They can be surprisingly friendly with each other, but mostly remain sober, calm, and professional.

Demeanor toward other races
Dwarves get along well with the humans of Torengar, viewing them as industrious folk sharing a vision of a powerful Etera free from the threat of the elder races of Tanalor. The ancient Dwarven King, Barakthel, instigated the founding of Torengar as a barrier to contain the chaos and destruction flooding out of Tanalor.

Dwarves find the culture of the human realm of Brousha to be flighty and selfish, and consider it off-putting and alien: more a likely threat rather than a potential ally. They favor the pious craft-mindedness of Brionnu, and view neutrally the humans of Arnulf.

Dwarves are wary of elves, half-elves, and dragonborn, the result of remembered enmities and wars with the Winterfae, fiends, and Elder Dragons.

Dwarven Appearance

The typical appearance of dwarves appears below.

Size, Weight, and Body Type

Dwarves stand shorter than humans, between 3½ to 5 feet tall, but are stockier and denser. A dwarf of typical height—4 to 4½ feet tall—weighs between 150 and 190 lbs A dwarf of that height and weight looks broad and squat, but not overweight.

Dwarf females stand a bit taller, and are slightly lighter, than dwarven men.

Dwarf Height and Weight

Dwarf Height	Weight Range
3'6"	102—125 lbs
4'0"	135—165 lbs
4'3"	153—187 lbs
4'6"	172—210 lbs
5'0"	214—262 lbs

Distinguishing Features

Dwarves' skin and hair resemble living granite, from off-white to nearly pure black, and from pebbled brown (very common) to brilliant hues of red, blue, yellow, and gold. Some dwarves have multiple patterns; dwarves consider this attractive, and distinctive. Their skin is slightly rough, as if calloused, and warm to the touch.

Although dwarven skin resembles granite, it does not contain the mineral inclusions that cause granite to reflect light—dwarves do not sparkle, and will fight anyone that attests they do.

Dwarvish Culture

Dwarvish culture is broadly stable across both generations and geography.

Social Organization

Two primary social bonds anchor dwarvish culture. The first is the nuclear family unit, consisting of the pair-bonded parents of young children. Children of the same parents look wildly different from one another, and like the Aesir, that created them, hey can marry and reproduce without issues.

When the children have attained the human-equivalent of teenaged status, their primary social structure shifts to the craft-bond (*iðn skuldabref*). This group of 3-7 students is paramount in dwarvish culture, tying together younger dwarves with master crafters (*kennari*). This becomes a dwarf's family, known as the *fjolskyldan kennara*, and shares most of the strictures and taboos of a typical human family related by blood. For example, dwarves do not marry or have intimate relationships within that group.

The relationships between dwarves and their birth parents, as opposed to their craft-bond teachers, is the reverse of human relationships. The way a well-loved human child feels about his parents mirrors, in some respects, the way a dwarf feels about her *kennari*, while the happy fondness one might show to a favorite childhood teacher or college professor is how a dwarf relates to her birth parents.

Customs and Traditions of Note

Dwarves share certain experiences during their upbringing and value these important customs and milestones.

Merkja. *Fjolskyldan* members each carry a token called a *merk-ja*, like a coin or pendant, with a sigil detailing the name and craft of their teacher. Dwarves wear their *merkja* with pride, displaying them openly, if not always ostentatiously. Dwarves that have yet to join a *kennari* are formally children (*omerktur*, or "unmarked"), regardless of chronological age.

Aldurverk. To become an adult, a dwarf must demonstrate a skill through an *aldurverk*, or "age project." Adurverks may be crafting of weapons or armor, creating works of literature or magic, or demonstrating martial prowess. If five masters find the *aldurverk* worthy, they imprint a *samthikki* sigil on the opposite side of the dwarf's *merkja*. After earning the *samthikki*, the dwarf takes his place in adult activities: forming intimate relationships, entering contracts, establishing a craft or business, or owning or captaining a ship.

Kvangath. Two dwarven adults form a pair-bond (*kvangath*) when they declare they are such. This is an expression of mutual affection, admiration, and common goals, *explicitly* for creating

and raising children. It ends when one dies or either declares the pair-bond over. Dwarves do not enter *kvangathur* frivolously. Such bonds last for many years, often for life, and are never dissolved while *omerktur* dwell within the house.

Lifsleikni. Dwarves' skills and studies vary, but all dwarves learn how to survive in a hostile world, as well as basic crafting. Those who primarily study the arts spend a year or so with a teacher of fighting skills, while those who study war do likewise with crafting masters. These brief study groups, less formal than fjolskyldan, make up a dwarf's "extended family," rather like in-laws in human cultures. Dwarves call the basics of crafting and fighting *lifsleikni*, or "life-skills."

Religion

The religion of Barakthel is the religion of Torengar. Dwarves display a predisposition to the hammer-wielding Donnar and arcane Valfreya, but humans and dwarves share similar worship practices and clerical domains.

Language

The language of the dwarves is the language of runes. "High Runic," or dwarvish, uses runes of power. Written in complex ideograms, it is the language of magic in Torengar and Barakthel: "High Runic" functions as a specialized language for scholars and arcanists. "Common Runic," or just Common, uses simplified characters and pronunciation, and is the language spoken in casual conversation in Barakthel, Torengar, Arnulf, and Brionnu.

forms of Government

Dwarven government is an interlocking and well-structured system built around a hereditary king. The king's officers command the military, the trading princes, the crafters, and the arcanists. A council of elders stands in balance to the king, masters of every craft who validate and support, or contradict and offer counterpoint, to the king and his decisions. The law-givers—followers of Skaði and Ziu—act at all levels to resolve disputes and mediate disagreements between parties.

RACIAL TRAITS

As a dwarf, you have specialized senses, remarkable resilience, and broad training in crafting *and* combat.

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

Age. Dwarves mature at the same rate as humans, but they're considered young until they reach the age of 50. On average, dwarves live about 350 years.

Alignment. Most dwarves are lawful, firmly believing 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 the benefits of a just order.

Size. Dwarves stand between 3½ and 5 feet tall and average 170 pounds. Regardless of height, their size is Medium due to their stocky build.

Speed. Your base walking speed is 25 feet. Wearing heavy armor does not reduce your speed.

Darkvision. Accustomed to life underground, your vision in dark and dim conditions is superior. You 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.

Dwarvish Combat Training. You start with the following weapon proficiencies: battleaxe, handaxe, light hammer, and warhammer.

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

Dwarven Toughness. Your starting Vigor Maximum increases by 1, and increases by 1 every level thereafter.

Languages. You speak, read, and write Common. True Dwarvish is "High Runic," the language of magic—but not all Dwarves can read it sufficiently to understand the spells on scrolls. Dwarves with a suitable background may elect Arcana as a skill proficiency instead of any other proficiency listed for that background.

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

Tool Proficiency. You gain proficiency with the artisan's tools of your choice: Smith's tools, brewer's supplies, or mason's tools are most common, but there are many possibilities—discuss your ideas with the GM.

Half-elf

Liaisons between the "high" elves and humans produce half-elves, who are interfertile and share traits with both elves and humans. Half-elves get along well with all the other races in Etera, and are naturally social and gregarious.

Half-elves in Etera

Half-elves live in Storean and Torengar, favoring the colder and mountainous lands of these kingdoms. The "elven" kingdom of Storean belongs to the half-elves, after a fashion: half-elves hold the majority of ministerial posts and sit on the ruling council. They also serve as ambassadors to other nations.

The largest population of half-elves outside of Storean lies in western Torengar. Half-elves live within human populations, easily assimilating the native people's culture, and often finding favor. Cutting a swath through the hearts of young Torengur adults wherever they go, half-elves flaunt elvish characteristics that appear more human than elf, making them quite approachable.

Half-elf Stereotypes and Culture

Half-elves adapt to the realms in which they live. Half-elves in Storean follow Storean customs and traditions, while the

half-elves of Torengar hew to the ways of the Torengur. The half-elves' natural likeability and striking appearance enables them to develop large pools of friends.

In Storean, half-elves form the backbone of the government and its councils, and this role for them has spread to Torengar as well. Effective and personable administrators, half-elves frequently work unenviable but necessary jobs, such as tax collection. Their counsel is considered valuable, as their long lives (roughly twice that of a typical human) afford a sense of perspective; one counselor often serves as many as two to four generations of human leaders.

Half-elf Appearance

The typical appearance of half-elves appears below.

Size, Weight, and Body Type

Half-elves tend to be shorter and heavier than elves, and lighter and taller than humans, but share the human tendency towards variability. At about 5' 10" tall, half-elves stand a few inches taller than their human cousins on the average.

Half-elf Height and Weight

Half-elf Height	Weight Range
5'0"	93—140 lbs
5'5"	108—163 lbs
5'10"	125—187 lbs
6'3"	142—213 lbs
6'8"	161—241 lbs

Half-elf females share the human dimorphic tendency, being slightly shorter than males, and a touch lighter.

Distinguishing Features

Long of limb and graceful, half-elves look like sprinters or long-distance athletes. Skin color, hair color, and eye shade vary widely, but brown and blondish hair with green and gold tinted streaks is common.

They share features with their elven cousins, subdued and made less alien by commingling with humans. One won't as easily pick out a half-elf from among humans at a distance, as one would an elf, gnome, or dwarf.

Religion

The half-elves gravitate towards Woden, Donnar, and Loki, the free-spirited Aesir. They also favor Heimdallr the watcher, Valfreya elf-friend, and the trevinuric traditions.

Language

Half-elves mostly learn to speak Elvish and Common Runic, the preferred tongue depending on where they were born and raised. Most half-elves seek out and study other languages as well, including High Runic.

Racial 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; choose two separate other ability scores to increase by 1.

Age. Half-elves mature at the same rate humans do, reaching adulthood around the age of 20. They live much longer than humans, 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 blind faith in leaders nor a conviction that only they can lead. They share the elvish disdain for rules and boundaries, but respect the order and tradition of functional societies, even as they skirt their borders.

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

Speed. Your base walking speed is 30 feet.

Darkvision. Thanks to your elvish blood, you have superior vision in dark and dim conditions. You 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.

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

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

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

Tiefling

A tiefling is the progeny of a union between a human and a fiend. Whether the tiefling was the result of a liaison with a falleglygi or the result of some long-ago pact, tieflings bear the physical marks of that long-ago bonding, and will pass those markers on to their children.

Tieflings were rare until the opening of the great rifts in the northeast of Tanalor flooded the land with fiends.

Tieflings in Etera

Tieflings are an extreme minority population. Despite their fiendish appearance, the clerics of the Aesir assure the population that there is no inherent mark or stain on the tiefling soul as a result of the mixing of fiend and human. The soulless bolvaðr—accursed and evil—form the basis of this distrust. Where tieflings retain their human soul and innate divine nature as chosen of the Aesir, the bolvaðr are conduits and agents for the tyranns and kvoldomur in Midgard.

That the two are indistinguishable physically causes tieflings no end of trouble. Falleglygi love to play on this resemblance as well to sow chaos and distrust.

Tiefling Stereotypes

Tieflings tend to live alone or in small clusters, usually in isolated villages located by the water.

False Temptor/Temptress. Humans are naturally drawn to the innate charm of the tiefling. Through no fault of their own, tieflings attract others who feel the draw of a supposedly fiendish nature. The tieflings are often accused of being seducers and betrayers; this is frequently projection rather than reality. Some tieflings cannot resist playing to this image—this does not help put the stereotype to rest one little bit.

Contrasts. Tieflings tend to possess unusual combinations of physical features. A tiefling might have skin that glints green in the light, with jet-black hair. Or be extremely pale of complexion, but with flaming red hair. Chiseled jaw, statuesque appearance, exaggerated physical features—the fiendish blood seems

to create purposefully tempting physiology that varies in the extreme, but is uniformly exotic and appealing.

Unstained Souls. The tiefling may have a fiendish appearance, but their souls and spirits are untouched at birth with any predisposition to evil or allegiance to the fiends.

TIEFLING APPEARANCE

Strikingly beautiful despite their unusual anatomical traits, tieflings just seem to be *put together* a bit better. Their most notable features include the universal presence of horns and a tail. Some tails are thick like a crocodile's, while others are more like a snake or rodent. Some are forked, adding to their exotic and fiendish appearance.

Tiefling horns may resemble nubs, or the horns of the ram or antelope. Some even resemble the upturned claws of a predatory feline. All manage to add to the exotic appearance of the tiefling—part of the persistent magic passed to them by their fiendish ancestors.

Size, Weight, and Body Type

Tiefling range within human norms for height and weight, if tending to be closer to various versions of "human ideal" than most humans.

Tiefling Height and Weight

Tiefling Height	Weight Range
4'6"	85—106 lbs
5'0"	105—131 lbs
5'6"	127—158 lbs
6'0"	151—188 lbs
6'6"	177—221 lbs

Tiefling males and females tend to be of similar height and weight to their human counterparts.

Distinguishing Features

The obvious distinguishing features for tieflings are physical. They possess horns, a tail, and extremes in physiology and coloring that nonetheless combine to form what can only be described as an appealing appearance.

Religion

The tieflings follow the religious practices of the native culture of Torengar. They favor Mahni and Vidar of the Trevinuric Aesir, and tend to follow Woden, Valfreya, Halja, Loki, and Skaði among the greater Aesir.

Culture and Language

Tieflings share the culture and language of Torengar or wherever they are born. They also have an innate ability to speak and understand Infernal—it is literally in their blood.

Racial Traits

Tieflings share certain racial traits because of their infernal descent.

Ability Score Increase. Your Charisma score increases by 2; choose to increase *either* your Intelligence or Constitution score by 1.

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

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

Size. Tieflings are about the same size and build as humans. Their 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.

CHARACTER CLASSES

Your character class provides a template for how your skills and talents increase over time, defining the role that you fill while adventuring and strongly influencing the pathways you traverse to overcome challenges. The character class describes your profession and vocation, and the mix of arcane and mundane lore that you use.

BERSERKER

Pounding across the battlefield, your rage shields you from your enemies' blows. Respected and feared, berserkers may be found among lords and freeholders alike. In battle, groups of berserkers tend to fight "together," in a place where simple instructions suffice: "Asger? Smash."

Berserkers value individual bravery, courage in the face of hopeless odds (the more hopeless, the better), and believe (correctly!) that mighty deeds gain the approval of Aesir such as Woden, Donnar, Ziu, Valfreya, and Skaði.

As a berserker, you gain the following class features.

Vigor
Vigor dice. 1d12 per Berserker level
Vigor at 1st Level. 12 + your Constitution modifier
Vigor At Higher Levels. 1d12 (or 7) + your Constitution modifier per Berserker level after 1st

Proficiencies
Armor. Light armor, medium armor, shields
Weapons. Simple weapons, martial weapons
Tools. None
Saving Throws. Strength, Constitution
Skills. Choose two from Animal Handling, Athletics, Intimidation, Nature, Perception, and Survival

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

- A greataxe or any martial melee weapon
- Two handaxes or any simple weapon
- An explorer's pack and four javelins

RAGE

In battle, you fight with primal ferocity. On your turn, you may rage as a bonus action.

While raging, you gain the following benefits if you aren't wearing heavy Armor:

- You have advantage on Strength checks and Strength saving throws.
- You never have to make *morale* checks for injuries taken.
- When you make a melee weapon attack using Strength, you gain a bonus to the damage roll that increases as you gain levels as a Berserker, as shown in the Rage Damage column of *The Berserker* table.
- You have resistance to bludgeoning, piercing, and slashing damage. Halve the damage roll after assessing the effect of critical hits and/or exceeding the Hit DC.

Example: Bjarke the Berserker wages furious combat against a tribe of hobgoblins. His Threat DC is 12, and his Hit DC is 23. He has 14 vigor remaining (it's been quite the fight thus far). A hobgoblin champion hacks at him with an axe, rolling 1d20+8 with a result of 24—not a critical hit, but exceeding the Hit DC. The hobgoblin rolls 1d8+4 for damage, getting 10 points—halved to 5 due to Bjarke's resistance to slashing damage. Unarmored, Bjarke must either take 5 wounds or expend 10 vigor in frantic defense. If he takes wounds, a 16 Constitution and his unarmored defense give him Damage Reduction 3, reducing his injury to 2 wounds.

If you cast spells via a multi-class or other ability, you can't cast them or concentrate on them while raging unless you invoke runes learned upon the Path of Galdureiði.

The Berserker

Level	Proficiency Bonus	Features	Rages	Rage Damage
1st	+2	Rage, Unarmored Defense	2	+2
2nd	+2	Reckless Attack, Danger Sense	2	+2
3rd	+2	Primal Path	3	+2
4th	+2	Ability Score Improvement	3	+2
5th	+3	Extra Attack, Fast Movement	3	+2

Your rage lasts for 1 minute. It ends early if:

- you fall **unconscious**.
- your turn ends and you haven't attacked a hostile creature since your last turn.
- your turn ends and you have not expended your maximum movement (full move or dash) to attempt to engage a foe in combat. If you use less than your full dashing movement speed, you must end your turn adjacent to a foe.
- you choose to end your rage on your turn by taking a bonus action.

You may rage the number of times shown on the Rages column of **The Berserker** table. Finishing a long rest refreshes this number to the maximum allowed for your level.

Unarmored Defense

While you are not wearing armor, you gain Damage Reduction equal to your Constitution modifier. You still benefit from Unarmored Defense while using a shield.

Reckless Attack

Starting at 2nd level, you can throw aside all concern for defense and attack with fierce desperation. When you make your *first* attack on your turn, you may decide to attack recklessly. Doing so gives you advantage on melee weapon attack rolls using Strength during this turn, but attack rolls against you have advantage until your next turn.

Danger Sense

At 2nd level, you gain an uncanny sense of when things nearby aren't as they should be, giving you an edge when avoiding danger.

You have advantage on Dexterity saving throws against effects that you can see when triggered, such as traps and spells. To gain this benefit, you can't be **blinded**, **deafened**, or **incapacitated**.

Primal Path

At 3rd level, you choose a path that shapes the nature of your rage. Choose the Path of Jarnhuð, the Path of Lausatok, or the Path of Galdureiði, all detailed at the end of the class description.

Ability Score Improvement

When you reach 4th level, you may choose to increase one ability score by 2, or two ability scores by 1. You can't increase an ability score above 20 using this feature.

Extra Attack

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

Fast Movement

Starting at 5th level, your speed increases by 10 feet when not wearing heavy armor.

Path Of Jarnhud

The Path of Jarnhuð is a path of untrammeled fury, slick with blood. As you enter the Jarnhuð's rage, you thrill to the chaos of battle, heedless of your own health or well-being.

Frenzy

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

PATH OF GALDUREIÐI

You feel the pulse of the earth, the surge of the flames, the bite of winter's fury, and the vast power of the storms. You channel the world's energy as your own through affinity with the true runes of power.

When you choose this path at 3rd level, you learn to direct the energy of the world around you through a set of magically attuned runestones or runic tattoos that you keep on your person. The runes function despite the red haze of rage through which you see the world. You cannot use the powers without these arcane symbols.

Upon choosing the path at 3rd level, the Berserker gains familiarity with some of the common meanings and methods of channeling runes.

Rune Strike

When you rage, as a bonus action invoke the power of a rune at a foe whom you have struck with a melee weapon; the foe suffers extra damage depending on the rune. Once chosen, the rune infuses your rage and persists until your rage ends. When your rage ceases, succeed on a DC 12 Constitution save, or suffer an additional level of **exhaustion** (as described in Conditions). If you rage again, you may choose a different rune. Armor and frantic defense both apply to the rune strike damage.

PATH OF LAUSATOK

Masters of grappling, Lausatok berserkers are extremely dangerous whether armed or unarmed. They learn techniques to grapple and throw their foes, and to engage dangerous foes in close combat while avoiding attacks. They face armed foes with nothing but quickness, wits, and the power of channeled rage.

Expert Grappler

Starting when you choose this tradition at 3rd level, your study of unarmed combat focuses on grappling and wrestling. You gain proficiency with Athletics; if you were already proficient, you gain expertise.

Additionally, you gain the following benefits:

- You have advantage if you are making a grappling attack against a foe but have not yet achieved any Control.
- If you have a creature grappled and they attempt to counter-grapple either to reduce control or establish control on you, you may use your reaction to reduce their effect by 1d4 plus your Strength or Dexterity modifier, whichever is higher.

The Primal Runes

To focus their rage, Berserkers first use these powerful, but basic, runes:

Hagall. The power of storms to destroy (1d6 lightning or thunder damage).

Isa. Ice and the power of winter (1d6 cold damage).

Kaunaz. Fire and torchlight (1d6 fire damage).

Raido. The change in circumstances that breaks a deadlock; travel and movement (2d4 control damage).

Sowulo. The radiance of the sun and the boon of salvation through the gods (1d6 radiant damage).

Sverdaz. The sword of kings; a warrior's rune (2d4 slashing damage).

Telewaz. The thrust spear that justly slays; the warrior's rune and sigil of Ziu (2d4 piercing damage).

Thurisaz. Magical force and the power of the giants; Donnar's hammer (1d4 force damage).

Uruz. Strength and the power to smash (2d4 bludgeoning damage).

Cleric

More than just religious scholars or temple clerks, clerics seek to personally know and emulate their patron while inspiring devotion in others.

The clerics of the Aesir in Barakthel and Torengar stand opposed to fiends and dragons, and protect their charges against the whims and machinations of the fae. Living, breathing swords and shields, clerics represent the voice of the Aesir and stand for the prospering of the World Tree.

As a cleric, you gain the following class features:

Vigor

Vigor Dice. 1d8 per cleric level
Vigor at 1st Level. 8 + your Constitution modifier
Vigor At Higher Levels. 1d8 (or 5) + your Constitution modifier per cleric level after 1st

Proficiencies

Armor. Light armor, medium armor, shields
Weapons. Simple weapons
Tools. None
Saving Throws. Wisdom, Charisma
Skills. Choose two from History, Insight, Medicine, Persuasion, and Religion

Equipment

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

- A mace or a warhammer (if proficient)
- Reinforced leather armor, light lamellar, ring mail, or heavy lamellar armor (if proficient)
- A light crossbow and 20 bolts or any simple weapon
- A priest's pack or an explorer's pack
- A shield and a holy symbol

Spellcasting

As a conduit for divine power, you cast cleric spells.

Cantrips

At 1st level, you know three cantrips from the cleric spell list. You learn additional cleric cantrips at higher levels, as shown in the Cantrips Known column on *The Cleric* table. You know the number of cantrips appropriate for your level, and cast them at will.

Preparing and Casting Spells

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

Prepare your daily cleric spells by choosing from the cleric spell list. Select a number of cleric spells equal to your Wisdom modifier + your cleric level (minimum of one spell). The spells must be of a level for which you have spell slots.

Example: as a 3rd-level cleric, you have four 1st-level and two 2nd-level spell slots. With a Wisdom of 16, your list of prepared spells includes six spells of 1st or 2nd level, in any combination. Having prepared the 1st-level spell cure wounds, you cast it using a 1st-level or 2nd-level slot. Casting the spell doesn't remove it from your list of prepared spells.

You may change your list of prepared spells after a long rest. Preparing a new list of cleric spells requires time spent in prayer and meditation—at least 1 minute per spell level for each spell on your list.

The Cleric

Level	Proficiency Bonus	Features	Cantrips Known	1st	2nd	3rd
1st	+2	Spellcasting, Divine Domain	3	2	—	—
2nd	+2	Channel Divinity (1/rest), Divine Domain feature	3	3	—	—
3rd	+2	—	3	4	2	—
4th	+2	Ability Score Improvement	4	4	3	—
5th	+3	Destroy Undead (CR 1/2)	4	4	3	2

Spellcasting Ability

Powered by devotion to your deity, you use Wisdom as the spellcasting ability for your cleric spells. You also use the 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

Ritual Casting

You may cast a cleric spell as a ritual if that spell has the ritual tag and you have the spell prepared.

Spellcasting Focus

You use a holy symbol (see **Equipment**) as a focus for cleric spells.

Channel Divinity

At 2nd level, you gain the ability to channel divine energy directly from your deity, using that energy to fuel magical effects. You start with two such effects: Turn Undead and an effect determined by your domain. Some domains grant additional effects as you advance in levels.

When you use your Channel Divinity, you choose which effect to create. To use your Channel Divinity again, finish a short or long rest.

Some Channel Divinity effects require saving throws. When you use an ability whose effect requires a saving throw, the Save DC equals your cleric spell save DC.

Channel Divinity: Turn Undead

As an action, present your holy symbol and speak a prayer rebuking the undead. Each undead within 30 feet that sees or hears you makes a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes damage.

A turned creature must move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also does not take reactions. For its action, it either uses the Dash action or tries to escape from an effect that prevents it from moving. If there's nowhere to move, the creature takes the Dodge action.

Ability Score Improvement

When you reach 4th level, you may choose to increase one ability score by 2, or two ability scores by 1. You can't increase an ability score above 20 using this feature.

Destroy Undead

Starting at 5th level, when an undead fails its saving throw against your Turn Undead feature, if its challenge rating is ½ or lower, you immediately destroy it.

DIVINE DOMAIN

Choose one domain, associated with one of the Aesir, from the following list. The domains are Death, Fate, Fluidity, Justice and War, Knowledge and Foresight, Magic and Transcendence, Renewal, Seafaring and Commerce, Storms, Warding, and Winter.

Your choice grants you domain spells and other features at 1st level. It also grants you additional ways to use Channel Divinity when you gain that feature at 2nd level.

Domain Spells

Each domain contains a list of spells—its domain spells—gained at the cleric levels noted in the domain description. Once gained, a domain spell is always prepared, and doesn't count against the number of spells you prepare each day.

If you have a domain spell that doesn't appear on the cleric spell list, the spell is nonetheless a cleric spell for you.

DEATH DOMAIN

Influencing both death and the afterlife, Halja's province is the Death domain. She and her followers wield great power over life, death, and judgment. Halja is not a "chooser of the slain" like Woden or Valfreya. She steps in afterwards.

Clerics of the death domain trend strongly lawful and neutral, but both evil and good exist among her followers. They come from occupations dealing with both judgment and death; judicial champions, administrators, and gravediggers sit side by side at her temples.

Dispassion and impartial merciless judgment characterize followers of Halja, who view reward and punishment as earned through one's choices and actions.

Death Domain Spells

Cleric Level	Spells
1st	*cure wounds, inflict wound*
3rd	*gentle repose, ray of enfeeblement*
5th	*animate dead, speak with dead*

Bonus Proficiency

At 1st level, gain proficiency with Medicine and the herbalism kit—with its attendant use in creating potions of healing.

Hand of Death

Starting at 1st level, you inflict the chill of the grave on your foes, gaining the *chill touch* cantrip.

Channel Divinity: Improved Turn Undead

Starting at 2nd level, you may use your Channel Divinity to wield greater influence when turning undead. Choose one of the following effects:

- Undead within your reach (30') have disadvantage on their Wisdom save to resist your turning.
- Double the distance of turning effects to 60'.
- The influence of your turning lasts for 10 minutes instead of 1 minute.

FATE DOMAIN

The Norns, three goddesses representing the past, present, and future, rule the realms of fate, fortune, destiny, and duty. They keep and preserve Yggdrasil, the World Tree.

To follow the Fates is to seek to discern the difference between the immutable and the changeable aspects of destiny. The Norns can be dispassionate, vindictive, or benevolent as it suits the situation.

Most priests of the Fate domain tend toward neutrality, but may be good, evil, or indifferent as it suits them. Walkers on the path of the Fates can be highly mercurial—moving from calm acceptance of great tragedy, to stubbornness, to focused rage against the inevitable, depending on whether they believe that an event is avoidable and changeable, or written into the weave of the universe.

Fate Domain Spells

Cleric Level	Spells
1st	*bane, bless*
3rd	*augury, suggestion*
5th	*clairvoyance, speak with dead*

Benevolent/Malevolent Destiny

Starting at 1st level, your attunement allows you to exert some control over fate. As a reaction, bestow either advantage or disadvantage on a creature, for any roll. This includes damage rolls. You may use this ability a number of times equal to half your proficiency bonus; it refreshes after a long rest.

Channel Divinity: Guiding Hand

Starting at 2nd level, you may use your Channel Divinity to guide your blows in combat. By invoking this power, you add your Wisdom modifier to both your hit and damage rolls for 1 minute.

FLUIDITY DOMAIN

The Fluidity domain flows under the ever-changing influence of Loki, lord of mischief, fire-lover, and dragon-friend. Strongly chaotic, Loki bears responsibility for some of the greatest good and the greatest evil ever to befall Etera. Loki has many forms, and has both sired children as a male, and given birth to them as a female. He has been elf, human, dragon, dwarf, and giant at one time or another.

Loki's followers include actors and stage magicians, thieves, betrayers, and pranksters: those who delight in changeability and deception.

Loki's clerics, believing nothing is permanent or fixed, are often at odds with the Norns, for whom most things are. Loki's followers can be treacherous and false, but are also adaptable and among the most egalitarian in Etera. They are unlikely to look askance at unusual members of any profession, class, or race. The afflicted and the outcast find homes in Loki's *braethralag*.

Loki's followers are always chaotic, but may be good, evil, or neither. Mostly neither.

Fluidity Domain Spells

Cleric Level	Spells
1st	*charm person, disguise self*
3rd	*invisibility, suggestion*
5th	*blink, hypnotic pattern*

Bonus Proficiency

At 1st level, you gain proficiency with Deception and the disguise kit. If already proficient in Deception, you gain expertise.

Disciple of Trickery

Starting at 1st level, you gain the use of the *minor illusion* cantrip.

Channel Divinity: Mischievous Hand

Starting at 2nd level, you can use your Channel Divinity to manipulate objects around you without others easily perceiving it. Use your Channel Divinity to create an invisible spectral hand as per *mage hand* lasting while you concentrate. Use it to lock and unlock doors (requires thieves' tools), pick pockets, and shift items about so long as they weigh less than 5× your proficiency bonus. The items remain **invisible** while grasped. The hand cannot attack or grapple.

The hand is visible under the gaze of **truesight**. The *see invisible* spell detects the hand when cast with a spell slot of equal or higher level than your proficiency bonus.

Justice and War Domain

This domain lies under the steady gaze of Ziu—also known as Tyr or Tiw—patron of justice, warfare, self-sacrifice, law, and fair play. Once lord of all the gods, Ziu stepped aside for the wiser, more thoughtful Woden because it was the right thing to do.

The upright followers of Ziu respect the law, upholding what is just. Ziu's followers love playing games and contests, so long as they have firm sets of rules, involve a lot of sweat, no small amount of blood, and result in clear winners and losers.

Ziu's followers are always lawful and mostly good. Lawful evil followers of Ziu might be sharp-dealing merchants, letter-of-the-lawyers, or sell-swords.

They are the best friends you could ever have—so long as you play them straight. Stalwart karls, fighters, and priests swear oaths to Ziu. Known for responsible management and fair treatment of their people, jarls who are followers of Ziu maintain steadfast fealty to lords who stay within the bounds of law.

Justice and War Domain Spells

Cleric Level	Spells
1st	*divine favor, heroism*
3rd	*magic weapon, zone of truth*
5th	*righteous fury, remove curse*

Bonus Proficiencies
When you choose this domain at 1st level, you gain proficiency with heavy armor and martial weapons.

Judge of Character
Starting at 1st level, you call upon the power of Ziu the Law-giver, and sense truth—or lies—on the air. You have advantage on Insight rolls to detect falsehoods pronounced within your hearing.

Channel Divinity: Righteous Arms
Starting at 2nd level, your Channel Divinity causes you to strike truly. By using your Channel Divinity feature, you deal maximum damage on successful attacks for 30 seconds.

Knowledge and Foresight Domain

Woden Allfather, paramount among the Aesir, is all-seeing and all-knowing. What good and evil occurs in the world occurs under his gaze. Traveler and teacher, mighty in battle, Woden is revered for his insight and wisdom more than anything else. A chooser of the slain in battle, the Allfather rewards those whose deeds delight him.

Eager to learn new skills, discuss old topics, and always seeking the deeper meaning of things, the followers of Woden are wanderers and ambassadors. They are strategic, long-term thinkers, loath to engage in battle if there is another way out. Without such a path, they arm themselves as eagerly and skillfully as the followers of his son Donnar, or his peer Ziu.

Thoughtful teachers and patient instructors, the priests and clerics of Woden frequently work as ministers and ambassadors for hajarls and the king. Woden's followers look for strategic victory rather than momentary tactical success. They may be of any alignment. They make great sailors, merchants, and minstrels—anything allowing them to travel from place to place. Some of the finest tutors and scholars are disciples of Woden.

Knowledge and Foresight Domain Spells

Cleric Level	Spells
1st	*comprehend languages, longstrider*
3rd	*augury, see invisible*
5th	*clairvoyance, non-detection*

Magic and Transcendence Domain Spells

Cleric Level	Spells
1st	*charm person, detect magic*
3rd	*enhance ability, prayer of healing*
5th	*dispel magic, counterspell*

Benevolent Teacher

Starting at 1st level, you gain the ability to cast both the *friends* and *guidance* cantrips, to gain the trust of students and disciples and assist in the learning process.

Channel Divinity: Keen Insight

Starting at 2nd level, use your Channel Divinity to help see what others cannot by understanding the interconnectedness of all things, and being able to predict what should be by observing what is.

As an action, spend one of your uses of Channel Divinity to gain a +10 bonus to any Intelligence or Wisdom skill check.

Magic and Transcendence Domain

High Lady of the Valkyries, elf-friend, master of magic, and paragon of love and beauty, Valfreya is the patron of magic, ephemera, and transcendence. Her unfathomable beauty makes her often pursued, and occasionally caught—but like magic, love, and beauty, only for a little while. It's not like Woden has any room to talk, the lecherous cad.

Valfreya has an eclectic set of followers. Most arcane practitioners have at least a passing familiarity with her teachings and methods, and since her domain encompasses love, beauty, battle, death, valor, and magic, there's a place for everyone under her care.

The priests and clerics of Valfreya are a varied lot, and one might find a wizard as a fully credentialed member of the temple, striding beside a paladin in full armor, gleaming shield and sword at her side. Many women feel drawn to Valfreya's domain. Her clerics serve in every village, often in charge of marriage ceremonies, and acting to settle or witness disputes between lovers and would-be lovers.

Valfreya's followers may be found amongst any class, with any alignment.

Bonus Proficiency

When you choose this domain at 1st level, you gain proficiency with martial weapons and the Arcana skill.

Charms and Wiles

Starting at 1st level, use your Channel Divinity to enhance your ability to persuade, dissemble, and generally get along with folks. Your connection with Valfreya makes you more compelling, alluring, and persuasive, and by expending one use of your Channel Divinity, you add +10 to any ability check based on Intelligence or Charisma.

Slippery Arcana

Starting at 2nd level, you attune yourself to the flows of magic. Use your reaction to grant yourself advantage on a saving throw vs. a magical effect, or make a Dexterity saving throw against a single *magic missile* (use the caster's Spell DC); avoiding multiple missiles requires expending multiple uses of Slippery Arcana when you use your reaction. You may use Slippery Arcana a number of times equal to your Wisdom modifier; the ability refreshes after completing a long rest.

Yngvi Lifegiver

Valfreya's brother is the god Yngvi Lifegiver, who governs the domains of fertility, nature's bounty, wealth, and peace. Yngvi's status as patron of the harvest means that every village, town, and city shows signs of respect and veneration for him, though his status as a bit of an absentee landlord means people honor him in abstentia.

Hated by none, worshipped by many, Yngvi dwells, for the most part, in Alfheim and Svartalfheim: the land of the elves. Legend has it that Yngvi once wielded a magical dancing sword that fought for anyone wise enough, but he gave it up to win his bride—who might have been an elf or giant. His followers never use swords, so maybe there's something to it after all…

Renewal Domain

Iduna, lady of life, and giver of immortality, oversees the domain of renewal. She is the patron of healing, renewal, youth, and springtime. She occupies a central place in the lives of those who raise crops or animals for a living, as well as in the hearts of expectant parents and young children.

The least warlike of all the clergy of Barakthel and Torengar, their valor shines forth when they tend to the injured, or retrieve them from bloody fields.

The followers of Iduna focus on selflessness, healing, and growth. Growth can be disorderly and random, and Iduna's clerics can be of lawful, neutral, or chaotic alignment. They are always of *good* alignment.

Renewal Domain Spells

Cleric Level	Spells
1st	*cure wounds, goodberry*
3rd	*lesser restoration, prayer of healing*
5th	*create food and water, revivify*

Bonus Proficiencies

When you choose this domain at 1st level, you gain proficiency with the herbalism kit, and can create **potions of healing, revival, and vigor**.

Gift of Epli

During long rests, through prayer, meditation, and divine power, the clerics of Iduna imbue magic and divine power into their food, creating a special meal called *epli*. When consumed by a cleric of Iduna epli grants long life and some measure of health. The cleric's natural lifespan doubles, and they age at half the rate as normal members of their race. Using the Gift of Epli on the cleric's friends produces the effects of the *goodberry* spell.

Channel Divinity: Preserve Life

Starting at 2nd level, your Channel Divinity heals the badly injured.

As an action, you present your holy symbol and evoke healing energy that removes a number of wound points equal to three times your cleric level. Choose any creatures within 30 feet of you, and divide those wound points among them.

For the equivalent of 5 wound points, you can remove the **injured** condition from the wounded party.

You can't use this feature on undead or constructs.

Seafaring and Commerce Domain

The lord of the seas and all deriving from them, Njorðr was husband to Skaði. Severe differences of opinion over where they should live—Skaði preferred the frozen peaks, while Njorðr had a hankering for beachfront property—led to their estrangement.

Njorðr's domain encompasses all that is good that comes from the sea, including safe travel, and wealth in the form of both commerce and food. As lord of sailors and merchants, Njorðr blesses those who travel from place to place engaging in fair and honest trade.

The followers of Njorðr prize determination, shrewdness, and risk-taking. His clerics work to ensure fair weather, gentle seas, and fair and just profits from commercial ventures. The emphasis on fair trade draws the lawful, while the wanderlust and entrepreneurial spirit attract the chaotic. Nearly any alignment falls under Njorðr's reach.

Seafaring and Commerce Domain Spells

Cleric Level	Spells
1st	*create or destroy water, identify*
3rd	*augury, gust of wind*
5th	*call lightning, create food and water*

Seafarer

When you choose this domain at 1st level, you gain proficiency with water vehicles (all) and navigator's tools. Your swimming speed increases to 2/3 your basic move; Dash and Sprint actions apply to this increased rate.

Sailor's Moon

Starting at 1st level, so long as the moon is visible, you can cause an area 120' around your sailing vessel to be illuminated by dim light. The light appears as reflected moonlight, and provides enough light to work the ship and navigate.

Channel Divinity: Following Seas

Starting at 2nd level, you can use your Channel Divinity to speed passage for water journeys. For four hours, double your water speed when swimming or being borne by a water vehicle under your command at Normal speed or slower (see **Travel Pace**).

STORM DOMAIN

The Storm Domain is the purview of Donnar, who personifies strength, protection, lightning, and thunder. Donnar's clerics are expected to be mighty warriors, gifted and wild in battle. Bravery and self-reliance in the face of adversity, especially while helping others, are the hallmarks of the followers of the Storm Domain.

Donnar's influence over storms draws sailors and coast-dwellers to his circles; his warriors are mighty champions but indifferent commanders. The focus on protection repels those drawn to evil. Followers of Donnar tend to chaotic good and chaotic neutral.

Storm Domain Spells

Cleric Level	Spells
1st	*protection from evil and good, thunderwave*
3rd	*gust of wind, shatter*
5th	*call lightning, sleet storm*

Bonus Proficiencies

When you choose this domain at 1st level, you gain proficiency with martial axes and hammers, as well as heavy lamellar, fluted scale, and heavy mail armor.

Defensive Dervish

Starting at 1st level, you gain the use of the *weapon ward* cantrip.

Channel Divinity: Power of the Storm

Starting at 2nd level, you can use your Channel Divinity to deal mighty blows.

By focusing your Channel Divinity and calling on the power of the storms, you double your Strength modifier for one minute, affecting all melee attacks while it lasts. This influences both the hit and damage rolls.

Warding Domain

On the border of Asgard stands Heimdallr, guardian and messenger. Eternally vigilant, he watches over gods and men, protecting them from all who threaten harm. He is paragon to those who risk their lives and fortune to protect others.

Always of good alignment, his clerics and followers tend strongly to lawful and neutral.

Heimdallr's clerics (traditionally known as Idrian priests) dwell among groups of people dedicated to protecting and serving others. They make excellent guardsmen, and are counted on to lead investigations into crimes, especially murder and banditry. They stand in as champions for those who cannot fight for themselves. Nethanfoss and Northwatch in the north, and the marshland forts in the south, are strongholds of Heimdallr.

Followers of Heimdallr maintain the most efficient postal and messenger services in Etera, occasionally taking commissions to deliver messages as far away as Western Neveri and Barakthel. Once they swear to deliver a missive, they do so relentlessly.

Warding Domain Spells

Cleric Level	Spells
1st	*alarm, sanctuary*
3rd	*detect thoughts, warding bond*
5th	*clairvoyance, sending*

Bonus Proficiencies
At 1st level, you gain proficiency with heavy armor and martial weapons.

Ward of Battle
Starting at 1st level, you are more difficult to strike in battle. By calling on Heimdallr, you may use your reaction to give disadvantage to an enemy on all its attacks made against you until your next turn. The number of uses equals your Wisdom modifier (minimum once), and you regain all uses after a long rest.

Channel Divinity: Word of Idris
Starting at 2nd level, use your Channel Divinity to bestow divine protection on an ally.

During a violent confrontation, as a reaction, you expend one use of your Channel Divinity to increase an ally's Threat DC by your Wisdom modifier. This bonus affects the next Attack action directed at your ally, and then dissipates. If an opponent attacks multiple times on one turn, Word of Idris works on all of them.

Winter Domain

When clerics and priests speak of Winter's icy grip, they speak of Skaði, The Snow Queen, Mistress of Retribution. Skaði focuses on the kind of justice that, as in the old proverb, is a dish best served cold. The justice of Skaði is righteous vengeance, not the dispassionate judgment of Halja, nor the evenhanded fair play of Ziu.

Skaði is of frost giant descent; she holds sway where winters are long and harsh. Her clerics hold to a strict hierarchy, and meet to pass judgment when an internal wrong has been committed. Punishments are brutal, firm, and (so they say) well-earned. Slights are to be forgotten once punishments have been meted out, vanishing as melting snow…until the next time. The faithful of Skaði meet *false* accusations and imagined slights with scorn, punishment, mockery, and humiliation.

Her followers are always lawful. The focus on vengeance and retribution, righteous or not, can draw the selfish and malicious to her fold. Avid and persistent hunters, the followers of Skaði are some of the best archers and javelin-throwers in the northlands. Given time to make skis or snowshoes, they travel as effectively in snow and ice as southlanders do in grassy fields.

Winter Domain Spells

Cleric Level	Spells
1st	*command, hellish rebuke*
3rd	*detect thoughts, zone of truth*
5th	*bestow curse, remove curse*

Bonus Proficiency
At 1st level, you gain proficiency with the Intimidation skill; if you already have Intimidation, you gain expertise.

Bonus Cantrip
Starting at 1st level, you can cast the *ray of frost* cantrip.

Channel Divinity: Winter's Fury
At 2nd level, you may summon the power of winter into your strikes. The damage type of your melee and ranged attacks is additionally cold. After 30 seconds, you must let it go.

Example: A cleric of Skaði slashes at a foe with a handaxe, while invoking Winter's Fury. The weapon damage type counts as both slashing and cold, and will affect a target using the most favorable features of each type.

Fighter

Willpower, magic, and the power of words and ideas counter many threats. For the rest, there's the sword, spear, axe, and bow. But what are weapons compared to the hands that wield them?

Skill at fighting is valued in Torengar, and violence is inherent to the culture. Many jarls have fighting backgrounds, usually as commanders. Fighters include thugs, judicial champions, and soldiers. Many participate actively in the 200-year-old war that rages in the south; others continue the more protracted struggle against incursions of fell creatures from Tanalor in the north. Most hone their skills during the summer raiding season.

As a fighter, you gain the following class features.

Vigor

Vigor Dice. 1d10 per fighter level
Vigor at 1st Level. 10 + your Constitution modifier
Vigor At Higher Levels. 1d10 (or 6) + your Constitution modifier per fighter level after 1st

Proficiencies

Armor. All armor, shields
Weapons. Simple weapons, martial weapons
Tools. None
Saving Throws. Strength, Constitution
Skills. Choose two skills from Acrobatics, Animal Handling, Athletics, History, Insight, Intimidation, Perception, and Survival

Equipment

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

- Heavy lamellar armor; or leather, a longbow and a quiver with 20 arrows
- A martial weapon and a shield or two martial weapons
- A light crossbow and 20 bolts or two handaxes
- A dungeoneer's pack or an explorer's pack

The Fighter

Level	Proficiency Bonus	Features
1st	+2	Fighting Style, Second Wind
2nd	+2	Action Surge (one use)
3rd	+2	Martial Archetype
4th	+2	Ability Score Improvement
5th	+3	Extra Attack

Fighting Style

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

Archery

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

Fencing

Your fighting emphasizes mobility and defensive footwork. You gain +2 to Threat DC if you meet both the following conditions:

- You are wearing no heavier than medium armor, and not using a shield of medium size or larger
- You are using a one-handed finesse weapon, or using a versatile weapon in two hands

Great Weapon Fighting

When you roll a 1, 2, or 3 on a damage die for an attack with a melee weapon wielded with two hands, you may re-roll the die. You must use the new roll, even if the new roll is a 1 or a 2. You also add +1 to your critical threshold.

To gain these benefits, the weapon you use must have the two-handed or versatile property.

Martial Spear Fighting

You fight with a spear as a martial weapon, rather than as a simple one.

When wielded as a one-handed weapon, the spear's damage die increases to d8. In two hands, the damage die increases to d10. The spear gains the reach property in one or two hands, and you add +3 to the critical threshold while using a spear.

Protection

When a creature you see attacks a target within 5 feet of you, you may use your reaction to impose disadvantage on the attack roll. You must be wielding a shield or a weapon to use this ability.

Two-Weapon Fighting

When you engage in two-weapon fighting, add half your ability modifier to the damage of the second attack (round down).

Second Wind

You draw on a reserve of stamina to protect yourself from harm. On your turn, you use a bonus action to regain vigor equal to 1d10 + your fighter level. You must finish a short or long rest before you use second wind again.

Action Surge

Starting at 2nd level, you may push yourself beyond your normal limits. On your turn, take one additional action in addition to your regular action and optional bonus action.

You must finish a short or long rest before you can use action surge again.

Martial Archetype

At 3rd level, choose an archetype that you strive to emulate in your combat styles and techniques. Choose Champion or Commander, both detailed below. The archetype grants you features when you choose it.

Ability Score Improvement

When you reach 4th level, you may choose to increase one ability score by 2, or two ability scores by 1. You can't increase an ability score above 20 using this feature.

Extra Attack

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

Martial Archetypes

Fighters may choose to emphasize different aspects of martial prowess. Your choice of martial archetype reflects your approach.

Champion

The archetypal Champion focuses on the development of physical power honed to deadly perfection. Those who choose to be a champion combine rigorous training with physical excellence to deal devastating blows.

Improved Critical

Beginning when you choose this archetype at 3rd level, your weapon attacks increase their critical threat range by 1. This stacks with other improvements to the critical threat range from the Dexterity bonus for ranged weapons or other features.

Commander

Inspiring loyalty and courage among his troops, the Commander is no slouch as a combatant. Commanders stand with their fellow warriors in the face of hopeless odds. With quick wits, mighty blows, and piercing voices, Commanders lead the way to victory.

Mounted Warrior

When you choose this archetype at 3rd level, you gain proficiency with Animal Handling (or expertise, if already proficient), and have advantage on all Animal Handling checks made to control your mount.

Naval Captain. Alternately, you are the master of a waterborne vessel. You gain proficiency with all types of waterborne vehicles, as well as proficiency with navigator's tools (or expertise, if already proficient).

Tactical Sense

Upon reaching 3rd level, you use your mastery of small unit tactics and mobility to shape the battlefield. You may use your tactical sense a number of times equal to your proficiency bonus. Refresh this ability by taking a short or long rest. For each use, spend your reaction to choose one of the following benefits:

- Offer advice and commands to an ally on the field, allowing him to reposition himself an amount equal to his normal move. This does not count against his movement total, and he may still take a dash action.

- Give Inspiration to an ally within hearing or sight so long as both see each other.

- Shout encouragement or advice to an ally, causing a monster attacking them to have disadvantage against them for all attacks (ranged or melee) that turn.

- Give warning to an ally targeted by an effect that forces him to make a Dexterity saving throw; this gives him advantage on that save.

Skald (Bard)

Traveling from town to town, telling stories, sharing knowledge, or engaging in deep works of art and craft, the skalds of Torengar have few equals as entertainers and loremasters. With a passion to both learn and teach, skalds serve as instructors and sources of gossip. Skalds are called bards in Brionnu and Arnulf.

Some skalds set up schools and act as tutors, but the wanderlust and curiosity aspects of the lifestyle do not make such arrangements long-lived.

Skalds are not bookworms or theoreticians. They delight in lore and craft, and the passion of a story increases by having lived it. Skalds tell stories of battle with the flair that only participants can capture, and work weaponcraft knowing which end of the spear is dangerous.

As a skald, you gain the following class features.

Vigor

Vigor dice. 1d8 per skald level
Vigor at 1st Level. 8 + your Constitution modifier
Vigor At Higher Levels. 1d8 (or 5) + your Constitution modifier per skald level after 1st

Proficiencies

Armor. Light armor
Weapons. Simple weapons, hand crossbows, longswords, rapiers, long seaxs
Tools. Three musical instruments of your choice
Saving Throws. Dexterity, Charisma
Skills. Choose any three

Equipment

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

- A rapier or a longsword, or any simple weapon

The Skald

Level	Proficiency Bonus	Features	Cantrips Known	Spells Known	1st	2nd	3rd
1st	+2	Spellcasting, Skaldic Inspiration (d6)	2	4	2	–	–
2nd	+2	Jack of All Trades, Song of Rest (d6)	2	5	3	–	–
3rd	+2	Skald College, Expertise	2	6	4	2	–
4th	+2	Ability Score Improvement	3	7	4	3	–
5th	+3	Skaldic Inspiration (d8), Font of Inspiration	3	8	4	3	2

- A diplomat's pack or an entertainer's pack
- A lute or any other musical instrument
- Leather armor and a dagger

SPELLCASTING

You untangle and reshape the fabric of reality in harmony with your poetry and music.

Cantrips

You know two cantrips from the skald spell list. You choose additional skald cantrips at higher levels, as shown in the Cantrips Known column of **The Skald** table.

Spell Slots

The Skald table shows how many spell slots you have to cast spells. To cast one of these spells, expend a slot of the spell's level or higher. You regain all expended spell slots after a long rest.

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

Spells Known of 1st Level and Higher

You know four 1st-level spells of your choice from the skald spell list.

The Spells Known column of **The Skald** table shows when you learn more skald spells. Each of these spells must be of a level for which you have spell slots, as shown on the table. For instance, when you reach 3rd level in this class, you learn one new spell of 1st or 2nd level.

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

Spellcasting Ability

Charisma is your spellcasting ability for skald spells. Your magic comes from the heart and soul poured into the performance of your music or oration. Use your Charisma whenever a spell refers to your spellcasting ability. Add the Charisma modifier when setting the saving throw DC for a skald spell you cast and when making an attack roll with one.

SPELL SAVE DC = 8 + YOUR PROFICIENCY BONUS + YOUR CHARISMA MODIFIER

SPELL ATTACK MODIFIER = YOUR PROFICIENCY BONUS + YOUR CHARISMA MODIFIER

Ritual Casting

You can cast any skald spell you know as a ritual if that spell has the ritual tag.

Spellcasting focus

You use a musical instrument as a **spellcasting focus** for your skald spells.

SKALDIC INSPIRATION

You inspire others through stirring words or music. To do so, use a bonus action on your turn and choose one other creature who can hear you, within 60 feet. That creature gains a d6 Skaldic Inspiration die. A creature can have only one Skaldic Inspiration die at a time.

Within the next 10 minutes, the creature can add the die and to one ability check, attack roll, or saving throw it makes. The creature can wait until after the roll before deciding to use the Skaldic Inspiration die, but before the GM says the roll succeeds or fails. Use this feature a number of times equal to your Charisma modifier (a minimum of once). You regain any expended inspiration dice after finishing a long rest.

Your Skaldic Inspiration die becomes a d8 at 5th level.

Jack Of All Trades

Starting at 2nd level, you can add half your proficiency bonus, rounded down, to any ability check you make that doesn't already include your proficiency bonus.

Song Of Rest

Beginning at 2nd level, you use soothing music or oration to help revitalize your wounded allies during a short rest. Any friendly creature who can hear your performance and expends a Vigor Die of their own to regain vigor points regains an additional 1d6 vigor. The song of rest does not heal wounds.

Skald College

At 3rd level, you delve into the advanced techniques of a skald college of your choice: The College of Lore or the College of Craft. Your choice grants you features at 3rd level (see below).

Expertise

At 3rd level, choose two of your skill proficiencies. You gain expertise with the chosen proficiencies, doubling your proficiency bonus during skill checks.

Ability Score Improvement

When you reach 4th level, you may choose to increase one ability score by 2, or two ability scores by 1. You can't increase an ability score above 20 using this feature.

Font Of Inspiration

Starting at 5th level, you regain all your expended uses of Skaldic Inspiration after a short or long rest.

Fraediskald: Lore College

Skalds of the College of Lore, called *fraeðiskald*s, collect bits of knowledge from scholarly tomes and folk tales. Singing bawdy ballads in taverns or elaborate compositions in royal courts, *fraeðiskald*s use their gifts to hold an audience spellbound. When the applause dies down, the audience members might find themselves questioning everything they held to be true, from their faith in the priesthood of the local temple to their loyalty to the king.

Lore skalds devote themselves utterly to the pursuit of beauty and truth, not in fealty to a monarch or the tenets of a deity. A noble who keeps a *fraeðiskald* as a herald or advisor knows that the skald would rather be honest than polite.

The college's members gather in libraries and sometimes in actual colleges, complete with classrooms and dormitories, to

share their lore with one another. They also meet at festivals or affairs of state, where they expose corruption, unravel lies, and poke fun at self-important figures of authority.

Bonus Proficiencies

When you become a *fraeðiskald* and join the College of Lore at 3rd level, you gain proficiency with three new skills of your choice.

Cutting Words

Also at 3rd level, you learn how to use your wit to distract, confuse, and sap the confidence and competence of others. When a creature that you can see within 60 feet of you makes an attack roll, an ability check, or a damage roll, use your reaction to expend one of your uses of Skaldic Inspiration. Roll your Skaldic Inspiration die and subtract the number rolled from the creature's roll. You can use this feature after the creature makes its roll, but before the GM determines whether the attack roll or ability check succeeds or fails, or before the creature deals its damage. The creature is immune if it can't hear you or if it's immune to being **charmed**, but the creature need not understand the insult!

Iðnskald: Craft College

Dreamers, shapers, singers, and makers, the skalds of the College of Craft are called *iðnskald*s: Poets of Making. They create music on a smith's forge, sing the song of the weaving loom, and dance to the music of growing crops. Iðnskalds see the magic behind the shaping, and when they craft, they imbue their works with fantastical properties for a time.

The passion of *iðnskald*s lies in the pursuit of pure artistry and artisanship, creating for creation's sake. Iðnskalds rarely join traditional artisan's guilds: the *iðnskald*s comprise their own guild. They believe that the glory of crafting rests in sharing and teaching, giving and using, and are more likely to share their lore than hoard it.

The college's members wander freely from homestead to city. Their conclaves meet where the raw materials for the craft are plentiful. Wherever they meet they spend time working craft with each other. They put on demonstrations and provide services at festivals or affairs of state, where they teach, learn, and bestow the blessings of art and craft upon those who need them.

Bonus Proficiencies

When you join the College of Craft at 3rd level, you gain proficiency with three tools of your choice.

Song of Steel

Upon choosing to be an *iðnskald*, you learn to enhance the quality of an item by resonating with its song. By spending time during a short rest learning the tune of a particular item, you can bestow a Skaldic Inspiration die on it for use on a single attack roll or damage roll, or a skill check with a set of tools. You may tune up to your Charisma bonus items at any one time. The user of the weapon hums a short musical phrase or poetic verse, and the skald that tuned the weapon spends their reaction to sing the counterpoint, activating the Inspiration die. The effect of the tuning lasts until expended or the skald's next short rest. No item may carry more than one tuning bonus at a time.

Wizard

Through hours of study, attunement, apprenticeship, and experimentation, you learned to manipulate the energies of the runes of power to cast spells.

Each wizard tends to specialize in a flavor and method appealing to him, referred to as a School of Magic. Cast through deep understanding of a rune, spells within each school have a common flavor. All wizards can cast spells with any rune, but some harbor strong preferences for the kinds of magic they wield.

As a wizard, you gain the following class features:

Vigor

Vigor Dice. 1d6 per wizard level
Vigor at 1st Level. 6 + your Constitution modifier
Vigor At Higher Levels. 1d6 (or 4) + your Constitution modifier per wizard level after 1st

Proficiencies

Armor. None
Weapons. Daggers, darts, slings, quarterstaffs, light crossbows, and harsh language
Tools. None
Saving Throws. Intelligence, Wisdom
Skills. Choose two from Arcana, History, Insight, Investigation, Medicine, and Religion

Equipment

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

- A quarterstaff or a dagger
- A component pouch or an arcane focus
- A scholar's pack or an explorer's pack
- A spellbook

Spellcasting

As a student of arcane magic, you own a spellbook containing spells revealing the first glimmerings of your true power.

Cantrips

At 1st level, you know three cantrips from the wizard spell list. You learn additional wizard cantrips at higher levels, as shown in the Cantrips Known column on **The Wizard** table. Cantrips are not written in spellbooks, but fixed in your mind.

Spellbook

At 1st level, the repository of the wizard spells you know—your spellbook—contains six 1st-level wizard spells.

Preparing and Casting Spells

The **Wizard** table shows how many spell slots you have earned to cast your spells of 1st level and higher. Expend a slot of the spell's level or higher to cast one of these spells. When you finish a long rest, regain all expended spell slots.

You prepare the list of daily wizard spells available for you to cast. To do so, choose a number of wizard spells from your spellbook equal to your Intelligence modifier + your wizard level (minimum of one spell). The spells must be of a level for which you have spell slots.

Example: as a 3rd-level wizard, you have four 1st-level and two 2nd-level spell slots. With an Intelligence of 16 (+3), your list of prepared spells includes six spells of 1st or 2nd level, in any combination, chosen from your spellbook. If you prepare the 1st-level spell *magic missile*, you cast it using a 1st-level or a 2nd-level slot. Casting the spell doesn't remove it from your list of prepared spells.

You may change your list of prepared spells when you finish a long rest. Preparing a new list of wizard spells requires time spent studying your spellbook and memorizing the incantations and gestures needed to cast the spell, at least 1 minute per spell level for each spell on your list.

Spellcasting Ability

Since you learn your spells through dedicated study and memorization, use Intelligence as the spellcasting ability for your wizard spells. Use your Intelligence whenever a spell refers to your spellcasting ability. In addition, use your Intelligence modifier when setting the saving throw DC for a wizard spell you cast and when making an attack roll with one.

Spell Save DC = 8 + Your Proficiency bonus + Your Intelligence Modifier

Spell Attack Modifier = Your Proficiency bonus + Your Intelligence Modifier

Ritual Casting

You may cast a wizard spell as a ritual if that spell has the ritual tag and you have the spell in your spellbook. You don't need to have the spell prepared.

Spellcasting Focus

You may use an arcane focus as a **spellcasting focus** for your wizard spells.

Learning Spells of 1st Level and Higher

Each time you gain a wizard level, add *two* wizard spells to your spellbook for free. These spells must be of a level for which you have spell slots, as shown on **The Wizard** table. On your adventures, you might find other spells that you can add to your spellbook (see the **Your Spellbook** box).

The Wizard

Level	Proficiency Bonus	Features	Cantrips Known	1st	2nd	3rd
1st	+2	Spellcasting, Arcane Recovery	3	2	—	—
2nd	+2	Arcane Tradition	3	3	—	—
3rd	+2	—	3	4	2	—
4th	+2	Ability Score Improvement	4	4	3	—
5th	+3	—	4	4	3	2

ARCANE RECOVERY

You have learned to regain some of your magical energy through focused study of your spellbook. Once per day when you finish a short rest, you choose expended spell slots to recover. The spell slot levels regained may sum to half your wizard level (rounded up) or less. After you regain spell slots with Arcane Recovery, they are cast normally.

For example, if you're a 4th-level wizard, you recover up to two levels worth of spell slots; recover either a 2nd-level spell slot or two 1st-level spell slots.

ARCANE TRADITION

When you reach 2nd level, choose an arcane tradition, shaping your practice of magic through one of several schools. Doors and Might are detailed below.

Your choice grants you features at 2nd level.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, increase one ability score by 2, or increase two ability scores by 1. You can't increase an ability score above 20 using this feature.

ARCANE TRADITIONS

The ancient study of wizardry stretches back to the earliest mortal discoveries of magic.

The most common arcane traditions in the Nine Realms revolve around the schools of magic. Based upon the High Runic character that best describes the effects, wizards through the ages have cataloged thousands of spells, grouping them into categories called schools. Wizards who train apprentices in the solitude of their own towers use the division of magic into schools as a learning device, since the spells of each school require mastery of different runes.

Savant

No matter which tradition you select at 2nd level, halve the gold and time you spend copying spells into your spellbook with the runes incorporated by that tradition.

SCHOOL OF DOORS

You focus your study on magic that transcends the here and now, opening mystical doors through time, space, and the Nine Realms. You examine the past and the future, heal and harm, and interact with the dead. You have mastered the study of the runes of *ansuz* (divining the future and probing the past) and *jera* (life cycles from birth to death and back again).

Read Auras

Beginning at 2nd level, gain the ability to read emanations of power. This ability has two uses, one active and one passive.

You automatically detect and identify auras maintained by a creature, including spells, auras induced by magical items, or the *fear* aura of a powerful fiend. It reveals the source and type of the aura, but not its range.

You may also deliberately discern an aura. After concentrating on a creature for one minute, make a DC 15 Intelligence (Arcana) check; if successful, receive the answer to one of the questions below for every minute spent concentrating. The GM makes these rolls for you—should you fail, you gain no further information with more study.

If the creature is a purposeful projection from a powerful entity such as a god, this becomes immediately obvious, with no roll required. If the powerful creature wishes to hide its aura, discerning it requires a DC 25 Intelligence (Arcana) check.

You may obtain the following information through active study:

Creature Type. Dragon (usually obvious), fiend, undead, etc.

Magical Ability. Does the creature have the ability to cast spells? Is the creature innately magical?

Immunities and Resistances. Is the creature immune to a damage type? Roll once per immunity/resistance.

Vulnerabilities. Does the creature take extra damage from a specific damage type or only from magical weapons?

SCHOOL OF MIGHT

You study magic that creates powerful elemental effects such as bitter cold, searing flame, rolling thunder, crackling lightning, or burning acid. You specialize in both aggressive (*thurisaz*) and defensive (*algiz*) magic. Some from the school of Might find employment in military forces, blasting enemy armies with arcane power, while some selflessly protect the weak. Others seek personal gain as bandits, adventurers, or aspiring tyrants.

Sculpt Spells

Beginning at 2nd level, you can create pockets of relative safety within the effects of your spells. When you cast a thurisaz spell that affects other creatures you see, you may exempt a number of creatures from the effects of your spell equal to 1 + the spell slot level used to cast the spell.

Your Spellbook

The spells you add to your spellbook as you gain levels reflect the arcane research you conduct on your own, as well as intellectual breakthroughs you have made regarding the nature of Yggdrasil, magic, and the Nine Realms. You might find other spells during your adventures, discovering a spell recorded on a scroll in an evil wizard's chest, for example, or in a dusty tome in an ancient library.

Copying a Spell into the Book. *When you find a wizard spell of 1st level or higher, add it to your spellbook if it is of a spell level you can prepare and by taking the time to decipher and copy it.*

To copy it, you must decipher the unique system of notation used by the wizard who wrote it, practice the spell until you understand the sounds or gestures required, and transcribe it into your spellbook using your own notation.

The process takes 2 hours and costs 50 gp for each level of the spell. The cost represents material components expended as you experiment with the spell to master it, as well as the fine inks needed to record it. Once you have spent this time and money, prepare the spell just like your other spells.

Replacing the Book. *If you lose your spellbook, you must transcribe the spells that you have prepared into a new spellbook. Since you understand your own notation and already know how to cast the spell, you need spend only 1 hour and 10 gp for each level of the copied spell. Filling out the remainder of your spellbook requires you to find new spells to do so, as normal. For this reason, many wizards keep backup spellbooks in a safe place. Working from your original spellbook allows you to copy (at 10 gp and 1 hour per spell level) all known spells to a backup book.*

CHARACTER BACKGROUNDS

Characters have a history and an outlook that informs their choices. Alignment and background provide flavor and some game-mechanical assistance when framing your character.

ALIGNMENT

A creature's alignment describes its moral and personal attitudes. A combination of two factors, alignment identifies morality (good, evil, or neutral), and describes attitudes toward society and rules (lawful, chaotic, or neutral).

Lawful good (LG) creatures do the right thing as expected by society. They respect and adhere to law and tradition, tending to put the group above their own needs, and favoring altruism.

Neutral good (NG) folk do the best they can to help others. They neither rail against nor slavishly adhere to tradition and law, but generally act selflessly and try and do the right thing, with some acknowledgement of precedent and custom.

Chaotic good (CG) creatures act as their conscience directs, paying little mind to formal expectations or society's rules. They do the right thing, regardless of social mores or formal law.

Lawful neutral (LN) individuals act in accordance with law, tradition, or personal codes. Indifferent to selfishness or altruism, it is the rules which drive behavior.

Neutral (N) creatures straddle moral considerations and do what seems best at the time given the circumstances.

Chaotic neutral (CN) creatures follow their whims, valuing personal freedom more than anything else.

Lawful evil (LE) creatures methodically take what they want, within the limits of a code of tradition, loyalty, or order. Selfish and tradition-bound, tyranns exemplify lawful evil. The dragons of old tended toward lawful evil or lawful neutral, bound to their Elders via psychic lash.

Neutral evil (NE) individuals do whatever they can get away with, without compassion or qualm. Selfish and capricious, many fae walk this often-contradictory path, strongly lawful in matters of honor and duty, and vastly chaotic when unfettered.

Chaotic evil (CE) creatures act with arbitrary violence, spurred by greed, hatred, or bloodlust. Desiring the world's destruction, kvoldomur exemplify chaotic evil.

Alignment in the Nine Realms

The Aesir gave their chosen ones the freedom to choose their moral paths; this includes all playable PC races.

Monsters and other humanoids have strong inborn tendencies imbued by their creators. Hobgoblins share the violent, savage, and unpredictable nature of the Alfar. **Eðlafólk** were bound to serve the true dragons.

Alignment is an essential part of the nature of celestials, fae, and fiends. A tyrann does not choose to be lawful evil, its *essence* is lawful evil. If it somehow ceased to be lawful evil, it would cease to be a tyrann.

Creatures lacking the capacity for rational thought (sapience), like most animals, are *unaligned*.

LANGUAGES

Your race dictates the languages your character speaks by default, while some backgrounds give you access to one or more additional languages. Note these languages on your character sheet.

Choose your languages from the **Standard Languages** table, or choose one that is common in your campaign. With your GM's permission, instead choose a language from the **Exotic Languages** table or a secret language.

Standard Languages

Language	Typical Speakers	Script
Common	Humans	Common Runic
Dwarvish	Dwarves	Common Runic
Elvish	Elves	Sylvan
Giant	Ogres, giants	Draconic
Gnomish	Gnomes	Common Runic
Goblin	Goblinoids	Sylvan

Exotic Languages

Language	Typical Speakers	Script
Abyssal	Kvoldomur	Infernal
Celestial	Celestials	High Runic
Draconic	Dragons, dragonborn	Draconic
Infernal	Tyrann	Infernal
Sylvan	Fae creatures	Sylvan

Backgrounds

Your character's background reveals where you came from, how you became an adventurer, and your place in the world. Choosing a background provides story cues about your character's identity. The most important question to ask about your background is "what changed?" Why did you stop doing whatever your background describes and start adventuring?

Proficiencies

Each background gives a character proficiency in two skills (described in "Using Ability Scores"). The most common choices if there is a preference appear in bold. Additionally, some backgrounds give a character proficiency with one or more tools (detailed in *Equipment*).

If your character would gain the same proficiency from two different sources, choose a different proficiency of the same kind (skill or tool) instead.

Languages

Some backgrounds allow characters to learn additional languages beyond those allotted by race. See *Languages*.

Equipment

Every background includes a package of starting equipment.

Suggested Characteristics

A background contains suggested personal characteristics. Roll dice to determine them randomly, or use the suggestions as inspiration for characteristics of your own creation.

The characteristics include a strong **personality trait,** which is what others will note about your demeanor and drives. An **ideal** serves as a primary decision-making axis when it comes to matters of morality and ethics. Your **bond** connects you to your background, and may be a pleasant one (friendship or loyalty), or driven by a negative experience (revenge, lust, or avarice). Finally no mortal—or any god—is without a **flaw** in attitude, temperament, or outlook.

Acolyte (Nylithi)

You spent your life in the service of a temple or brotherhood, acting as an intermediary between the realms of the holy and the mortal. You performed sacred rites and offered sacrifices to conduct worshipers into communion with the divine. You were not (yet) a cleric—performing sacred rites is not the same thing as channeling divine power.

Choose which of the Aesir, or group of Aesir, your temple served and followed, unless you were an acolyte in a forbidden cult or worshipped some other mighty being in secret.

Skill Proficiencies: two of **Religion**, Insight, Persuasion, **History**
Language and Tool Proficiencies: any two
Equipment: holy symbol, prayer or religious book, formal clothes and props, common clothes, and 55 sp

Feature: Shelter of the Faithful

As an acolyte, you know the religious ceremonies of your deity. You receive free healing and care at a temple, shrine, or other established presence of your faith, though you must provide any material components needed for spells. Those who share your religion support you if necessary (but only you), providing a modest lifestyle.

Suggested Characteristics

Experience in temples or other religious communities shapes Acolytes. Their study of the history and tenets of their faith affect their mannerisms, personality traits, and ideals. Their flaws might be some hidden hypocrisy or heretical idea, or an ideal or bond taken to an extreme.

d8	Personality Trait
1	I idolize a hero of my faith, and constantly refer to that person's deeds as a role model.
2	I can find common ground between the fiercest enemies, empathizing with them and always working toward peace.
3	I see omens in every event and action. The gods try to speak to us; we just need to listen.
4	Nothing can shake my optimistic attitude.
5	I quote (or misquote) sacred texts and proverbs in almost every situation.
6	I am tolerant (or intolerant) of other approaches to the proper veneration of the Aesir.
7	I've enjoyed fine food, drink, and high society among my temple's elite. Rough living grates on me.
8	I've spent so long in the temple that I have little practical experience dealing with people in the outside world.

d6	Ideal
1	**Tradition.** The ancient traditions of worship and sacrifice must be preserved and upheld. (Lawful)
2	**Charity.** I always try to help those in need, no matter what the personal cost. (Good)
3	**Change.** We must help bring about the changes the gods are constantly working in the world. (Chaotic)
4	**Power.** I hope one day to rise to the top of my faith's religious hierarchy. (Any)
5	**Faith.** I trust that my deity will guide my actions. I have faith that if I work hard, things will go well. (Lawful)
6	**Aspiration.** I seek to prove myself worthy of my god's favor by matching my actions against her teachings. (Any)

d6	Bond
1	I would die to recover an ancient relic of my faith lost long ago.
2	I will someday get revenge on the corrupt temple hierarchy who branded me a heretic.
3	I owe my life to the priest who took me in when my parents died.
4	Everything I do is for the common people.
5	I will do anything to protect the temple where I served.
6	I seek to preserve a sacred text that my enemies consider heretical and seek to destroy.

d6	Flaw
1	I judge others harshly, and myself even more severely.
2	I put too much trust in those who wield power within my temple's hierarchy.
3	My piety sometimes leads me to blindly trust those who profess faith in my god.
4	I am inflexible in my thinking.
5	I am suspicious of strangers and expect the worst of them.
6	Once I pick a goal, I become obsessed with it to the detriment of everything else in my life.

Artisan

Smiths, masons, apothecaries (non-magical alchemists), prospectors, tinkerers, carpenters, and inventors make their living through careful application of great skill, great patience, and occasionally great salesmanship. They spent hours studying the history and practice of their craft.

Skill Proficiencies: History, Persuasion
Language and Tool Proficiencies: proficiency with a toolkit of choice
Equipment: toolkit of choice, work clothes, and a pouch with 30 gp

Feature: Craftsman's Lore
You may study an object in order to discern background information related to your craft. ("Ahh, that's gnomish make—see how they weld the joints?")

Suggested Characteristics
You held a steady job in your home village. You provided goods and services, knowledge and workmanship, for a fair price (mostly) and on time (usually).

d8	Personality Trait
1	I downplay my skills in public, but hone and improve them constantly.
2	If I can pound unyielding materials into a desired shape, I can do the same to you.
3	Crafting analogies, some not apt, riddle my speech pattern.
4	I consider myself the true owner of everything I make; the people who buy them only use them for a while.
5	I have no patience with inexpert people.
6	I do my best work when I'm about half-full of ale, I assure you.
7	I am constantly fiddling with the tools of my trade in every idle hour; I love working my trade.
8	My skill is my gift, and I try to honor the gods for that gift through my works.

d6	Ideal
1	**Toil.** The work that goes into crafting is the measure of its value.
2	**Utility.** I make things people need. No need to romanticize it.
3	**Perfection.** The smallest detail is worth getting right.
4	**Artistry.** Beautiful things are worth making, owning, and sharing, regardless of need.
5	**Avarice.** I create things for money, things you cannot create. Give me fame and fortune.
6	**Improvement.** By plying my craft well, I make the world a better place.

d6	Bond
1	I love seeing my works used and enjoyed.
2	The work itself is my pride and joy; what I make matters little.
3	I do what I do for the greater good of my village or family.
4	I am a proud member of my artisan's guild, jealously guarding its secrets.
5	I work toward owning a studio where I may teach the craft to an apprentice.
6	My children are my most wondrous creation.

d6	flaw
1	Everything I do is rubbish, and I am unworthy of my skills.
2	No one comes close to paying what my creations are worth.
3	Sorry, I wasn't listening to you. I'm busy designing my next project.
4	I yearn to deface any work considered greater than mine.
5	The secrets of my craft that I discovered are mine, and mine alone, forever.
6	I work when I must, otherwise, who cares? When does the taproom open?

COMBATANT

You spent your early life fighting, or preparing others to fight, as part of an organized military or quasi-military force. Central to your life are routine, drill, and belonging to a group. Determine your role, and choose background skills accordingly—Animal Handling for cavalry, for instance, or Athletics for infantry soldiers (from unarmed combat practice and drill).

Skill Proficiencies: two of Athletics, Intimidation, Perception, Animal Handling
Language and Tool Proficiencies: one of your choice, related to an adversary or ally
Equipment: Explorer's pack, traveler's clothes, tent, a crowbar, a hammer, 10 spikes, a shovel, a set of dice, a whetstone, and a pouch with 35 gp

Feature: Tedium Saves Lives
Camp chores, standing watch, making and striking camp…tasks done with practiced ease. You complete common soldierly tasks in half the time, and do things like standing guard or digging ditches for fortifications for twice as long without rest: efficiency born of long repetition.

Suggested Characteristics
You are no stranger to violence. You might be longing for your next battle, or have seen one too many. The bond you share with your fellow combatants separates you from common thugs and other violent professions.

d8	Personality Trait
1	I only respect people who keep their cool in a fight.
2	The only point of fighting is to protect those that cannot protect themselves.
3	I have seen too much to be intimidated by the likes of you.
4	Disrespect leads to fighting; fighting leads to death. I am always careful with words.
5	Drinking keeps buried the memories of having seen too much.
6	I am always looking for the next fight.
7	I delight in humiliating my foes.
8	My fellow soldiers are my family, right or wrong.

d6	Ideal
1	**Purpose.** Fighting is what I was born to do. (Neutral)
2	**Righteousness.** I will do what I feel is just regardless of rules or boundaries. (Chaotic)
3	**Duty.** I am committed to serve and defend my unit, my city, my people. (Good)
4	**Order.** Force exists to set boundaries on action. (Lawful)
5	**Heroism.** I want worldwide renown, to be remembered in legend forever. (Any)
6	**Power.** I will crush all who oppose my will. (Evil)

d6	Bond
1	A nameless soldier saved my life once; how can I do any less?
2	I became a combatant to defend my home and people from harm.
3	I will always consider myself a part of my old unit and never sully its reputation.
4	I am bonded to you by the coin you paid me for the agreed time. After that…we'll see.
5	A great hero inspired me to take up arms; I hope to meet her, or even fight beside her, one day.
6	My friends are my unit; I will not fail them.

d6	Flaw
1	If violence isn't the answer, you're asking the wrong question.
2	I'm available at any time to the highest bidder.
3	I owe a debt I cannot afford to a person I cannot afford *not* to repay.
4	My word and my will are all that matters in the world.
5	A lifetime of violence has left me callous and unfeeling.
6	My hatred for my foes is blinding and fierce; I will do anything to defeat them.

Karl (Freeholder)

You tended the land and built a life. You owned the property that you worked, be it a farm, an inn or tavern, or a business. You know what it means to toil and work. Perhaps that is why the promise of a different life in Tanalor seems so appealing?

Skill Proficiencies: two of Nature, Perception, and Survival
Language and Tool Proficiencies: none
Equipment: a draft horse, bit and bridle, riding saddle, a backpack, bedroll, tent, and waterskin, and a pouch with 5 gp

Feature: Freeholder

As a karl, you own a plot of land that you farmed and cultivated yourself: your freehold. You bear a token or signet from your local jarl identifying your freehold. This badge (or *takn*) allows access to town and city councils, as well as guilds for services. The middle strata of society welcomes you, the local merchants treat you fairly, and townsmen accept you as a fellow "salt of the earth" type.

Suggested Characteristics

Are you the hardy, solid farmer, or woodsman, wanting nothing more than to enjoy fellowship, do your work, and love your family? Or do you long to escape to a new life, dreaming of adventures beyond those of a sheep-farmer's daughter?

d8	Personality Trait
1	I can turn any situation into a story about my farm, my inn/tavern, or my time on the village council.
2	I face adverse situations with a cool head and a steady hand. Unless it involves snakes. Why did it have to be *snakes*?
3	I will reply to most conversation with a grunt and a nod. Words are precious and not to be wasted.
4	Let me tell you, at length, about my unhappy home life.
5	No rest until the work is done. If you're not working, you'd best be sick or dead.
6	I know what it is to starve and to want, and to see your family waste away. Never again.
7	Feast days are the only days worth living for.
8	Honest toil honors the gods.

d6	Ideal
1	**Toil**. The only constant in life is that you must work to keep it. (Any)
2	**Family**. Anything that I do, I do for my family and clan. (Neutral)
3	**Perseverance**. We may waver and crack, but in the end, we hold. What is built endures, and what is loved endures, and we…we endure. (Good)
4	**Covetousness**. I want what you have. Give it to me. Why? It's my birthday. (Evil)
5	**Steadfastness**. My word is my bond, and ill will befall any who doubt it. (Law)
6	**Autonomy**. Leave me alone to work my craft, my land, and to make what life I can. (Chaos)

d6	Bond
1	A karl toils as one with the land, and the land returns his toil with its bounty.
2	My family and my home are my most important labor.
3	My honor and reputation among my friends are my most valued possessions.
4	I journey to the ends of the earth to help a friend.
5	I owe a debt to another person of questionable character and intentions.
6	I love spending time among my fellow men, and meeting new friends when traveling.

d6	Flaw
1	I am as stubborn as the rocky land from which I hack out my sustenance.
2	You're not from my village or my town, and are thus not terribly trustworthy.
3	I have a love of ale that really will be my undoing one day.
4	A bath? In the winter? That'll make you foul sick, and is a quick trip to the grave.
5	Can you lend me one of those? Yeah, I lost mine. I swear I'll return it…
6	Everybody loves a karl: keeper of the zoo, ready to relieve 'em of a coin or two. Watering the wine, making up the weight, pickin' up their knick-knacks when they can't see straight.

SOCIAL STANDING AND INFLUENCE

Torengur society has a limited formal hierarchy, but gradations in social worth and influence are both real and important. Torengur wear their wealth if they have it, as a visible display of their prowess and social standing.

Torengur seek to acquire the finest weapons and armor, and bedeck themselves with golden torcs, bracelets, and other tangible and visible signs of prosperity. A lord rewards faithful or successful liegemen with weapons, armor, and other signs of approval that go beyond "functional." Noble children's accoutrements reveal their wealthy background and inherited social standing.

When dealing with, or attempting to influence, a member of Torengur high society, roll a Contest of Standing.

STANDING CHECK = 1D20 + CHARISMA (PERSUASION) + SOCIAL STANDING BONUS

Determine your Social Standing Bonus by first adding the following quantities together:

- The total amount you have spent in lifestyle expenses, for the prior month, that the parties involved have knowledge or intelligence of. This includes wages and gear for your own vassals or huskarls.

- The value of durable items of status and power you have personally commissioned (fortresses, longships, and the like).

- The total value of the weapons, armor, and other class-appropriate gear (such as holy symbols for a cleric, quality musical instruments for a skald, etc.) currently worn.

- The value of any ostentation worn on your person: jewelry, gems, torcs, bracelets and bracers, expensive clothing, etc.

Add up the value of these four classes of items, and look up that value on the Experience Points column of the *Character Advancement* table. Your effective Social Standing Bonus is your equivalent Level. Note this on your character sheet for convenience.

Other Skills. Persuasion is the standard skill when attempting to sway another to your will. Other skills may be employed when appropriate: Intimidation to convince another to accept you as a warrior, or Deception if trying to pass yourself off as something you aren't.

Contest of Standing

When characters ask for help or seek an audience with nobles or other powerful folks (such as quest-givers), roll the Contest of Standing, and apply the result.

- **Lose by 10 or more.** The other party is unimpressed or even hostile. Requests for aid are denied, and requests for an audience or a favor dismissed. The loser will lose face and may even be punished for disrespect.

- **Lose by 0-9.** The victor does not deal with the request personally, but allows a subordinate (with Standing Bonus 8-12 less than the lord) to take up the matter. Subsequent Contests of Standing with the subordinate have disadvantage.

- **Win by 1-9.** The victor favorably impresses the other party, gaining an audience or hearing. Requests for aid, though likely delegated, reach favorable ears.

- **Win by 10+.** The winner makes a tremendous impression on the other party. The other party will do their best to grant a request, and will deal with issues personally.

Note that "loss by 0-9" still provides an opportunity to gain the attention of the winner, but the request will be delegated, and the subordinate disinclined to acquiesce to a request.

Example Status

Example	Status Bonus	Notes
King Krail of Torengar	+28	The King is a notable warrior and compelling leader. The royal family receives *millions* in feudal duties each year.
Heroic Hajarl	+22-25	The heroic hajarl will be wealthy, and widely known for personal prowess and valor. This person owns fortresses, ships, and the income from many fiefs.
Merchant Prince/Political Hajarl	+15-19	A wealthy landowner or immensely successful trader, with political savvy and connections, but without personal combat skills. They can buy those, though.
Fightin' Jarl	+13-16	A jarl capable of leading, fighting, and raiding—in style. A jarl's followers are well equipped and very capable. This is the highest level of noble that a party of 1st level adventurers has a chance of seeing personally without an ace in the hole.
Herra	+8-12	A mid-level adventurer in control of a fistful of villages or perhaps a small town, the herra has fine but mundane equipment, likely as prizes or boons.
Riddar	+6-10	In charge of a few small villages or one smallish town, riddars have enough influence to hire a few huskarls, and lead in battle. A riddar generally treats personally with adventurers.
Trusted Lieutenant	+4-8	The seneschal or guard captain for a low-level noble such as a herra or riddar. Equivalent to a starting adventurer (1st-4th level) with typical stats and equipment.

Standing, Roleplaying, and Culture

The Contest of Standing acts as a guide when seeking access to powerful and busy NPCs. It encourages parties to seek out interactions with those of relatively equal social standing, and to improve their status and bearing by spending money on ostentation and lifestyle. This is in keeping with the Viking culture that Torengar emulates.

ADVANCEMENT

As you adventure and overcome challenges, you gain experience, represented by experience points. A character who reaches a specified experience point total advances in capability: they gain a level.

Go Up a Level

When your character gains a level, the advancement in ability grants additional features, as detailed in the class descriptions.

Ability Score Increases

Some of these features allow you to increase your ability scores. You can't increase an ability score above 20 without an appropriate class feature breaking that restriction. Additionally, every character's proficiency bonus increases at certain levels.

More Vigor Dice

Each time you gain a level, you gain 1 additional Vigor Die. Roll that Vigor Die, add your Constitution modifier to the roll, and add the total to your Vigor Maximum. Alternatively, use the fixed value shown in your class entry, which is the average result of the die roll (rounded up).

When your Constitution modifier increases by 1, your Vigor point maximum increases by 1 for each level you have attained. For example, if your 7th-level fighter has a Constitution score of 18, when he reaches 8th level, he increases his Constitution score from 17 to 18, thus increasing his Constitution modifier from +3 to +4. His Vigor point maximum increases by 8.

When your Constitution increases, it boosts the Wound Maximum on a one-for-one basis: increasing Constitution from 14 to 15 without changing the Strength modifier increases your Wound Maximum by 1. Likewise, if the Strength modifier increases, Wound Maximum also increases.

Advancement Progression

The *Character Advancement* table summarizes the XP you need to advance from level 1 through level 5, as well as the proficiency bonus for a character of that level. Consult the information in your character's class description to see what other improvements you gain at each level. Advancement through level 20 is possible…but not covered here!

Character Advancement

Experience Points	Level	Proficiency Bonus
0	1	+2
300	2	+2
900	3	+2
2,700	4	+2
6,500	5	+3
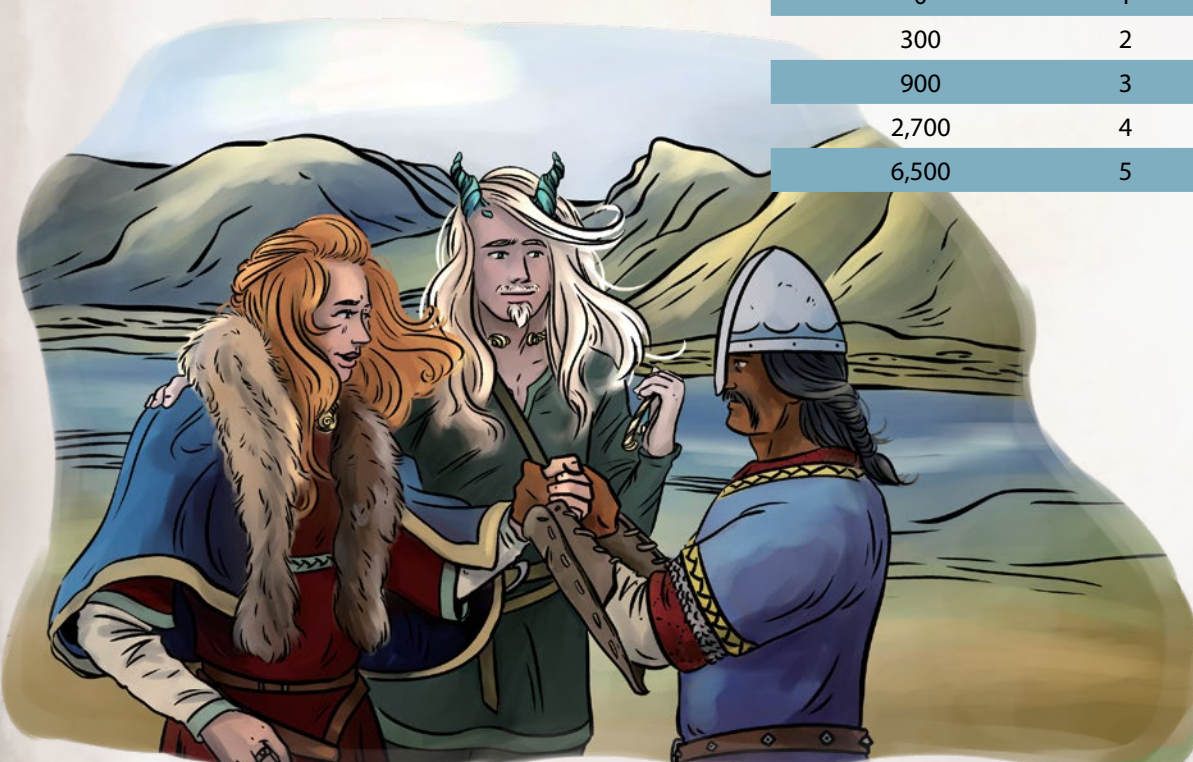
EQUIPMENT

For adventurers, equipment is both tool and reward. The world of **Dragon Heresy** assumes a currency-based mercantile economy, with value based on precious metals on the low end, and gems and other rarities on the high end.

COINAGE

Common coins come in several different denominations: the gold piece (gp), the silver piece (sp), and the copper piece (cp). There are also the rare platinum (pp) and electrum pieces (ep).

VALUE OF COINS

A single gold piece buys a bedroll, 50 feet of good rope, or a goat. A moderately-skilled artisan earns one gold piece per day.

One gold piece equals ten silver pieces, the most prevalent coin among commoners. A silver piece buys a laborer's work for half a day, a flask of lamp oil, a night's rest in a poor inn, or a forgettable single meal.

One silver piece equals ten copper pieces, common among laborers and beggars. A single copper piece buys a candle, a torch, or a piece of chalk.

Additionally, unusual coins made of other precious metals sometimes appear in treasure hoards. An electrum piece (ep)

equals five silver pieces, and a platinum piece (pp) equals ten gold pieces.

A standard gold coin weighs about a third of an ounce: Fifty coins weigh a pound.

Standard Exchange Rates

Coin	cp	sp	ep	gp	pp
Copper (cp)	1	1/10	1/50	1/100	1/1,000
Silver (sp)	10	1	1/5	1/10	1/100
Electrum (ep)	50	5	1	1/2	1/20
Gold (gp)	100	10	2	1	1/10
Platinum (pp)	1,000	100	20	10	1

SELLING TREASURE

King Krail is encouraging adventurers to plunder the lost wealth of Tanalor. If you find buyers and merchants interested in your loot, you may sell your treasures and trinkets when you return to a settlement.

Arms, Armor, and Other Equipment. Undamaged weapons, armor, and other equipment fetch no more than half their as-new cost when sold at market. Valuable only as scrap, weapons and armor used by monsters yield only 5-10% of the value of the finished item.

Magic Items. Magic items comprise a unique market, valued for their function and as collector's items. There are no standard prices. Haggling for common items usually begins at 100 gp, uncommon items at 500 gp, and rare at 5,000 gp. Very rare items fetch 15,000 gp, and legendary items often top 50,000 gp.

Gems, Jewelry, and Art Objects. These items can fetch close to full value in the marketplace. You may use them as currency for transactions, or display them as signs of prosperity. For exceptionally valuable treasures, the GM might require you to first find a buyer in a town or larger community.

Trade Goods. On the borderlands, many people conduct transactions through barter. Like gems and art objects, trade goods—bars of iron, bags of salt, livestock, and so on—retain their full value.

Armor and Shields

Many cultures call Etera home, giving adventurers access to a variety of armor types, ranging from leather armor to chain mail to costly plate armor. The **Armor** table collects the commonly available types of armor found in the game, sorting them into three categories: light armor, medium armor, and heavy armor. Many warriors—especially those of Torengar—supplement their armor with a shield. The **Armor** table lists the protective rating, cost, weight, and other properties of Eteran armor.

Armor Properties

Armor and shields are described by a set of game-mechanical qualities, informing who can use them, what benefits are provided, and any drawbacks to their use. Shields function as both a weapon and a potent defense

Armor Proficiency. Anyone can put on a suit of armor or pick up a shield. Only those proficient in the armor's use have the practice to adjust for its effect on a character's weight, balance, and timing. If you lack proficiency in an armor type, the armor still provides its DR, but you have disadvantage on any ability check, saving throw, or attack roll that involves Strength or Dexterity, and you can't cast spells.

Strength. If the wearer's Strength score is lower than the figure listed in the Strength column, he has disadvantage on Dexterity rolls (including saving throws) and his speed drops by 10 ft.

Stealth. If the **Armor** table shows "Disadvantage" in the Stealth column, the wearer has disadvantage on Dexterity (Stealth) checks.

Damage Reduction (DR). In the event a blow strikes the defender directly, subtract the Damage Reduction from damage.

Dexterity modifier. Nimble characters still gain some benefit from wearing armor. Light armor has no limits on the bonus given to Threat DC for Dexterity. Medium armor halves the Dexterity modifier, rounded down (so a Dexterity modifier of +5 gives +2). Heavy armor quarters any Dexterity modifier. Always apply Dexterity *penalties* at full value.

Armor						
Armor	Cost	DR	DEX Bonus	STR	Stealth	Wgt.
Light Armor						
Padded/quilted cloth	5 gp	1	DEX Mod	STR 4	Disadv	10 lbs
Leather	10 gp	1	DEX Mod	STR 4		10 lbs
Reinforced Leather	125 gp	2	DEX Mod	STR 6		18 lbs
Medium Armor						
Hide	35 gp	2	½ DEX Mod	STR 7		25 lbs
Light scale	135 gp	3	½ DEX Mod	STR 8	Disadv	30 lbs
Light lamellar	150 gp	3	½ DEX Mod	STR 9		35 lbs
Light mail	550 gp	3	½ DEX Mod	STR 7		25 lbs
Ring Mail	200 gp	4	½ DEX Mod	STR 11	Disadv	45 lbs
Brigandine	1,100 gp	4	½ DEX Mod	STR 9		35 lbs
Medium Shield	10 gp	5*	½ DEX mod	STR 8	Disadv	6 lbs
Heavy Armor						
Heavy lamellar	220 gp	5	¼ DEX Mod	STR 15	Disadv	65 lbs
Fluted Scale	1,000 gp	6	¼ DEX Mod	STR 14	Disadv	60 lbs
Heavy mail	1,500 gp	6	¼ DEX Mod	STR 13	Disadv	55 lbs
Splint and mail	3,200 gp	7	¼ DEX Mod	STR 14	Disadv	60 lbs
Plate Armor	2,000 gp	8	¼ DEX Mod	STR 19	Disadv	85 lbs
Articulated Plate Armor	6,000 gp	8	¼ DEX Mod	STR 15	Disadv	65 lbs

Shield Statistics

Shields have three basic statistics. The "default" shield in **Dragon Heresy** is a thin, medium-sized wooden shield. See **Shields** for full rules for using them in combat.

Threat DC Increase. A medium shield provides a bonus to Threat DC equal to that of half-cover: +4. You need not be proficient with a shield to gain this bonus.

Shield DR. The shield provides DR 5 against blows that are intercepted by the shield.

Weapons

Your class grants proficiency in certain weapons, reflecting both the class' focus and the tools you are most likely to use. The **Weapons** table shows the most common weapons used in Etera, their price and weight, the damage they deal when they hit, and any special properties they possess.

Weapon Proficiency

Your race, class, and feats grant proficiency with simple or martial weapons. Simple weapons include clubs, maces, and other common weapons. Martial weapons, including swords, axes, and polearms, require specialized training to use effectively. Most professional warriors use martial weapons.

Proficiency with a weapon allows you to add your proficiency bonus to the attack roll for any attack made with that weapon.

Weapon Properties

Weapons have special properties related to their use, as shown in the **Weapons** table.

Ammunition. Ranged attacks require ammunition, and each attack expends one unit of ammunition. Making an attack includes drawing ammunition from a quiver, case, or other container (you still need a free hand to load a one-handed weapon). At the end of the battle, you may recover half your expended ammunition by taking 3d6 minutes to search the battlefield.

Weapons with the ammunition property function as improvised weapons in a melee (see **Improvised Weapons** later in the section). A sling must be loaded to be used to strike (it may grapple while unloaded).

Crossbow. Easier to point and aim than shortbows and longbows, crossbows also punch through armor better. You gain +1 to attack rolls with hand crossbows, and +2 for light and heavy crossbows. DR is *halved* versus all types of crossbow. A hand crossbow

Weapons

Name	Cost	Damage	Weight	Properties
Simple Melee Weapons				
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)
Long Knife	5 gp	1d6 piercing	1.5 lbs	Finesse, Light
Mace	5 gp	1d6 bludgeoning	4 lb	—
Quarterstaff	2 sp	1d6 bludgeoning	4 lb	Versatile (1d8)
Spear	1 gp	1d6 piercing	3 lb	Thrown (range 20/60), versatile (1d8)
Simple Ranged Weapons				
Crossbow, light	25 gp	1d6 piercing	8 lb	Ammunition (range 80/320), crossbow, 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)
Martial Melee Weapons				
Battleaxe	10 gp	1d8 slashing	4 lb	Versatile (1d10)
Broadsword	15 gp	1d8 slashing	2 lb	—
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
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
Long Seax	10 gp	1d6 slashing	1.5 lbs	Finesse, light
Trident	5 gp	1d6 piercing	4 lb	Thrown (range 20/60), versatile (1d8)
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
Martial Ranged Weapons				
Blowgun	10 gp	1 piercing	1 lb	Ammunition (range 25/100), loading
Crossbow, hand	75 gp	1d4 piercing	3 lb	Ammunition (range 30/120), crossbow, light, loading
Crossbow, heavy	50 gp	1d10 piercing	18 lb	Ammunition (range 100/400), crossbow, heavy, loading, two-handed
Longbow	50 gp	1d8 piercing	2 lb	Ammunition (range 150/600), heavy, two-handed
Net	1 gp	1d10 control	3 lb	Special, Thrown (range 5/15)

is used to take small game…unless you poison the tips of the quarrels.

Finesse. When making an attack with a finesse weapon, choose between your Strength or Dexterity modifier for attack and damage rolls. You must use the same modifier for both rolls.

Heavy. Small creatures have disadvantage on attack rolls with heavy weapons. *All* creatures have disadvantage when trying to grapple with heavy weapons.

Light. Nimble and easy to handle, light weapons are ideal for two-weapon fighting. Shields double their Damage Reduction against ranged attacks from light piercing weapons: it is hard to destroy a shield by throwing knives at it.

Loading. A weapon with the loading property may only fire one piece of ammunition per turn, regardless of how many attack actions a combatant usually takes.

Range. A weapon's effective attack distance appears in parentheses after the ammunition or thrown property. The range lists two numbers: the weapon's normal range in feet, and the weapon's long range. When attacking a target beyond normal range, you have disadvantage on the attack roll. You can't attack a target beyond the weapon's long range.

Reach. This weapon adds 5 feet to your reach when you attack, and determines your reach for opportunity attacks with it. When used as a reach weapon, make opportunity attacks at 10 ft. range, not 5 ft. If your weapon out-reaches your foe's, you may make an opportunity attack when they enter your range!

Special. The special property denotes weapons that have their own unique rules: the lance and net. See *Special Weapons* later in this section.

Thrown. A thrown weapon is a melee weapon that may be hurled away to make a ranged attack. Such attacks use their usual ability modifiers for attack and damage rolls. For example, throwing a handaxe uses strength, while a dagger (a finesse weapon) chooses between Dexterity and Strength.

Two-Handed. This weapon must be used in two hands to be used in combat.

Versatile. A versatile weapon can be used in either one or two hands. The weapon has the damage statistic in parenthesis when used in two hands.

Improvised Weapons

Sometimes characters must fight with whatever object is close to hand. Improvised weapons are objects used as weapons, wielded in one or two hands. Examples include using broken glass as knives, a frying pan as a makeshift club, or a severed ogre head as a flail. An object indistinguishable from a weapon can be treated as an equivalent simple weapon: The right sized tree limb *is* a club.

An object that bears no resemblance to a weapon has disadvantage when striking, and deals 1d4 damage as a melee or ranged weapon. An improvised thrown weapon has a normal range of 20 feet and a long range of 60 feet. The GM decides the damage type inflicted by an improvised weapon.

Magical Weapon Potency

Classify the potency (relative magical power) of a weapon by its bonus: mundane, magical, +1, +2, or +3. When striking armor/monster hide with lower magical potency than the weapon, that armor's DR is halved. See *DR and Magical Potency*.

Silvered Weapons

Some monsters are only susceptible to silver or magical weapons. Adventurers may silver a single weapon, or 10 pieces of ammunition, for 100 gp. The cost represents the cost of the silver as well as the expertise of doing the work without ruining the weapon.

Special Weapons

Weapons with special rules are described here.

Lance. You have disadvantage when using a lance to attack a target within 5 feet of you. Treat a lance as a pike for damage and properties if you are not mounted.

Net. A net may be used as a melee or thrown weapon. As a melee weapon, it has a 5' reach and may be used to make a melee grappling attack from 5'. A creature hit by a thrown net suffers 1d10 control damage. Large creatures have resistance to this damage; creatures that are Huge or larger, or formless, are immune. Dexterity modifies the critical threat range as with any ranged weapon. Dealing 5 slashing damage to the net (Threat DC 10) ends the grapple and destroys the net. A creature caught in a net must counter-grapple (see *Grappling*) to escape.

When you use an action, bonus action, or reaction to attack with a net, make only one attack regardless of the number of attacks you normally make.

ADVENTURING GEAR

This section describes items utilizing special rules or requiring further explanation.

Acid. As an action, you can splash the contents of this vial onto a creature within 5 feet of you or throw the vial up to 20 feet, shattering it on impact. In either case, make a ranged attack against a creature or object, treating the acid as an improvised thrown weapon. On a hit, the target takes 1d6 acid damage.

Armor applies normally on a failed save…but the armor must make a DC 15 saving throw using 1d20 plus its DR. The armor loses 1d6/2 DR (round down) on a failed save. Armor that is reduced to DR 0 is corroded beyond repair.

Alchemist's Fire. This sticky, adhesive fluid ignites when exposed to air. As an action, throw a flask of it up to 20 feet, shattering it on impact. Make a ranged attack against a creature or object, treating the vial as an improvised thrown weapon. On a hit, the target takes 1d4 damage at the start of *each* of its turns. A creature may extinguish the flames by making a DC 10 Dexterity saving throw.

Antitoxin. Living creatures drinking a vial of this liquid gain advantage on saving throws against poison for 1 hour.

Arcane Focus. An arcane focus is carved with special runes and sigils, often in High Runic. It may be runestones, a staff inscribed with the runes, an amulet, or similar. A wizard may use one as a ***spellcasting focus***, replacing the need for spells' material components.

Block and Tackle. A set of pulleys with a cable threaded through them and a hook to attach to objects, a block and tackle allows you to hoist up to four times the maximum weight you normally lift, provided you construct a proper frame to which the apparatus attaches.

Book. Books contain poetry, historical accounts, information pertaining to a field of lore, diagrams and notes on gnomish contraptions, or just about anything else represented using text or pictures.

Container Capacity

Container	Capacity
Backpack*	1 cubic foot/30 pounds of gear
Barrel	40 gallons liquid, 4 cubic feet solid
Basket	2 cubic feet/40 pounds of gear
Bottle	1½ pints liquid
Bucket	3 gallons liquid, 1/2 cubic foot solid
Chest	12 cubic feet/300 pounds of gear
Flask or tankard	1 pint liquid
Jug or pitcher	1 gallon liquid
Pot, iron	1 gallon liquid
Pouch	1/5 cubic foot/6 pounds of gear
Sack	1 cubic foot/30 pounds of gear
Vial	4 ounces liquid
Waterskin	4 pints liquid

* You can also strap items, such as a bedroll or a coil of rope, to the outside of a backpack.

Caltrops. As an action, you spread caltrops over a 5 ft. square area. Any creature entering or leaving a covered area must make a DC 15 Dexterity saving throw or take 1d2 piercing damage (DR is halved). If any wounds are taken, the creature stops moving. Finally, creatures wounded by caltrops reduce their walking speed by 10 feet until the wounds are healed. A creature moving through the area at half speed need not make the save.

Candle. For 1 hour, a candle sheds bright light in a 5 ft. radius and dim light for an additional 5 feet.

Case, Crossbow Bolt. This wooden case holds up to twenty crossbow bolts.

Case, Map or Scroll. This cylindrical leather case holds up to ten rolled-up sheets of paper or five rolled-up sheets of parchment.

Chain. A chain has 10 wounds. It can be broken with a successful DC 20 Strength check.

Climber's Kit. A climber's kit includes special pitons, boot tips, gloves, and a harness. Using the kit for one round, you may anchor yourself to a wall. You can't fall more than 25 feet from the point where you anchored yourself, and you can't climb more than 25 feet away from that point without undoing the anchor.

Component Pouch. This watertight leather belt pouch has compartments to hold the material components you need to cast your spells, except for those components that have a specific cost (as indicated in a spell's description).

Crowbar. Using a crowbar grants advantage to Strength checks when applying its leverage.

Fishing Tackle. This kit includes a wooden rod, silken line, corkwood bobbers, steel hooks, lead sinkers, velvet lures, and narrow netting.

Healer's Kit. This leather pouch contains bandages, salves, and splints. The kit has 10 uses. As an action, expend one use of the kit to stabilize a creature, gaining advantage on the Wisdom (Medicine) check.

Holy Symbol. A holy symbol is a rune or other sigil representing a god or other powerful force. It might be an amulet, an inlaid or engraved shield boss, or any other durable and valuable small object. A cleric uses a holy symbol as a *spellcasting focus*. To use the symbol, the caster holds it in hand, wears it visibly, or bears it on a durable part of a shield.

Holy Water. As an action, splash the contents of this flask onto a creature within 5 feet of you or throw it up to 20 feet, shattering the flask on impact. Make a ranged attack against a target creature, treating the holy water as an improvised weapon. Fiends or undead take 2d6 radiant damage.

A cleric creates holy water by performing a special ritual. The ritual takes 1 hour to perform, and costs 25 gp in labor and powdered silver, and requires expending a 1st-level spell slot.

Hunting Trap. This trap forms a saw-toothed steel ring that snaps shut when a creature steps on a pressure plate in the center. A heavy chain attached to an immobile object, such as a tree or a spike driven into the ground, holds the trap. A creature stepping on the plate must succeed on a DC 13 Dexterity saving throw or take 1d4 piercing damage and stop moving. Thereafter, the length of the chain (typically 3 feet long) limits its movement until the creature breaks free. Make a grappling attack against the trap (Threat DC 14) to pry the jaws apart; the trap has DR 4 against control damage! Each failed check deals 1 piercing damage to the trapped creature. It requires rolling 5 or more points of control damage in a single attack to open the trap.

Lamp. A lamp casts bright light in a 15 ft. radius and dim light for an additional 30 feet. Once lit, it burns for 6 hours on a flask (1 pint) of oil.

Lantern, Bullseye. A bullseye lantern casts bright light in a 60-foot cone and dim light for an additional 60 feet. Once lit, it burns for 6 hours on a flask (1 pint) of oil.

Lantern, Hooded. A hooded lantern casts bright light in a 30-foot radius and dim light for an additional 30 feet. Once lit, it burns for 6 hours on a flask (1 pint) of oil. As an action, lowering the hood reduces illumination to a 5-foot radius of dim light.

Lock. Without the lock's key (provided with the lock), a creature proficient with thieves' tools picks this lock with a successful DC 15 Dexterity check. Double the base price for each +1 to the DC to pick the lock!

Magnifying Glass. This lens allows a closer look at small objects, and can be used to start fires. Fire-starting requires bright sunlight, tinder, and about 5 minutes to kindle a flame. A magnifying glass grants advantage on any ability check made to appraise or inspect an item that is small or finely detailed.

Manacles. These metal restraints can bind a Small or Medium creature. Escaping the manacles requires a successful DC 20 Dexterity check. Breaking them requires a successful DC 20 Strength check. Each set of manacles comes with one key. Without the key, a creature proficient with thieves' tools can pick the manacles' lock with a successful DC 15 Dexterity check. Manacles have DR 6 and 15 wounds.

Mess Kit. This tin box contains a cup and simple cutlery. The box clamps together, serving as a cooking pan on one side and as a plate or shallow bowl on the other.

Oil. Oil usually comes in a clay flask that holds 1 pint. As an action, splash the oil in this flask onto a creature within 5 feet of you or throw it up to 20 feet, shattering it on impact. Make a ranged attack against a target creature or object, treating the oil as an improvised weapon. A hit smashes the flask and covers the target in oil. If the target takes any fire damage before the oil dries (after 1 minute), the target suffers an additional 2d4 fire damage for two further turns from the burning oil. Pour a flask of oil on the ground to cover a level, 5 ft.-square area. If lit, the oil burns for 2 rounds and deals 2d4 fire damage to any creature entering or ending its turn in the area. A creature suffers damage only once per turn.

Poison, Basic. The poison in this vial coats one slashing or piercing weapon, or up to three pieces of ammunition. Applying the poison takes an action. A creature hit by the poisoned weapon or ammunition must make a DC 10 Constitution saving throw or take 1d4 poison damage. Once applied, the poison retains potency for 1 minute. See *Poisons* for other options.

Potion of Healing. A character drinking the magical red fluid in this vial regains 1d4–1 wounds. If fully healed, each wound "remaining" restores 2 vigor. The potion removes the **injured** and **unconscious** conditions and stabilizes a mortally wounded character. Drinking or administering a potion takes an action.

Potion of Revival. A character drinking the magical clear, astringent, salty fluid in this vial regains consciousness. Drinking or administering a potion takes an action.

Potion of Vigor. A character drinking the magical brown, bitter, but oddly satisfying fluid in this vial regains 2d4+2 vigor. Drinking or administering a potion takes an action.

Pouch. A cloth or leather pouch holds up to 20 sling bullets or 50 blowgun needles, among other things.

Quiver. A quiver holds up to 20 arrows.

Ram, Portable. Use a portable ram to break down doors. When doing so, gain a +4 bonus on the Strength check. A ram wielded by two creatures grants advantage on this check.

Rations. Rations consist of dry foods suitable for extended travel, including jerky, dried fruit, hardtack, and nuts.

Rope. Rope, whether made of hemp or silk, has 2 wounds, and breaks with a DC 17 Strength check.

Scale, Merchant's. A scale includes a small balance, pans, and a suitable assortment of weights up to 2 pounds. With it, measure the exact weight of small objects, such as raw precious metals or trade goods, to help determine worth.

Spellbook. This leather-bound tome contains 100 blank vellum pages suitable for recording spells.

Spyglass. Objects viewed through a spyglass are magnified to twice their size.

Tent. A simple and portable canvas shelter, a tent sleeps two.

Tinderbox. This small container holds flint, fire steel, and tinder (usually dry cloth soaked in light oil) used to kindle a fire. Using it to light a torch—or anything else with abundant, exposed fuel—requires an action. Lighting any other fire takes 1 minute.

Torch. A torch burns for 1 hour, providing bright light in a 20-foot radius and dim light for an additional 20 feet. Using a torch in combat is treated as a swift melee attack that does 1d2 fire damage.

Equipment Packs

Your class includes a collection of useful adventuring gear, put together in a pack. If buying starting equipment, save time and money by purchasing packs instead of individual items.

Burglar's Pack (16 gp). *Includes a backpack, 10 feet of string, a bell, 5 candles, a crowbar, a hammer, 10 pitons, a hooded lantern, 2 flasks of oil, 5 days' rations, a tinderbox, and a waterskin. The pack includes 50 feet of hempen rope strapped to its side.*

Diplomat's Pack (39 gp). *Includes a chest, 2 cases for maps and scrolls, a set of fine clothes, a bottle of ink, an ink pen, a lamp, 2 flasks of oil, 5 sheets of paper, a vial of perfume, sealing wax, and soap.*

Dungeoneer's Pack (12 gp). *Includes a backpack, a crowbar, a hammer, 10 pitons, 10 torches, a tinderbox, 10 days' rations, and a waterskin. The pack includes 50 feet of hempen rope strapped to its side.*

Entertainer's Pack (40 gp). *Includes a backpack, a bedroll, 2 costumes, 5 candles, 5 days' rations, a waterskin, and a disguise kit.*

Explorer's Pack (10 gp). *Includes a backpack, a bedroll, a mess kit, a tinderbox, 10 torches, 10 days' rations, and a waterskin. The pack includes 50 feet of hempen rope strapped to its side.*

Priest's Pack (19 gp). *Includes a backpack, a blanket, 10 candles, a tinderbox, an alms box, 2 blocks of incense, a censer, vestments, 2 days' rations, and a waterskin.*

Scholar's Pack (40 gp). *Includes a backpack, a book of lore, a bottle of ink, an ink pen, 10 sheets of parchment, a little bag of sand, and a small knife.*

Item	Cost	Weight
Abacus	2 gp	2 lbs
Acid (vial)	25 gp	1 lb
Alchemist's fire (flask)	50 gp	1 lb
Ammunition		
Arrows (20)	1 gp	1 lb
Blowgun needles (50)	1 gp	1 lb
Crossbow bolts (20)	1 gp	1½ lbs
Sling bullets (20)	4 cp	1½ lbs
Antitoxin (vial)	50 gp	—
Arcane focus		
Crystal	10 gp	1 lb
Orb	20 gp	3 lbs
Rod	10 gp	2 lbs
Staff	5 gp	4 lbs
Wand	10 gp	1 lb
Backpack	2 gp	5 lbs
Barrel	2 gp	70 lbs
Basket	4 sp	2 lbs
Bedroll	1 gp	7 lbs
Bell	1 gp	—
Blanket	5 sp	3 lbs
Block and tackle	1 gp	5 lbs
Book	25 gp	5 lbs
Bottle, glass	2 gp	2 lbs
Bucket	5 cp	2 lbs
Caltrops (bag of 20)	1 gp	2 lbs
Candle	1 cp	—
Case, crossbow bolt	1 gp	1 lb
Case, map, or scroll	1 gp	1 lb
Chain (10 feet)	5 gp	10 lbs
Chalk (1 piece)	1 cp	—
Chest	5 gp	25 lbs
Climber's kit	25 gp	12 lbs
Clothes, common	5 sp	3 lbs
Clothes, costume	5 gp	4 lbs
Clothes, fine	15 gp	6 lbs
Clothes, traveler's	2 gp	4 lbs
Clothes, winter	5 gp	5 lbs
Component pouch	25 gp	2 lbs
Crowbar	2 gp	5 lbs
Trevinuric focus		
Sprig of mistletoe	1 gp	—
Totem	1 gp	—

Item	Cost	Weight
Wooden staff	5 gp	4 lbs
Yew wand	10 gp	1 lb
Fishing tackle	1 gp	4 lbs
Flask or tankard	2 cp	1 lb
Fur blanket or coat	25 gp	10 lbs
Grappling hook	2 gp	4 lbs
Hammer	1 gp	3 lbs
Hammer, sledge	2 gp	10 lbs
Healer's kit	5 gp	3 lbs
Holy symbol		
Amulet	5 gp	1 lb
Emblem	5 gp	—
Reliquary	5 gp	2 lbs
Holy water (flask)	25 gp	1 lb
Hourglass	25 gp	1 lb
Hunting trap	5 gp	25 lbs
Ink (1-ounce bottle)	10 gp	—
Ink pen	2 cp	—
Jug or pitcher	2 cp	4 lbs
Ladder (10-foot)	1 sp	25 lbs
Lamp	5 sp	1 lb
Lantern, bullseye	10 gp	2 lbs
Lantern, hooded	5 gp	2 lbs
Lock	10 gp	1 lb
Magnifying glass	100 gp	—
Manacles	2 gp	6 lbs
Mess kit	2 sp	1 lb
Mirror, steel	5 gp	1/2 lbs
Oil (flask)	1 sp	1 lb
Paper (one sheet)	2 sp	—
Parchment (one sheet)	1 sp	—
Perfume (vial)	5 gp	—
Pick, miner's	2 gp	10 lbs
Piton	5 cp	1/4 lbs
Poison, basic (vial)	100 gp	—
Pole (10-foot)	5 cp	7 lbs
Pot, iron	2 gp	10 lbs
Potions		
Potion of Healing	50 gp	1/2 lb
Potion of Revival	20 gp	1/2 lb
Potion of Vigor	50 gp	1/2 lb
Pouch	5 sp	1 lb
Quiver	1 gp	1 lb

Item	Cost	Weight
Ram, portable	4 gp	35 lbs
Rations (1 day)	5 sp	2 lbs
Robes	1 gp	4 lbs
Rope, hempen (50 feet)	1 gp	10 lbs
Rope, silk (50 feet)	10 gp	5 lbs
Sack	1 cp	1/2 lbs
Scale, merchant's	5 gp	3 lbs
Sealing wax	5 sp	—
Shovel	2 gp	5 lbs
Signal whistle	5 cp	—
Signet ring	5 gp	—
Soap	2 cp	—
Spellbook	50 gp	3 lbs
Spikes, iron (10)	1 gp	5 lbs
Spyglass	1,000 gp	1 lb
Tent, two-person	2 gp	20 lbs
Tinderbox	5 sp	1 lb
Torch	1 cp	1 lb
Vial	1 gp	—
Waterskin	2 sp	5 lbs (full)
Whetstone	1 cp	1 lb

Items such as a bedroll or a coil of rope strap easily to the outside of a backpack

*Average prices are given. Potions of Healing and Vigor each cost 2d4×10 gp; Revival costs 2d4×4 gp.

Tools

Tools help you craft and repair an item, forge a document, or pick a lock. **Proficiency with a tool allows you to add your proficiency bonus to any ability check made using that tool.**

Examples. The proper artisan's tools allow you to add your proficiency bonus to making mead, or making pottery. Thieves' tools add your proficiency bonus to attempts to disarm traps or pick locks.

Artisan's Tools. These special tools include the items needed to pursue a craft or trade. The table shows examples of the most common types of tools, each providing items related to a *single* craft.

Disguise Kit. Create disguises that change your physical appearance using this pouch of cosmetics, hair dye, and small props and character aids.

Forgery Kit. Create convincing forgeries of physical documents with this small box. It contains papers and parchments, pens and inks, seals and sealing wax, gold and silver leaf, and other items.

Gaming Set. This item encompasses a wide range of game pieces, including dice and decks of cards. Each type of gaming set requires a separate proficiency.

Herbalism Kit. This kit contains a variety of instruments such as clippers, mortar and pestle, and pouches and vials used by herbalists to create remedies and potions. The kit may be used to identify *or* apply herbs and create antitoxin and potions of healing.

Musical Instrument. The table shows several of the most common types of musical instruments. A skald uses a musical instrument as a **spellcasting focus**. Each type of musical instrument requires a separate proficiency.

Navigator's Tools. Use this set of instruments to navigate at sea. Proficiency with navigator's tools lets you chart a ship's course, follow navigation charts, and avoid getting lost at sea.

Poisoner's Kit. A poisoner's kit includes the vials, chemicals, and other equipment necessary for the creation of poisons. Proficiency with this kit lets you craft or use poisons.

Thieves' Tools. This set of tools includes a small file, a set of lock picks, a small mirror mounted on a metal handle, a set of narrow-bladed scissors, and a pair of pliers. Proficiency with these tools lets you attempt to disarm traps or open locks.

Item	Cost	Weight
Artisan's Kits, Supplies, and Tools		
Disguise kit	25 gp	3 lb
Forgery kit	15 gp	5 lb
Poisoner's kit	50 gp	2 lb
Alchemist's supplies	50 gp	8 lb
Brewer's supplies	20 gp	9 lb
Calligrapher's supplies	10 gp	5 lb
Painter's supplies	10 gp	5 lb
Carpenter's tools	8 gp	6 lb
Cartographer's tools	15 gp.	6 lb
Cobbler's tools	5 gp	5 lb
Cook's utensils	1 gp	8 lb
Glassblower's tools	30 gp	5 lb
Jeweler's tools	25 gp	2 lb
Leatherworker's tools	5 gp	5 lb
Mason's tools	10 gp	8 lb
Navigator's tools	25 gp	2 lb
Potter's tools	10 gp	3 lb
Smith's tools	20 gp	8 lb
Thieves' tools	25 gp	1 lb
Tinker's tools	50 gp	10 lb
Weaver's tools	1 gp	5 lb
Woodcarver's tools	1 gp	5 lb
Gaming set		
Dice set	1 sp	—
Playing card set	5 sp	—
Herbalism kit	5 gp	3 lb
Musical instruments		
Bagpipes	30 gp	6 lb
Drum	6 gp	3 lb
Dulcimer	25 gp	10 lb
Flute	2 gp	1 lb
Lute	35 gp	2 lb
Lyre	30 gp	2 lb
Horn	3 gp	2 lb
Pan flute	12 gp	2 lb
Shawm	2 gp	1 lb
Viol	30 gp	1 lb

Mounts and Vehicles

A good mount helps you move more quickly through the wilderness, and carries gear that would otherwise slow you down. The **Mounts and Other Animals** table details each animal's speed and base carrying capacity.

Mounts and Other Animals

Item	Cost	Speed	Carrying Capacity
Donkey or mule	8 gp	40 ft.	420 lb
Horse, draft	50 gp	40 ft.	540 lb
Horse, riding	75 gp	60 ft.	480 lb
Mastiff	25 gp	40 ft.	195 lb
Pony	30 gp	40 ft.	225 lb
Warhorse	400 gp	60 ft.	540 lb

Animals pulling a drawn vehicle move weight up to five times their combined base carrying capacity, including the weight of the vehicle.

Barding. Barding protects an animal's head, neck, chest, and body. Purchase barding as any type of armor shown on the **Armor** table. The cost is four times the equivalent armor made for humanoids, and it weighs twice as much for each size class larger than its rider.

Saddles. A military saddle braces the rider, helping you keep your seat on an active mount in battle. It gives you advantage on any check made to remain mounted.

Tack, Harness, and Drawn Vehicles

Item	Cost	Weight
Barding	×4	×2
Bit and bridle	2 gp	1 lb
Carriage	100 gp	600 lb
Cart	15 gp	200 lb
Feed (per day)	5 cp	10 lb
Saddle		
Military	20 gp	30 lb
Pack	5 gp	15 lb
Riding	10 gp	25 lb
Saddlebags	4 gp	8 lb
Sled	20 gp	300 lb
Stabling	5 sp (per day)	—
Wagon	35 gp	400 lb

Vehicle Proficiency. If you have proficiency with a certain kind of vehicle, you add your proficiency bonus to any check made to control that kind of vehicle in difficult circumstances.

Waterborne Vessels. Deep-hulled and comfortable, cargo ships called *knarr* ply the open oceans; *longships* are shallow-draft vessels built for war and raiding. Both have single masts and square-rigged sails, and pairs of single-manned oars.

Waterborne Vessels

Ship	Ship Cost (gp)	Oars (pair)	Max Crew	Sailing Crew	Weight (tons)	Base Speed (mph)	Cargo (tons)	Draft (in)
Cargo Ship (30')	4250	4	19	8	15	10	15	28"
Cargo Ship (40')	5000	6	27	10	27	15	26	37"
Cargo Ship (55')	7000	10	43	14	50	15	49	51"
Cargo Ship (80')	11000	16	67	20	106	20	103	74"
Longship (35')	4750	5	23	9	4	15	2	12"
Longship (55')	7000	10	43	14	10	25	5	19"
Longship (75')	10000	15	63	19	18	30	9	26"
Longship (95')	14250	20	83	24	29	30	14	33"
Longship (115')	19500	25	103	29	42	35	21	40"

TRADE GOODS

Most wealth is not measured in coins, but in livestock, grain, land, rights to collect taxes, or rights to resources (such as a mine or a forest).

Guilds and the jarls regulate trade. The hajarls grant guild members or individuals permission to conduct trade along certain routes, send merchant ships to various ports, or buy or sell specific goods. Guilds set prices for the goods or services they control, and determine who may or may not offer those goods and services. The **Trade Goods** table shows the value of commonly exchanged goods.

Cost	Goods
1 cp	1 lb of wheat
2 cp	1 lb of flour or one chicken
5 cp	1 lb of salt
1 sp	1 lb of iron or 1 sq. yd. of canvas
5 sp	1 lb of copper or 1 sq. yd. of cotton cloth
1 gp	1 lb of ginger or one goat
2 gp	1 lb of cinnamon or pepper, or one sheep
3 gp	1 lb of cloves or one pig
5 gp	1 lb of silver or 1 sq. yd. of linen
10 gp	1 sq. yd. of silk or one cow
15 gp	1 lb of saffron or one ox

Trade Goods

LIFESTYLE EXPENSES

Between adventures, choose a particular quality of life and pay the cost of maintaining that lifestyle. This abstracts and simplifies obtaining accommodations, food and drink, the cost of maintaining your equipment, and other needs.

How you live and the kind of attention and reputation you command help determine how a party of adventurers finds work. Wealthy but tight-fisted delvers that only frequent the seediest of taverns attract paying work from the "wrong" sort of folk. Maintaining a wealthy lifestyle helps you make contacts with the rich and powerful, but you run the risk of attracting thieves. Money spent on lifestyle expenses helps increase your Social Standing Bonus (see **Social Standing**).

At the start of each week or month (your choice), choose a lifestyle from the **Lifestyle Expenses** table and pay the price to sustain that lifestyle.

Wretched. You shelter wherever you can, sneaking into barns, huddling in old crates, and relying on others' goodwill. Violence, disease, and hunger follow wherever you go. If taken for a thrall or outcast, you may be put to work, beaten, or even killed outright. You have no social standing if you are a thrall.

Squalid. You live in a mud-floored hut just outside town, or a vermin-infested boarding house. You have shelter from the elements, but you live in a desperate and often violent environment. Most people take no notice of you, and you have limited influence in legal matters due to low social standing. Contests of Social Standing have disadvantage for you and advantage for the other party!

Poor. Simple food and lodgings, threadbare clothing, and unpredictable conditions result in a sufficient, though unpleasant, experience. You rent a room in a flophouse or in the common

room above a tavern. People at this lifestyle level tend to be unskilled laborers, peddlers, thieves, unemployed mercenaries or violent riff-raff. Contests of Social Standing have disadvantage for you, but the other party rolls normally.

Modest. A modest lifestyle keeps you out of the slums and ensures that you maintain your equipment. You live in an older part of town, renting a room in a boarding house, inn, or temple. You don't go hungry or thirsty, and your living conditions are clean, if simple. People living modest lifestyles include soldiers with families, laborers, students, priests, hedge wizards, and the like.

Comfortable. A comfortable lifestyle affords nicer clothing and allows easy maintenance of gear. You live in a small cottage, in a nice neighborhood, or in a private room at a fine inn. You associate with merchants, skilled tradespeople, steadily employed warriors, or occasionally-employed captains.

Wealthy. You live a lifestyle comparable to that of a highly successful merchant, a favored servant of the royalty, a successful captain of troops, or the owner of a few small businesses. You have respectable lodgings, a spacious home in a good part of town, or a comfortable suite at a fine inn. You likely retain a small staff of servants or pledged men (huskarls).

Aristocratic. You move in circles populated by the most powerful people in the community. Attended by servants, you have excellent lodgings, dine at the best restaurants, and retain the most skilled and fashionable tailors. You begin to receive invitations to the social gatherings of the rich and powerful, and spend evenings in the company of politicians, guild leaders, high priests, and nobility. The wealthier you are, the greater the chance of being drawn into political intrigue as a pawn or participant.

Lifestyle Expenses

Lifestyle	Price/Day	Price/Week	Price/Month
Wretched	1 cp	1 sp	3 sp
Squalid	1 sp	7 sp	3 gp
Poor	2 sp	15 sp	6 gp
Modest	1 gp	7 gp	30 gp
Comfortable	2 gp	15 gp	60 gp
Wealthy	4 gp	30 gp	120 gp
Aristocratic	10 gp minimum	70 gp minimum	300 gp minimum

Self-Sufficiency

The expenses and lifestyles described here assume that you are spending your time between adventures in town, availing yourself of whatever services you can afford—paying for food and shelter, paying townspeople to sharpen your sword and repair your armor, and so on. Some characters, though, might prefer to spend their time away from civilization, sustaining themselves in the wild by hunting, foraging, and repairing their own gear.

Maintaining this kind of lifestyle doesn't require you to spend any coin, but it is time-consuming and not terribly impressive. If you spend your time between adventures away from the stability of a town or village, you can eke out the equivalent of a poor lifestyle. Proficiency in the Survival skill lets you live at the equivalent of a modest lifestyle.

Services

Adventurers pay non-player characters to assist them or act on their behalf in a variety of circumstances. A wizard might pay a carpenter to construct an elaborate chest (and its miniature replica) for use in the *secret chest* spell. A fighter commissions a blacksmith to forge a special sword. A skald pays a tailor to make exquisite clothing for an upcoming performance in front of the hajarl.

Other hirelings provide more expert or dangerous services. Mercenary soldiers paid to help the adventurers take on a hobgoblin army are hirelings, as are sages hired to research ancient or esoteric lore.

Skilled hirelings include anyone hired to perform a service that involves a proficiency (including a weapon, a tool, or a skill): a mercenary, artisan, scribe, and so on. They require a minimum of 2 gp per day, and often more. Untrained hirelings include laborers, porters, and chamber-maids cost at least 2 sp per day. If a task requires proficiency with a tool or a skill to be successful—or involves danger to life and limb—it counts as skilled labor.

People who cast spells don't fall into the category of ordinary hirelings. The higher the level of the desired spell, the harder it is to find someone who knows it, and the more it costs.

Easy enough in a city or town, hiring someone to cast a relatively common spell of 1st or 2nd level, such as *cure wounds* or *identify* costs 10 to 50 gold pieces (plus the cost of any expensive material components). Finding someone able and willing to cast a higher-level spell involves traveling to a large city or seeking out the dwelling of a known powerful arcanist. Such a spellcaster often asks for a service instead of payment—the kind of service that only *adventurers* provide.

CAMPAIGNS

The King of Torengar has called for bold individuals to venture north beyond Audreyn's Wall into the hostile wastes of Tanalor. This land is home to tribes of dragonkin, peppered with ancient ruins from the lost empire of the Elder Dragons, and was the site of many battles with the Winterfae. The adventurers must pacify a forbidding wilderness, recover lost treasures, and provide Torengar with more resources to deal with a southern invasion.

The characters are independent actors with ties to the land: background, family, and history. They make their own decisions as to where to travel, whom to trust or distrust, and what lands to attempt to claim as their own.

ADVENTURE PROGRESSION

With the low proficiency and the mediocre equipment allocated to starting characters, standing toe-to-toe with a moderately powerful foe—or many low-level opponents—quickly turns ugly. This fragility lasts at least until the characters step into Levels 4-5, at which point some of the more interesting character abilities kick in, such as extra attacks, ability score increases, and desirable magic spells that carry 3rd-level spell slots.

The focus during initial adventuring sorties is establishing a convenient base or safe haven, such as a friendly inn or fortified encampment along Audreyn's Wall. The players venture out from there, solve local problems, gain experience and treasure, and obtain higher quality arms, armor, equipment, and social standing.

Equally important is the gathering of intelligence about the lands north of Audrey's Wall. What monsters and rebellious or wild humanoids dwell there? How quickly do the foes become dangerous? What are the monsters' weaknesses?

The settlements and activity along Audreyn's Wall are not static. Other adventurers have heard the same call and approach the prospect of obtaining their own land and title with the same gusto as the players' characters. If chancing upon 3-6 humanoids—prone to fighting first and talking second—sounds familiar, well…not all adventurer-types are like that, right?

Early on, characters plunge into the wilderness at the behest of others. Are human or humanoid bandits raiding mining or logging caravans? Has a recently-established settlement stopped sending messages to the nearest town? Did a noble's rash relative independently strike out, and then disappear into south Tanalor?

All of these are viable options and plotlines, allowing advancement beyond lower-tier play.

DEFEND NORTH TORENGAR

The northern part of Torengar is a rough place to live. The winters are cold, with land constantly subjected to incursions by all manner of creatures. These resource-rich lands draw only the hardiest folk.

Raids by organized bands of eðlafólk (lizard-people) and fiðrildar (lesser dragonkin, called leg-lizards) threaten the safety of the northern cities. Clan-based and strongly territorial, large forces of eðlafólk occasionally strike south at Audreyn's Wall, and beyond.

Additionally, the Winterfae and Alfar dwell in the mountains northwest of Torengar. They delight in capricious savagery, and have long memories for slights and defeats. The alfar and fae go in for mayhem, not conquest, but that doesn't alter the fates of the Torengur karls killed in a hobgoblin raid. The more fae infest an area, the easier it becomes to connect Midgard with Svartaflheim, the realm of their pocket dimensions. These connections serve as forward staging bases for further mischief.

"Defend the locals" makes for an excellent and engaging start to a campaign. The land that lies between the Leitha and Jotunnain rivers channels the fae coming out of the Frostharrow. Goblinkin and worse raid out of the cold peaks, wreaking havoc. So dangerous is this area that it is called the Veiddarlond: The Hunted Lands. The hajarl of Nethanfoss and the Commander of Northwatch maintain a palisade between the two cities, and aggressively patrol the Veiddarlond. It is all they can do to maintain a rough sort of order.

Survival and Overland Travel

Delving, exploration, and reputation-building are more than killing monsters and taking their stuff. The challenges faced during an expedition can be about wilderness survival as much as avoiding death by weapon, tooth, and dragon's breath.

The natural world, even without the help of monsters and magic, challenges the hardiest adventurer. Unpredictable and dangerous, weather makes going outside in the wintertime a potentially lethal event. Trekking across the wilds, days—or even weeks—from any sort of settlement, carries challenges aplenty.

Personal Movement

Swimming across a rushing river, sneaking down a dungeon corridor, scaling a treacherous mountain slope—movement plays a key role in fantasy gaming adventures.

The GM may summarize the adventurers' movement without calculating exact distances or travel times: "You travel through the forest and find the dungeon entrance—shown here on the map provided by Berzog—late in the evening of the third day." Even in a dungeon, particularly a large dungeon or cave network, the GM may gloss over movement between encounters: "After killing the guardian at the entrance to the ancient dwarven stronghold, you consult Berzog's map, which leads you through miles of echoing corridors to a chasm bridged by a narrow stone arch."

Whether measured in minutes, days, or even weeks, sometimes it's important to know how long it takes to get from one location to another. The rules for determining travel time depend on two factors: the speed and travel pace of the creatures moving and the terrain being traversed.

Speed

All creatures have a speed, the distance in feet the creature walks in one round. This number assumes short bursts of energetic movement during life-threatening situations. The following rules determine how far a character or monster moves in a minute, an hour, or a day.

Travel Pace

The **Travel Pace** table lists how far the party can move in a given time, and whether the pace has any effect on alertness or health. A fast pace leaves characters less perceptive, while a slow pace makes it possible to sneak around and search more carefully.

Alert Pace. Traverse hostile areas while remaining prepared to fight, on the lookout for trouble. Movement at Alert pace is very slow, and mentally and physically exhausting. It involves sending weapon-ready scouts ahead, and only moving part of the group while the rest provide backup or ranged-weapon coverage.

Travel Pace

Distance Traveled per...

Pace	Minute	Hour	Day	Effect
Fast	400 feet	4.5 miles	36 miles	No use of stealth. -5 penalty to passive Wisdom (Perception) scores. DC 12 CON save every 4 hours or gain 1 level of **exhaustion**
Normal	250 feet	3 miles	24 miles	Passive Stealth at -5; active uses have disadvantage. DC 7 CON save every 4 hours or gain 1 level of **exhaustion**.
Patrol	150 feet	2 miles	12 miles	No penalty to Stealth or Perception.
Alert	80 feet	1 mile	6 miles	+5 bonus to passive Stealth and Perception scores; active uses have advantage. DC 7 CON save every hour or gain 1 level of **exhaustion**.

Casual Travel (Normal and Patrol Pace). Normal pace, the base travel mode, contains a degree of urgency. A Medium humanoid with a Speed of 30', the equivalent of a basic move, walks a steady pace of 3 mph. Keeping up this pace all day is tiring and stealth is difficult if needed, so characters in no hurry may choose to move at Patrol speeds to avoid exhaustion. Patrol pace also allows unpenalized Stealth and Perception checks. Not fast (only 12 miles per day), it is the common pace for merchant caravans traveling over unpaved, established trails.

Fast Pace. While not quite Dashing, a Fast pace is as fast as Medium creatures can move without breaking into a jog. Very brisk, a fast pace is punishing over long distances.

FORCED MARCH

The *Travel Pace* table assumes that characters travel for 8 hours a day. Characters pushing beyond that limit risk further **exhaustion**.

For each additional hour of travel beyond 8 hours, the characters cover the distance shown in the Hour column for their pace, and each character makes a Constitution saving throw at the end of the hour. The DC is 10, +1 for each hour past 8 hours. On each failed saving throw, a character suffers an additional level of **exhaustion** (see *Conditions*).

MOUNTED AND VEHICLE TRAVEL

For short spans of time (up to an hour), many animals move much faster than humanoids. A mounted character can ride at a gallop for about an hour, covering twice the usual distance for a fast pace. Characters can cover still-larger distances at this pace with fresh mounts every 8 to 10 miles (rare except in densely populated areas or along specifically maintained routes).

Characters in wagons, carriages, or other land vehicles choose a pace as normal. Characters in a waterborne vessel use the base speed of the vessel and adjust accordingly. Depending on the vessel and the size of the crew, ships might be able to travel up to 24 hours per day (for example, while under sail).

TRAVEL WEARY

Overland travel is hard. Depending on travel pace, travelers must make Constitution saving throws or gain a level of **exhaustion**. Count any partial time traveled at a given pace as a full 4-hour increment

DIFFICULT TERRAIN

The travel speeds given in the *Travel Pace* table assume relatively simple terrain: roads, open plains, sparse forests, or clear dungeon corridors. But adventurers often face dense difficult terrain: wild forests, jungles, deep swamps, rubble-filled ruins, steep mountains, and ice-covered ground.

You move at half speed in difficult terrain—moving 1 foot in difficult terrain costs 2 feet of speed—so you only cover half the normal distance.

EATING AND DRINKING

The most basic wilderness challenge is the requirement for food and water. While adventuring in temperate weather, humanoids require the equivalent of two pounds of concentrated rations and nine pounds of water per day. If you cannot forage off the land, the requirement for prepared food and water averages 70 lbs per week per person. This makes the ability to obtain food and find and procure fresh water critical.

Game animals provide one-fifth to one-half their live weight in meat suitable for consumption, but wild animals provide less energy content than specially prepared concentrated ration packs. Treat four pounds of fresh deer meat (or similar) or three pounds of non-domesticated beef or pork as two pounds of rations. If the party supplements with beans, hard-tack, or other high-energy starches, drop the daily (raw) meat requirement by half. Or for simplicity, treat each three pounds of meat as one day's rations—20 lbs per week of travel, for each person travelling.

You need about a gallon of water per day—just shy of nine pounds. That's where most of the required weight of rations comes from (60 lbs per week per person!). So long as someone in the group knows *purify food and drink*, a 1st-level cleric spell, any water gathered from streams, rivers, and puddles can be rendered potable.

The party does have access to this spell, right? *Right?*

Magical purification of food and drink makes one of the most severe hazards of low-technology, overland travel and survival, more about hunting and finding, and less about long, painful, lingering death from dysentery. Lacking this ability, overland travel and survival become much more difficult.

Water Requirements

While adventuring, a character needs one gallon of water per day, or two gallons per day in hot weather. A character who drinks only half that much water must succeed on a DC 15 Constitution saving throw or suffer one level of **exhaustion** at the end of the day. A character with access to even less water automatically suffers one level of **exhaustion** at the end of the day.

Temperature Condition	Extra Water Requirement	Heat Exhaustion
Uncomfortably Hot	1 gallon every 12 hours	DC 10
Dangerously Hot	1 gallon every 6 hours	DC 15
Lethally Hot	1 gallon every 3 hours	DC 20

Starvation and Dehydration

Characters who don't eat or drink suffer the effects of **exhaustion**. **Exhaustion** caused by lack of food or water can't be removed until the character eats and drinks the required amount.

Characters not performing adventuring-level activity—travel by foot or riding, combat, or any sort of athletics or training activities—may get by with half as much food and water.

Food Requirements

A character needs two pounds of food per day as a basic "adventuring" diet, and half that if sedentary, doing little but camp chores and routine tasks. You can stretch your food out by subsisting on half rations. Eating more than half the food requirement counts as half a day without food.

A character can go without food for a number of days equal to 3 + her Constitution modifier (minimum 1). At the end of each increment, a character automatically suffers one level of **exhaustion**.

A day eating 2× the usual amount of food at each meal removes one level of **exhaustion**.

The typical meats, cheeses, and raw grains available provide enough energy for mild activity (thus the pound of food per day). Hiking and traveling cross country requires double that, and *very* strenuous activity triples—or even quadruples—the basic energy requirements: forced marches, under load, across poor terrain burn calories fast.

Environmental conditions might drive a character to require more food, especially when it's cold outside, as the characters move around to keep warm and require fuel to keep the metabolism firing. See **Weather and Climate** for more details.

Predators and Prey

The PCs are not the only creatures in the wilderness looking to eat. The natural inhabitants hunt and scavenge too; some view the PCs as a potential meal, while others avoid interlopers as they would any potential predator.

Prey. The hard part about hunting is not killing game, but *finding* it. Prey animals such as deer and rabbits understand they are a moveable feast. Given signs of danger, they quickly depart. Unless diseased or mating, prey attack only if protecting their young—such encounters become very unpredictable.

Predator. Often hostile and aggressive, carnivorous animals do not look for fights. They strike from ambush, attempt to quickly incapacitate their target, and then kill and eat it…or drag it off for later consumption. Unless they are naturally ornery, a predator meeting stiff resistance will not fight to the death. Scorpions and spiders, predatory wasps, and other creatures used to having an unbeatable advantage over typical prey will not give up when faced with such resistance. Most creatures flee or surrender if you hurt them. Even otherwise implacable predators like crocodiles let go if poked in the eye. Intimidation attempts, like acting larger or fiercer than you seem, also work.

Monster. Monstrosities and intelligent residents of an ecology are different. They have strong opinions on who belongs in their territory, and are intelligent or canny enough to make plans to destroy interlopers even if not hungry.

FIELD DRESSING GAME

If the party successfully brings down game such as a deer (the red deer native to the region average 300-400 lbs), all the inedible bits need to be removed in a way that does not contaminate the meat. If characters are not short on food, or it's not critical to the plot, assume that an animal provides about one-third of its live weight as edible meat, then get on with the game.

If hunting and feeding the party has become a major plot point, use Survival rolls to successfully turn the animal carcass into edible food. Make a DC 8 Survival check to get any good meat at all, obtaining 1/5 of the animal's live weight as easily-accessible delver-chow. Rolling 12 or higher yields 1/3 of the meat as boneless, edible potential meals; rolling 16 or higher provides ½ the live weight as food.

If the party has access to purify food and water, and they fail the DC 8 Survival check, they still get 1/5 of the animal's live weight in food, but must cast the spell on the meat or risk disease—they've contaminated the meat with nasty bits from the entrails or something equally disgusting. If they eat the food without casting the spell, they suffer the Ranger's Curse.

Preserving Meat

Meat spoils quickly if not preserved. The field-expedient method of preservation is to immediately cut it into thin strips and smoke it over a fire, burning wet wood or greens, inside an enclosed mini-tent. An expert can accomplish this in four hours with a DC 5 Survival roll, two hours with a roll of 10, and one hour with a roll of 15. Increase the difficulty in bad weather, or due to limited suitable fuel supplies.

WEATHER AND CLIMATE

An old proverb states: "There is no such thing as bad weather, only inappropriate clothing." (Quoting this proverb to people in northern Torengar often leads to severe instances of blunt fist trauma, or so *they* say.)

For the purposes of the game, only six climate conditions exist, all temperature-related.

Who Cares About the Weather?

Tracking weather—largely temperature, but also storms and tides—can be tedious in the context of an adventure game. The rules presented here are guidelines for when, "You're attacked by goblins! Again!" wears thin. It allows for stories that support one of the classical conflict types in fiction: man against nature.

Surviving a terrible winter, or playing through how a lethal blizzard complicated the journey to the Ruins of Ragnar, makes for more exciting narratives. Stories continue to be created around the basic concept that nature is unforgiving and dangerous.

Lethally Hot. Human beings cannot survive at temperatures greater than 130°F for any length of time without extreme care—largely in the form of copious water intake.

Dangerously Hot. Without deliberate precautions, this temperature is so extreme and unpleasant that, for humans, heatstroke or heat exhaustion is nearly certain. Consider any temperature 105°F (40°C) or higher dangerously hot.

Uncomfortably Hot. Exertion is uncomfortable in temperature from 90°F to 105°F (32°C to 40°C), and avoiding heat exhaustion requires care (hydration).

Comfortable. Temperatures higher than freezing and lower than 90°F are easily tolerated with the right clothing. Ignore the effects of temperature in the comfortable zone.

Uncomfortably Cold. From freezing down to roughly -10°F (-23°C), it's definitely cold outside. Proper precautions, like wearing winter clothing, allow extended excursions outdoors. Woolen or fur-lined gloves or mittens and face-scarves are recommended; being trapped unprepared rapidly leads to injury by exposure. Freezing to death—especially while resting at night—is a real risk.

Lethally Cold. At -10°F and colder, exposed skin suffers frostbite (cold damage) in 30 minutes or less; much less if the wind is blowing, and even faster if wet. While travel and movement is

possible in such dangerous temperature conditions, it is usually unwise…though being trapped while not moving can be more dangerous.

Wind and water worsen these temperature conditions.

Wind. The harder the wind blows, the colder it feels. Strong winds constitute a good reason for the GM to lower the effective temperature range.

Water. Wet comes in three types: humidity, precipitation, and immersion. Being wet makes any climate condition one level colder. Immersion in water lower than body temperature drastically increases the frequency of Constitution saving throws to prevent exhaustion.

Temperature Effects

Two effects result from exposure to temperature—**exhaustion** and damage.

Frostbite. Frostbite only threatens if the temperatures are lethally cold. Every 30 minutes of exposure players make a DC 10 Constitution saving throw…or higher, if the GM decides it's colder. Winter clothing should be assumed in the roll; you have disadvantage without it. Furs and blankets give advantage to the Survival check, as does a roaring fire. A failed roll inflicts 2d4 cold damage.

Model other effects of extreme temperatures as **exhaustion**.

Hot Weather. Hydrate or die. In hot weather, you need more water. See *Water Requirements*.

Failure to get the extra water requirement induces a Constitution saving throw with a frequency equal to the same period as needing extra water. Failure causes one level of **exhaustion**. Once the **exhaustion** level reaches 5, and Move drops to zero, the victim is **incapacitated** and suffers from heatstroke. If they gain another **exhaustion** level, they die. Combat heat exhaustion and heatstroke by drinking lots of fluids and taking refuge in a cool, dry, shady place. Drinking double the water requirement and resting under these conditions during a short rest removes a level of heat-induced **exhaustion**.

Cold Weather. Cold weather exposure adds levels of **exhaustion** until one freezes to death. Movement generally counters excessive cold, keeps the body temperature elevated through the burning of energy, and increases the effective comfort level. This requires more food—double the food and water requirements when moving about to keep warm in dangerously or lethally cold weather.

The real hazard appears when the party stops moving, whether for the night or because conditions are too difficult to travel, or frostbite has become such a significant problem as to require shelter.

When this happens, if the party cannot make a fire and don winter clothing and extreme weather gear, characters make DC 15 Constitution checks in uncomfortably cold weather, and DC 20 if lethally cold. As with frostbite, fire or sufficient cold-weather clothing gives advantage on the roll, with disadvantage if the character lacks winter clothing and a heat source. Roll every 3 hours for uncomfortably cold, and every 30 minutes for lethally cold. Cold weather kills quickly if you are caught unprepared, but mitigators (blankets, fire, and movement) are easy to come by.

Immersion. Being cold and damp is dangerous. Being immersed in cold water potentially *lethally* so. Even water temperatures as high as 80 degrees can slowly drain the heat out of a person, and near-freezing water causes death in less than an hour. If a character is immersed in the water, increase the frequency of Constitution saves to avoid **exhaustion** based on the table below:

Water Temperature	Roll Frequency	Difficulty
Warm (60-80˚F)	Every 4 hours	DC 10
Cold (40-60˚F)	Every hour	DC 15
Near-freezing (32-40˚F)	Every 5 minutes	DC 20

Other Natural Hazards

For the most part, if the players walk into dangerous terrain, such as quicksand or a bog, or unexpected volcanic activity like dangerous geysers, the GM can treat this as a form of trap. Detection is done with Survival, but obviously the "traps" must be avoided rather than disarmed.

Other hazards are related to extreme weather—violent storms (rain, snow, lightning, and winds) or seas.

These situations fall into the category of plot device. The story of how mighty-thewed, strong-limbed adventurers met an untimely end randomly struck by bolts of lightning isn't exactly fun. Extreme weather is a risk to supplies and pack animals (both can be rendered useless), posing a resource management challenge. It's also a great reason to seek shelter in a cave—which happens to be the secret entrance to a goblin city…

The Environment

Adventuring involves delving into places that are dark, dangerous, and full of mysteries. The rules in this section cover some of the most important ways in which adventurers interact with the environment (roughly translated as "the environment is trying to kill them.")

Falling

It's not the fall that kills you: it's the sudden stop. At the end of a fall, a creature suffers 1d6 wounds as bludgeoning damage for every 10 feet it fell, to a maximum of 10d6. Armor does not protect against damage from falling and collisions. Unless it avoids taking damage from the fall, the creature lands **prone**. Multiply falling damage by the creature's size modifier!

Creatures capable of doing so make a DC 15 Dexterity (Acrobatics) check, reducing the damage roll by 1d6 if successful, plus another 1d6 for every 5 points of margin of success.

Example: A thief pursued by the town guard leaps off a 30' high wall. He suffers 3d6 wounds if things go badly. Fortunately for him, he's a traceur with a Dexterity bonus of +4 and expertise in Dexterity (Acrobatics), resulting in a proficiency bonus of +6. He rolls a 25 including the effects of his attributes and proficiency, exceeding his DC by 10. He takes no damage from the fall.

Suffocating

A creature holding its breath does so for a time shown on the table below. After that time has passed, it begins to suffocate.

Each additional +1 to the CON bonus approximately doubles the time that a creature can hold its breath.

CON Bonus	-5	-4	-3	-2	-1	0	1	2	3	4	5
Hold Breath	2 sec	4 sec	8 sec	15 sec	30 sec	1 min	2 min	4 min	8 min	15 min	30 min

When a creature runs out of breath or is choking, it suffers "temporary wounds." Each round the creature is suffocating, on its turn reduce the creature's vigor by half (drop fractions), and apply 1d6 temporary wounds. If the total wounds exceeds half the creature's Constitution, it falls **unconscious**. If the total exceeds the Constitution score, it makes saving throws vs. Death each turn until it accumulates three failures and dies.

If the creature regains access to air for one round at any point before it dies, the temporary wounds vanish.

Strangulation. For creatures with a brain requiring circulation or vital fluids of some sort, cutting off its blood flow causes the same effects as suffocation—but much more quickly. Instead of taking minutes to achieve unconsciousness or death, it occurs in seconds! A creature affected this way resists for a number of combat rounds equal to 1 + half its Constitution bonus (round down), after which it loses vigor and suffers "temporary" wounds on its turn as per suffocation.

Vision and Light

The most fundamental tasks of adventuring—noticing danger, finding hidden objects, hitting an enemy in combat, and targeting a spell—rely heavily on a character's ability to see. Darkness and other effects that obscure vision prove a significant hindrance.

Obscuration

In lightly obscured areas, such as dim light, patchy fog, or moderate foliage, creatures have disadvantage on Wisdom (Perception) checks relying on sight.

A heavily obscured area, such as darkness, opaque fog, or dense foliage, blocks vision entirely. A creature effectively suffers from the **blinded** *condition* when trying to see something in that area.

Light

The presence or absence of light in an environment creates three categories of illumination: bright light, dim light, and darkness.

Bright light lets most creatures see normally. Even gloomy days provide bright light, as do torches, lanterns, fires, and other sources of illumination within a specific radius.

Dim light, also called **shadows**, creates a lightly obscured area. An area of dim light is a boundary between a source of bright light, such as a torch, and the surrounding darkness. The soft light of twilight and dawn also counts as dim light. A bright full moon bathes the land in dim light.

Darkness creates heavily obscured areas. Characters face darkness outdoors at night (even most moonlit nights), within the confines of an unlit dungeon or a subterranean vault, or in an area of magical *darkness*.

Blindsight

Within a specific radius, a creature with blindsight perceives its surroundings without relying on mundane vision. Creatures without eyes, such as oozes, and creatures with echolocation or heightened senses, such as bats and true dragons, have this sense.

Darkvision

Many creatures in fantasy gaming worlds, especially those that dwell underground, have darkvision. Within a specified range, a creature with darkvision sees in darkness as if the darkness were dim light, so areas of darkness are only lightly obscured as far as that creature is concerned. The creature can't discern color in darkness, only shades of gray.

Truesight

Out to a specific range, a creature with **truesight** sees in normal and magical *darkness*, sees **invisible** creatures and objects, automatically detects visual illusions, and automatically succeeds on saving throws against them. The same goes for perceiving the original form of a shapechanger or a creature transformed by magic. Furthermore, the creature can see into *Vanaheim*.

Interacting with Objects

An object is a discrete, inanimate item like a window, door, sword, book, table, chair, or stone.

For most interactions, the player tells the GM that his or her character does something, such as moving a lever, and the GM describes what, if anything, happens.

Characters can damage objects with their weapons and spells. Objects are immune to poison and psychic damage, but are affected by physical and magical attacks. The GM determines an object's statistics. Objects always fail Strength and Dexterity saving throws, but they are immune to effects that require other saves.

An object breaks when its wounds exceed the Wound Maximum; it is destroyed (and beyond the power of the *mending* cantrip) at 2× the Wound Maximum.

Statistics for Objects

Assign Damage Reduction and a Wound Maximum to a destructible object. You can also give it immunities, resistances, and vulnerabilities to specific types of damage.

Damage Reduction. An object's Damage Reduction measures how difficult it is to deal damage to the object when striking it (because the object has no chance of dodging out of the way, it's Threat DC and Hit DC are both 5). The ***Object Damage Reduction*** table provides suggested DR values for various substances.

Object Damage Reduction

Substance	DR
Cloth, paper, rope	1
Crystal, glass, ice	3
Wood, bone	5
Stone	7
Iron, steel	9
Mithral	11
Adamantine	13

Object Wound Maximum

Size	Fragile	Resilient
Tiny (bottle, lock)	1d4	2d4
Small (chest, lute)	1d6	3d6
Medium (barrel, chandelier)	1d8	4d8
Large (cart, 10-ft.-by-10-ft. window)	1d10	5d10

Object Wound Maximum. An object's Wound Maximum measures how much damage it can take before losing its structural integrity. Resilient objects endure more wounds than fragile ones. Large objects also tend to have higher Wound Maximum than small ones, unless breaking a small part of the object is just as effective as breaking the whole thing. The **Object Wound Maximum** table provides suggested wound maxima for fragile and resilient objects that are size **Large** or smaller.

Objects and Damage Types. Objects are immune to poison and psychic damage. Some damage types are more effective against particular objects. For example, bludgeoning damage works well for smashing things but not for cutting through rope or leather. Paper or cloth objects are vulnerable to fire and lightning damage. A pick can chip away stone but can't effectively cut down a tree. The GM should use common sense and judgment to set resistances, vulnerabilities, and immunities for objects vs. damage types.

TRAPS

One wrong step in an ancient tomb might trigger a series of scything blades that cleave through armor and bone. The innocuous vines hanging over a cave entrance suddenly grasp and choke anyone pushing through them. A net hidden among the trees silently drops on travelers passing underneath. In a fantasy game, unwary adventurers may fall to their deaths, be burned alive, or succumb to a fusillade of poisoned darts.

Traps may be mechanical or magical in nature. Mechanical traps include pits, arrow traps, falling blocks, water-filled rooms, whirling blades, and anything else depending on a mechanism to operate. Magic traps are either magical device traps or spell traps. Magical device traps initiate spell effects when activated.

Spell traps are spells that function as traps, such as *glyph of warding* and *symbol*.

TRAPS IN PLAY

When adventurers come across a trap, the GM needs to know how the trap is triggered and what it does, as well as the possibility for characters to detect the trap, and disable or avoid it.

Triggering a Trap

Most traps trigger when a creature goes somewhere or touches something that the trap's creator wanted to protect. Common triggers include stepping on a pressure plate or a false section of floor, pulling a trip wire, turning a doorknob, and using the wrong key in a lock. Magic traps often go off when a creature enters an area or touches an object. Some magic traps (such as the *glyph of warding* spell) have more complicated trigger conditions, including a password that prevents the trap from activating.

Detecting and Disabling a Trap

Some element of a trap is usually visible to careful inspection. Characters may notice an uneven flagstone concealing a pressure plate, spot the gleam of light off a trip wire, notice small holes in the walls from which jets of flame erupt, or otherwise detect something out of place that points to a trap's presence.

Don't let die rolls and ability checks override clever play and good planning. Use your common sense, drawing on the trap's description to determine what happens. No trap's design anticipates every possible action that the characters attempt. If an action clearly reveals the trap's presence, characters discover the trap without making an ability check. For example, if a character lifts a rug that conceals a pressure plate, the character finds the trigger and no check is required.

A trap's description specifies the checks and DCs needed to detect it, disable it, or both. A character actively looking for a trap attempts a Wisdom (Perception) check against the trap's DC. Compare the DC to detect the trap with each character's passive Wisdom (Perception) score to determine whether anyone in the party notices the trap in passing. If the adventurers detect a trap before triggering it, they might be able to disarm it, either permanently or long enough to move past it. A successful Intelligence (Investigation) check allows deduction of what needs to be done, followed by a Dexterity check using thieves' tools to perform the necessary sabotage.

Any character can attempt an Intelligence (Arcana) check to detect or disarm a magic trap, in addition to any other checks noted in the trap's description. The DCs are the same regardless of the check used. *Dispel magic* has a chance of disabling most magical traps. A magic trap's description provides the DC for the ability check made when using *dispel magic*.

Traps are often designed with mechanisms that allow them to be disarmed or bypassed. Intelligent monsters that place traps in or around their lairs need ways to get past those traps without harming themselves. Such traps might have hidden levers that disable their triggers, or secret doors concealing a passage that goes around the trap.

Trap Effects

The effects of traps range from inconvenient to deadly, making use of elements such as arrows, spikes, blades, poison, toxic gas, blasts of fire, and deep pits. The deadliest traps combine multiple elements to kill, injure, contain, or drive off any creature unfortunate enough to trigger them. A trap's description specifies what happens when it is triggered.

The attack bonus of a trap, the save DC to resist its effects, and the damage it deals varies depending on the trap's severity. Use the **Trap Statistics** and the **Damage Severity by Level** tables for suggestions based on three levels of trap severity.

TRAP DAMAGE: WOUNDS AND VIGOR

Just as with magical spells, the wounds and vigor that a trap is designed to inflict if it is triggered changes by damage type and by intent. The **Damage Severity by Level** table gives sample wounds, taken as vigor on a successful save.

In most cases, even mundane damage is delivered as wounds, as with a spell or projectile, with allowed defenses depending on whether the trap calls for an attack or saving throw.

Trap Statistics

Threat Level	Save DC	Attack Bonus
Setback	10–11	+3 to +5
Dangerous	12–15	+6 to +8
Deadly	16–20	+9 to +12

A trap intended to be a setback is unlikely to kill or seriously harm characters of the indicated levels, whereas a dangerous trap may cause serious injury. A deadly trap is likely to simply kill characters of the indicated levels.

Damage Severity by Level

| Character Level | Trap inflicts wounds | | |
	Setback	Dangerous	Deadly
1st–4th	1d6	2d6	4d6
5th–10th	1d8	2d8	4d8
11th–16th	1d10	2d10	4d10
17th–20th	1d12	2d12	4d12

Complex Traps

Complex traps, once activated, execute a series of actions each round. A complex trap turns the process of dealing with a trap into something resembling a combat encounter.

When a complex trap activates, it rolls initiative. On its turn, the trap activates again, often taking an action. It makes successive attacks against intruders, creates an effect that changes over time, or otherwise presents a dynamic challenge. They may be detected, disarmed, or avoided the usual ways.

For example, a trap that causes a room to slowly flood works best as a complex trap. On the trap's turn, the water level rises. After several rounds, the room completely floods.

Sample Traps

The magical and mechanical traps presented here vary in deadliness.

Collapsing Roof

Mechanical trap

This trap uses a trip wire or manual trigger to collapse supports keeping an unstable section of ceiling in place.

The trip wire rests 3 inches off the ground and stretches between two support beams. The DC to spot the trip wire is 10. A successful DC 15 Dexterity check using thieves' tools disables the trip wire harmlessly. A character without thieves' tools can attempt this check with disadvantage using any edged weapon or edged tool. On a failed check, the trap triggers.

Anyone who inspects the beams can easily determine that they are merely wedged in place. As an action, a character can knock over a beam, causing the trap to trigger (hopefully safely).

The ceiling above the trip wire is in bad repair, and anyone who sees it notices it's in danger of collapse.

When the trap is triggered, the unstable ceiling collapses. Any creature in the area beneath the unstable section makes a DC 15 Dexterity saving throw, taking 4d10 bludgeoning damage on a failed save, or as vigor on a successful one. The floor of the area fills with rubble and becomes difficult terrain.

Falling Net

Mechanical trap

This trap uses a trip wire to release a net suspended from the ceiling.

The trip wire rests 3 inches off the ground and stretches between two columns or trees. Cobwebs or foliage hide the trip wire. The DC to spot the trip wire and net is 10. A successful DC 15 Dexterity check using thieves' tools harmlessly trips the wire. A character without thieves' tools, using any edged weapon or tool, attempts this check with disadvantage. On a failed check, the trap triggers.

When the trap triggers, the net releases, covering a 10-foot-square area. Those in the area are trapped under the net taking 4d6 control damage. They are also driven **prone** unless they make a DC 10 Strength saving throw. To free itself or another creature, a creature uses its action to counter-grapple or cut the net vs a Threat DC of 10. The net has a Wound Maximum of 20. Dealing 5 slashing damage to the net (Threat DC 10) destroys a 5-foot-square section of it, freeing any creature trapped in that section.

Fire-Breathing Statue

Magic trap

This trap activates when an intruder steps on a hidden pressure plate, releasing a magical gout of flame from a nearby statue.

The DC is 15 to spot the pressure plate and faint scorch marks on the floor and walls. A spell or other effect that senses the presence of magic, such as *detect magic*, reveals an aura of a thurisaz rune around the statue.

20 pounds of weight placed on the pressure plate causes the statue to emit a 30-foot cone of fire. Each creature in the fire makes a DC 13 Dexterity saving throw, taking 4d6 fire damage as wounds on a failed save, or as vigor on a successful one.

Wedging an iron spike or other object under the pressure plate prevents the trap from activating. A successful *dispel magic* (DC 13) cast on the statue destroys the trap.

Pits

Mechanical trap

Five pit traps are presented here.

SIMPLE PIT

A simple pit trap is a hole dug in the ground covered by a large cloth anchored on the pit's edge and camouflaged with dirt and debris.

The DC to spot the pit is 10. Anyone stepping on the cloth falls through and pulls the cloth down into the pit, taking damage based on the pit's depth (usually 10 feet).

HIDDEN PIT

This pit has a cover constructed from material identical to the floor around it.

A successful DC 15 Wisdom (Perception) check discerns an absence of foot traffic over the section of floor forming the pit's cover. A successful DC 15 Intelligence (Investigation) check confirms that the trapped section of floor covers a pit.

When a creature steps on the cover, it swings open like a trap-door, dumping the intruder into the pit below (usually 10 or 20 feet).

Once detected, an iron spike or similar object wedged between the pit's cover and the surrounding floor prevents the cover from opening, making it safe to cross. Using *arcane lock* or similar spells magically holds shut the cover.

LOCKING PIT

This pit trap is identical to a hidden pit trap, except the trap door covering the pit is spring-loaded. After a creature falls into the pit, the cover snaps shut, trapping its victim inside.

A successful DC 20 Strength check pries the cover open. The cover can also be smashed open. A character in the pit disables the spring mechanism from the inside with a DC 15 Dexterity check using thieves' tools, provided the character can see and reach it. In some cases, a mechanism (usually hidden behind a secret door nearby) opens the pit.

SPIKED PIT

This pit trap is a simple, hidden, or locking pit trap with sharpened wooden or iron spikes at the bottom. A creature falling into the pit takes 2d6 piercing damage as wounds from the spikes, in addition to any falling damage. Even nastier versions use poison smeared on the spikes. In that case, anyone taking piercing damage from the spikes also makes a DC 13 Constitution saving throw, taking an additional 4d6 poison damage as wounds on a failed save, or as vigor on a successful one.

PIT OF DESPAIR

This pit trap is a simple, hidden, or locking trap with a magical rune inside. A creature falling into the pit takes 10' falling damage from hitting the floor. They must also make a DC 15 Charisma save every round they are inside the pit or else suffer from the **demoralized** condition.

Poison Darts

Mechanical trap

When a creature steps on a hidden pressure plate, poison-tipped darts shoot from spring-loaded or pressurized tubes cleverly embedded in the surrounding walls. An area might include multiple pressure plates, each one rigged to its own set of darts.

Poisons

Item	Type	Price per Dose
Assassin's blood	Ingested	150 gp
Burnt Othur fumes	Inhaled	500 gp
Essence of ether	Inhaled	300 gp
Malice	Inhaled	250 gp
Midnight tears	Ingested	1,500 gp
Oil of Taggit	Contact	400 gp
Pale tincture	Ingested	250 gp
Purple worm poison	Injury	2,000 gp
Serpent venom	Injury	200 gp
Torpor	Ingested	600 gp
Truth serum	Ingested	150 gp
Wyvern poison	Injury	1,200 gp

The tiny holes in the walls are obscured by dust and cobwebs, or cleverly hidden amid bas-reliefs, murals, or frescoes adorning the walls. The DC to spot them is 15. With a successful DC 15 Intelligence (Investigation) check, a character deduces the presence of the pressure plate from variations in the mortar and stone used to create it, compared to the surrounding floor. Wedging an iron spike or other object under the pressure plate prevents the trap from activating. Stuffing the holes with cloth or wax prevents the darts contained within from launching.

20 pounds of weight placed on the pressure plate activates the trap, releasing four darts. Each dart makes a ranged attack with a +8 bonus against a random target within 10 feet of the pressure plate (vision is irrelevant to this attack roll). A target hit takes 1d4 wounds as piercing damage, and if the attack penetrates any armor worn, must succeed on a DC 15 Constitution saving throw, taking 2d6 wounds as poison damage on a failed save, or as vigor on a successful one. If there are no targets in the area, the darts miss.

Poison Needle
Mechanical trap

A poisoned needle is hidden within a treasure chest's lock, or in something else that a creature opens. Opening the chest without the proper key causes the needle to spring out, delivering a dose of poison.

When triggered, the needle extends 3 inches straight out from the lock. A creature within range takes 1 piercing damage (DR is halved) and 2d6 wounds as poison damage if the piercing damage penetrates DR, and must succeed on a DC 15 Constitution saving throw or be poisoned for 1 hour.

A successful DC 20 Intelligence (Investigation) check allows a character to deduce the trap's presence from alterations made to the lock to accommodate the needle. A successful DC 15 Dexterity check using thieves' tools disarms the trap, removing the needle from the lock. Unsuccessful attempts to pick the lock trigger the trap.

Given their insidious and deadly nature, poisons are illegal in many societies; but assassins and evil creatures favor them. Poisons give an extra bite to otherwise low-powered weapons like the hand crossbow.

Poisons come in the following four types:

Contact. Smeared on an object, contact poison remains potent until it is touched or washed off. A creature touching contact poison with exposed skin suffers its effects.

Ingested. A creature must swallow an entire dose of ingested poison to suffer its effects. The dose can be delivered in food or a liquid. GMs may decide that a partial dose has a reduced effect, such as allowing advantage on the saving throw or dealing only half damage on a failed save.

Inhaled. These powders or gases take effect when inhaled. Blowing the powder or releasing the gas subjects creatures in a 5-foot cube to its effect. The resulting cloud dissipates immediately afterward. Holding one's breath is ineffective against

Rolling Sphere
Mechanical trap

When 20 or more pounds of pressure are placed on this trap's pressure plate, a hidden trapdoor in the ceiling opens, releasing a 10-foot-diameter, 35-ton rolling sphere of solid stone as exciting music plays in the background.

With a successful DC 15 Wisdom (Perception) check, a character spots the trapdoor and pressure plate. A search of the floor accompanied by a successful DC 15 Intelligence (Investigation) check reveals variations in the mortar and stone that betray the pressure plate's presence. The same check made while inspecting the ceiling notes variations in the stonework that reveal the trapdoor. Wedging an iron spike or other object under the pressure plate prevents the trap from activating.

Activation of the sphere requires all creatures present to roll initiative. The sphere rolls initiative with a +8 bonus. On its turn, it moves 60 feet in a straight line. The sphere moves through creatures' spaces, and creatures can move through its space, treating it as difficult terrain. Whenever the sphere enters a creature's space, or a creature enters its space while it's rolling, that creature must succeed on a DC 15 Dexterity saving throw or take 4d10 wounds as bludgeoning damage and be crushed **prone**. A successful save avoids all damage.

The sphere stops when it hits a wall or similar barrier. It can't go around corners, but smart dungeon builders incorporate gentle, curving turns into nearby passages that allow the sphere to keep moving.

POISONS

inhaled poisons, as they affect nasal membranes, tear ducts, and other parts of the body.

Injury. Applied to weapons, ammunition, trap components, and other objects that deal piercing or slashing damage, injury poison remains potent until delivered through a wound or washed off. A creature taking piercing or slashing damage from an object coated with the poison is exposed to its effects.

SAMPLE POISONS

Each type of poison has its own debilitating effects.

Assassin's Blood (Ingested). A creature subjected to this poison makes a DC 10 Constitution saving throw. On a failed save, it takes 1d6 wounds as poison damage and is poisoned for 24 hours. On a successful save, the creature takes damage as vigor instead, and isn't poisoned.

Burnt Othur Fumes (Inhaled). A creature subjected to this poison must succeed on a DC 13 Constitution saving throw

or take 2d4 wounds as poison damage, and repeats the saving throw at the start of each of its turns. On each successive failed save, the character takes 1d4 wounds as poison damage. The poison ends after three successful saves.

Essence of Ether (Inhaled). A creature subjected to this poison must succeed on a DC 15 Constitution saving throw or become poisoned for 8 hours. A poisoned creature falls **unconscious**. The creature wakes up if it takes damage or if another creature takes an action to shake it awake.

Malice (Inhaled). A creature subjected to this poison must succeed on a DC 15 Constitution saving throw or become poisoned for 1 hour. The poisoned creature is **blinded**.

Midnight Tears (Ingested). A creature ingesting this poison suffers no effect until the stroke of midnight. If the poison has not been neutralized before then, the creature must succeed on a DC 17 Constitution saving throw, taking 5d6 wounds as poison damage on a failed save, or as vigor on a successful one.

Oil of Taggit (Contact). A creature subjected to this poison must succeed on a DC 13 Constitution saving throw or become poisoned for 24 hours. The poisoned creature falls **unconscious**. The creature wakes up if it takes damage.

Pale Tincture (Ingested). A creature subjected to this poison must succeed on a DC 16 Constitution saving throw or take 1d6 wounds as poison damage and become poisoned. The poisoned creature repeats the saving throw every 24 hours, taking 1d3 wounds as poison damage on a failed save. Until this poison ends, the damage the poison deals can't be healed by any means. After seven successful saving throws, the effect ends and the creature heals normally.

Alger Ormur Poison (Injury). This poison must be harvested from a dead or **incapacitated** Alger Ormur. A creature subjected to this poison must make a DC 19 Constitution saving throw, taking 6d6 wounds as poison damage on a failed save, or as vigor on a successful one.

Serpent Venom (Injury). This poison must be harvested from a dead or **incapacitated** giant poisonous snake. A creature subjected to this poison must succeed on a DC 11 Constitution saving throw, taking 2d4+1 poison damage on a failed save, or as vigor on a successful one.

Torpor (Ingested). A creature subjected to this poison must succeed on a DC 15 Constitution saving throw or become poisoned for 4d6 hours. The poisoned creature is **incapacitated**.

Truth Serum (Ingested). A creature subjected to this poison must succeed on a DC 11 Constitution saving throw or become poisoned for 1 hour. The poisoned creature can't knowingly speak a lie, as if under the effect of a *zone of truth* spell.

Wyvern Poison (Injury). This poison must be harvested from a dead or **incapacitated** wyvern. A creature subjected to this poison must make a DC 15 Constitution saving throw, taking 3d6+3 wounds as poison damage on a failed save, or as vigor on a successful one.

REWARDS AND TREASURE

Ultimately, the purpose King Krail has for sending adventurers north to the far reaches of Tanalor is to increase the safety of the lands of Torengar and enrich the realm so that it might better stave off the incursions from the Neveri nomads.

As the characters explore the wilderness, they encounter challenges that bring danger and rewards. The following guidelines allow the GM to estimate the value that a set of monsters, or looting a ruin, may yield as a function of the challenge rating.

PERSONAL LOOT

Creatures that have a sense of economy—most humanoids, fae, and dragons—have valuable items for trade. Some creatures accumulate wealth in a lair or burrow—not because it's valuable, but because it's not. A giant spider might have a hankering for eating lizard-folk, but no interest in the shiny bits of metal and equipment left behind. This incidental treasure is treated as personal loot.

spider's personal treasure ranges from 1-6 gp, reasonably represented as hundreds of copper pieces, a few silvers, and maybe even low-value gems or jewelry.

RISK AND REWARD

The greater the challenge, the greater the expected reward. To determine the value of treasure a creature has on their person when circumstances dictate they no longer need it, use the following steps:

Look up the creature's Challenge rating on the **Personal Loot** table and note the Base Value. This is the increment, measured in gold pieces, of value for that creature type.

Roll 3d6 and multiply the base value by this number. This is the value carried by that creature. The exact nature of the treasure is up to the GM; see below for suggestions.

If the 3d6 roll comes up 16 or higher, roll the Special Treasure Die and multiply the total value by this result.

Personal Loot		
Challenge	Base Value (gp)	Special Treasure Die
0	0.2	d12
1	0.35	d10
2	0.5	d10
3	0.75	d10
4	1.3	d10
5	2	d8

BASE VALUE

When interpreting the numbers provided for value, consider what is reasonable. If a troop of hobgoblins (CR ½) each has 3d6×0.2 gold pieces in value (averaging about 2 gp), this is a handful of copper and silver for each creature—the lower the total, the more likely it contains lower-value coinage.

The value for personal loot and treasure should be carried as items that make sense for the creature as well. A gelatinous cube does acid damage to everything within it. Gold and platinum are resistant to acid, but copper and silver are not. So, the cube (CR 2) likely contains 1-9 gp worth of gold. A CR 1 giant

SPECIAL TREASURE

Some creatures may have had a lucky score, and are just more loaded with goodies than others. If the die roll for base values comes up 16 or higher, roll the Special Die and *multiply* the treasure by that amount (a multiple of 1 means no change).

A low-challenge creature that rolls well and winds up with 40 gp in treasure might have a common potion and a handful of copper and silver, or a particularly notable secondary weapon (a finely-crafted mundane short sword, as an example).

A CR 10 creature that hits the special treasure jackpot could be wandering around with up to 2,160 gp in value on their person: 50-60 gold pieces in mixed coins and large gems worth hundreds of gold pieces each.

Use of Unusual Items. Creatures possessing valuable items, such as magical weapons and armor, use them if aware of the items' qualities. If a hobgoblin warlord has a +1 sword or a dancing shield, he uses it in battle. Predetermine the availability of special treasure for set-piece encounters.

Group Treasure (Hoards)

Some creatures amass stockpiles of treasure, perhaps in a lair, a ruin (royal gravesites and tombs being famously loaded), or something mundane like the counting-house for a village of lizard-folk or other creatures possessing culture, structured society, and an economy.

Hoards represent the accumulated value of many creatures (or just one big one!) over time. Hoards should not be too rare; Tanalor is such a tempting area for expansion and conquest precisely because of the high concentration of hoards left by ancient empires and destroyed settlements.

Hoards are very valuable, and likely contain special items. Lost crowns or seals that have immense historical and social significance, ancient prophecies, or forgotten spells are all great candidates for being pulled out of a hoard.

Hoard Contents and Value

As with individual loot, the value of a hoard increases with challenge rating. The GM should pick an average value for the challenge rating corresponding to the most common (or most important) creature type in a group. Since the value of hoards is much larger than individual treasure, the lower challenge rating is more than offset by the mounds of treasure.

Three components make up a hoard: coins, prizes, and special items.

Coins
Determine the total value of coinage in a hoard by rolling 10d6×10 instead of 3d6, and then multiplying the base value for the challenge rating by that number. A CR 5 hoard (base value 2 gp) varies from 200-1,200 gp in total value (A CR 14 hoard with base value 130 gp ranges from 13,000 gp to as much as 78,000 gp in coins alone!)

Prizes
Small, portable, and very shiny, treasure with a very high value that isn't coinage is called a *prize*. Gems and jewelry, whose stones and workmanship carry immense value, are the most common prizes. Also considered prizes are ornate works of craftsmanship and art, from a beautiful set of scale armor with every scale hand-carved and worked with filigree, to one-of-a-kind sculptures or paintings.

Prizes of immense historical value, such as first-person accounts of important events, the writings of ancient beings like the Elder Dragons, Archfae, and Aesir, or possessions of long-dead heroes, derive value from their rarity and association with mighty deeds.

As with individual loot and hoard coins, follow these steps to determine the presence and value of any prizes:

- Roll 1d20. On a roll of 1, there are no prizes.

- Look up the challenge rating of the hoard—use the most common type of creature that was present to amass the hoard. Then take the base value for the prize and multiply it by 2d4 to determine the total value of all prizes in the hoard.

- The GM divides the total prize value among one or more pieces, using the "high value piece" column as a guide for determining the highest value for individual items

Use discretion when allocating prizes; it is suggested that the horde's prizes number fewer than 20.

Prizes		
Challenge	Prize Base Value	High Value Piece
0	20	10
1	25	15
2	35	20
3	50	25
4	65	35
5	85	50

Special and Magic Items

Delving deep into unknown horrific places and exploring mysterious ruins is for the bold and the ambitious, and one of the primary motivations for such delves is the possibility that somewhere in a treasure hoard lies an item of great power.

The art of permanently enchanting magic items has been lost by civilized humanoids since the Shattering. Innumerable such items were crafted in days past, and if you're lucky you'll find a hoard containing some.

As with the other types of hoard items, follow the steps below:

- Look up the Challenge rating of the hoard on the **Special and Magic Items** table, and look up the entry for "Number of Items," which tells you how many times to check the table. Roll that die (unless it's a 1).

- For each special item, roll 1d20 against the Challenge rating entry, and look up the rarity of the item. Some entries are "no item found," in which case there is no special item for that slot. As an example, there is an

80% chance that no special items appear in a Challenge 2 hoard.

The GM should use discretion in choosing between items on the list, feeling free to substitute coins or prizes for each special item slot if the power and value of the hoard grows too large for the situation. Finding 12 legendary items in a Challenge rating 20 hoard might be just the right end to an epic campaign, or it might be too much.

When figuring the rough value of a hoard, assume that a common item is worth 100 gp, an uncommon item is worth 500 gp, a rare one is worth 5,000 gp, a very rare item is worth 15,000 gp, and legendary items are, on average, worth 50,000 gp. Special mundane items of sufficient value, such as suits of finely-crafted or valuable armor, make excellent hoard items as well.

That isn't the sale price—magic items with rarity from rare to legendary are a unique market, not often traded for cash—but a rough guide to how much something compares in value to the rest of the hoard.

Special and Magic Items

Challenge	Number of Items	No Item	Common Item	Uncommon	Rare	Very Rare	Legendary
1	1d4	1-19	20	-	-	-	-
2	1d6	1-16	17-20	-	-	-	-
3	1d6	1-14	15-19	20	-	-	-
4	1d2	1-11	12-17	18-19	20	-	-
5	1	1-9	10-14	15-17	18-19	20	-

Magic Items

Gleaned from the hoards of conquered monsters or discovered in long-lost vaults, magic items grant capabilities a character could rarely have otherwise, or complement their owner's capabilities in wondrous ways.

Attunement

Some magic items require a creature to form a bond with them before their magical properties can be used. This bond is called *attunement*. Certain items have a prerequisite for attunement. A class prerequisite means a creature must be a member of that class to attune with an item. A monster qualifies to use an item with a spellcasting class requirement if it has spell slots and uses that class's spell list. If the prerequisite is any type of spellcaster, a creature qualifies if it casts at least one spell using its traits or features.

Attuning to an item requires a creature to spend a short rest focused on only that item while in physical contact with it. This focus takes the form of weapon practice (for a weapon), meditation (for a wondrous item), or some other appropriate activity. If interrupted, the attunement attempt fails. Otherwise, at the end of the short rest, the creature understands how to activate the item's magical properties, including any necessary command words.

An item may be attuned to only one creature at a time, and a creature can simultaneously attune to no more than three magic items. Any attempt to attune to a fourth item fails; the creature must end its attunement to an item first. Additionally, a creature can't attune to more than one copy of an item. For example, a creature can't attune to two or more rings of protection.

A creature's attunement to an item ends if the creature no longer satisfies the prerequisites for attunement, if the item has been more than 100 feet away for at least 24 hours, if the creature dies, or if another creature attunes to the item. Unless the item is cursed, a creature can voluntarily end attunement by spending another short rest focused on the item.

Wearing and Wielding Items

Using a magic item's properties means wearing or wielding it. Don worn magic items in the intended fashion: boots go on the feet, gloves on the hands, hats and helmets on the head, and rings on fingers. Magic armor is worn, a shield strapped to the arm or carried in-hand, a cloak fastened about the shoulders. A weapon or other tool must be used for their intended purpose or suitably held (a tool in hand, a weapon held at the ready) in order to activate any magical properties.

In most cases, a magic item meant to be worn fits a creature regardless of size or build: Many magic garments magically adjust themselves to the wearer. If the story suggests a good reason for an item to fit only creatures of a certain size or shape, rule that it doesn't adjust. For example, elf-made armor only fits elves, while dwarf-made armor will only grow so large, and will not fit creatures larger than about five feet tall.

When a non-humanoid tries to wear an item, use your discretion as to whether the item functions as intended. A ring placed on a tentacle might work, but a creature with a snakelike tail instead of legs can't wear boots.

Items of the Same Kind

Use common sense when determining whether more than one of a given kind of magic item can be worn. A character normally wears no more than one pair of footwear, one pair of gloves or gauntlets, one pair of bracers, one suit of armor, one item of headwear, and one cloak. Possible exceptions include wearing a circlet under a helmet, or layering two cloaks.

Two items providing the same kind of benefit (a cloak of protection and bracers of defense, which both increase Threat DC) do not stack; only the best bonus applies. Wearing +2 ring mail, which gives +2 to Damage Reduction and Threat DC, and a +3 cloak of protection yields +3 to Threat DC (the best bonus), and the ring mail armor, normally DR 4, provides DR 6.

Wearing of multiple items of the same kind never applies to items requiring attunement.

Paired Items

Paired items—such as boots, bracers, gauntlets, and gloves—impart their benefits only if both items of the pair are worn. For example, a character wearing a boot of striding and springing on one foot and a boot of elvenkind on the other foot gains no benefit from either.

ACTIVATING AN ITEM

Activating a magic item requires a user to do something special, such as holding the item and uttering a command word. The description of each item category or individual item details how an item is activated. Certain items use the following rules for their activation.

The action required to activate an item is a special action, *not* a subset of the Use an Item action. Class features that may be used simultaneously with other actions may not be used while activating the magic item's properties.

Command Word

A command word is a word or phrase that must be spoken for an item to work. A magic item requiring a command word remains inactivated in an area where sound is prevented, such as within the area of the *silence* spell.

Consumables

Some items are used up when activated. A potion or an elixir is swallowed, an oil applied to the body. Writing vanishes from a scroll when it is read. Once used, consumable items lose their magic. Some may even disintegrate or break.

Spells

Some magic items allow the user to cast a spell. Cast at the lowest possible spell level, the spell doesn't expend any of the user's spell slots and requires no components unless the item's description says otherwise. The item's spell otherwise functions as a cast spell. Items such as potions, bypass the casting of a spell and directly confer the spell's effects, with their usual duration. See the item descriptions for specifics.

Some items, such as certain staffs, require you to use your own spellcasting ability when you cast a spell from the item. If you have more than one spellcasting ability, choose which one to use. If you don't have a spellcasting ability—perhaps you're a rogue with the Use Magic Device feature—your spellcasting ability modifier is +0 for the item; your proficiency bonus still applies!

Charges

Some magic items have charges that must be expended to activate their properties. When a creature attunes to, or casts *identify* on an item, it reveals the number of remaining charges. Additionally, when an item regains charges, the creature attuned to it learns how many charges it regained.

MAGIC ITEMS BY RARITY

Magic items appear below by rarity, then in alphabetical order. A magic item's description gives the item's name, its category, its rarity, and its magical properties. Items with variable rarity are listed at the level of their most common version.

COMMON MAGIC ITEMS

Unlike most magical items, the secrets and tricks for making common items have not been lost, and while they are hard to come by, people have a rough idea of their value and cost. Costs can be expected to be around 250 gp, but depend on local supply and demand.

Ammunition, +1, +2, or +3

Weapon (any ammunition), common (+1), common (+2), or uncommon (+3)

You gain a bonus to attack and damage rolls made with this piece of magic ammunition. The bonus is determined by the rarity of the ammunition. Once it hits a target, the magical potency of the item drops by one level, though never lower than magical.

Potion of Climbing
Potion, common

When you drink this potion, gain a climbing speed equal to your walking speed for 1 hour. During this time, you have advantage on Strength (Athletics) checks made to climb. The potion appears as brown, silver, and gray layers resembling bands of stone. Shaking the bottle fails to mix the colors.

Potion of Healing
Potion, rarity varies

You regain health when you drink these potions. The number of wounds or vigor regained depends on the potion's rarity, as shown in the **Healing Potions** table.

Potions of healing, when consumed, first heal wounds, then restore vigor using the vigor multiplier on the table if there are any wound points left unused.

The *potion of revival* rouses an **unconscious** person, while the *potion of vigor* restores vigor.

Potions that remove **injured** and **unconscious** conditions don't alter the wound level beyond the effects listed, and future wound checks follow the normal rules—assess any additional wounds and then begin the injury or death saving throw process. Any potion removing the **injured** or **unconscious** condition also removes all accumulated injury saving throw failures. Stabilizing potions grant successful Medicine checks as per Stabilizing a Creature.

Common potions are among the few magical items bought and sold in shops. Potions of healing and vigor cost 2d4×10 gp, while Potions of revival cost 2d4×4 gp each.

Potion of Poison
Potion, common

This concoction looks, smells, and tastes like a Potion of Healing or other beneficial potion. Masked by illusion magic, an *identify* spell reveals its true nature.

If you drink it, you suffer 3d6 vigor as poison damage, and must succeed on a DC 13 Constitution saving throw or be poisoned. At the start of each of your turns while you are poisoned by the potion, you suffer an additional 3d6 vigor as poison damage. At the end of each of your turns, repeat the saving throw. On a successful save, the poison damage you take on subsequent turns decreases by 1d6. The poison ends when the damage reaches 0. If a creature runs out of vigor, the damage is taken as wounds.

Potion of Water Breathing
Potion, common

You can breathe underwater for 1 hour after drinking this potion. Its cloudy green fluid smells of the sea and a jellyfish-like bubble floats on top. Found in alchemical shops, this one costs 4d4×20 gp.

Healing Potions

Potion of...	Rarity	Wounds healed	Vigor Multiplier	Other effects
Healing	Common	1d4–1	2	Removes **injured**, **unconscious**; stabilizes
Greater Healing	Uncommon	2d4	3	Removes **injured**, **unconscious**; stabilizes
Superior Healing	Rare	3d4	4	Removes **injured**, **unconscious**; stabilizes
Supreme Healing	Very Rare	5d4	4	Removes **injured**, **unconscious**; stabilizes
Revival	Common	—	—	Removes **unconscious**
Vigor	Common	2d4+2 vigor only	—	—

Spell Scroll
Scroll, varies

A spell scroll bears the words of a single spell, written in a mystical cipher. If the spell is on your class's spell list, you can read the scroll and cast its spell without providing any material components. Otherwise, the scroll is unintelligible. Casting the spell by reading the scroll requires the spell's normal casting time. Once the spell is cast, the words fade, and the scroll crumbles to dust. The scroll is not lost if the casting is interrupted.

If the spell is on your class's spell list but of a higher level than you normally cast, make an ability check using your spellcasting ability to determine whether you successfully cast it. The DC equals 10+the spell's level. On a failed check, the spell disappears from the scroll with no other effect.

The level of the spell on the scroll determines the spell's saving throw DC and attack bonus, as well as the scroll's rarity, as shown in the **Spell Scroll** table.

Wizard spells on scrolls are copied just like spells in spellbooks. The copier makes an Intelligence (Arcana) check with a DC equal to 10+the spell's level. If the check succeeds, the spell is copied. The scroll disintegrates whether the check is successful or not.

Sold in specialized shops, spell scrolls are almost always associated with arcane guilds, and require membership or other special access. If available, scrolls are sold according to the Mage Scroll Retail Price (MSRP) column of the **Spell Scroll** table.

UNCOMMON MAGIC ITEMS

Uncommon items are things that most characters encounter at some time in their adventuring lives, and many normal townsfolk have seen a lord or high-ranking adventurer carrying or wielding one. These items range in value from 250 gp to 2,500 gp.

Adamantine Armor
Armor (armor must contain metal), uncommon

Adamantine, one of the hardest substances in existence, reinforces this suit of armor. While you're wearing it, add 3 to the critical threshold of any attack. This *can* push the threshold above 20, making a critical hit impossible. Adamantine armor adds 1d4×100% to the value of the armor on which it is based.

Dust of Disappearance
Wondrous item, uncommon

Found in a small packet, this powder resembles very fine sand. It contains one use. Using an action to throw the dust into the air, you and each creature and object within 10 feet of you become **invisible** for 2d4 minutes. The dust is consumed when its magic takes effect. If a creature affected by the dust attacks or casts a spell, the invisibility ends for that creature.

Horn of Blasting
Wondrous item, uncommon

Use an action to speak the horn's command word and then blow the horn, which emits a thunderous blast in a 30-foot cone audible 600 feet away. Each creature in the cone makes a DC 15 Constitution saving throw. On a failed save, a creature takes 5d6 thunder damage as vigor and is **deafened** for 1 minute. On a successful save, a creature takes half damage and isn't **deafened**. Creatures and objects made of glass or crystal have disadvantage on the saving throw and take 10d6 thunder damage.

A Horn of Blasting may be used as a holy symbol by clerics of Heimdallr.

Broushan Mail
Armor (medium or heavy mail), uncommon

Light, flexible, and very strong, Broushan light mail can be worn concealed under normal clothes and allows the wearer to benefit from their full Dexterity modifier. Broushan heavy mail or splint and mail does not impose Disadvantage on stealth checks. The value of the armor is double the value of the common item.

Spell Scroll

Spell Level	Rarity	Save DC	Attack Bonus	MSRP
Cantrip	Common	13	+5	2d4×5 gp
1st	Common	13	+5	2d4×10 gp
2nd	Common	13	+5	2d4×30 gp
3rd	Uncommon	15	+7	2d4×50 gp

Oil of Slipperiness
Potion, uncommon

Thick and heavy in the container, this sticky black unguent flows quickly when poured (it also behaves very oddly when placed near lodestone). The oil covers a Medium or smaller creature, (one additional vial is required for each size category above Medium). Applying the oil takes 10 minutes. The affected creature gains the effect of a *freedom of movement* spell for 8 hours.

Alternatively, pour the oil on the ground as an action, covering a 10-foot square and duplicating the effect of the *grease* spell for 8 hours.

Periapt of Health
Wondrous item, uncommon

While wearing this pendant you are immune to disease. If you are already infected with a disease, the effects of the disease are suppressed (not cured!).

Potion of Flying
Potion, uncommon

Drinking this potion grants a flying speed equal to your walking speed for 1 hour and allows you to hover. If you're in the air when the potion wears off, you fall unless you have some other means of staying aloft. This potion's clear liquid floats at the top of its container and has cloudy white impurities drifting in it.

Potion of Resistance
Potion, uncommon

Drinking this potion grants resistance to one type of damage for 1 hour. The GM chooses the type or determines it randomly from the options below.

d10	Damage Type	d10	Damage Type
1	Acid	6	Necrotic
2	Cold	7	Poison
3	Fire	8	Psychic
4	Force	9	Radiant
5	Lightning	10	Thunder

Ring of Jumping
Ring, uncommon (requires attunement)

While wearing this ring, cast the *jump* spell as a bonus action at will, targeting only yourself.

Ring of Warmth
Ring, uncommon (requires attunement)

While wearing this ring, you gain resistance to cold damage. Additionally, you and everything you wear and carry are unharmed by temperatures as low as –50 degrees Fahrenheit.

Wand of the War Mage, +1
Wand, uncommon (+1) (requires attunement by a spellcaster)

While holding this wand, gain a +1 bonus to spell attack rolls. Additionally, ignore half cover when making a spell attack (+4 to hit vs. cover and shields). The wand acts as an arcane focus.

Weapon, +1
Weapon (any), uncommon (+1)

Gain a bonus to attack and damage rolls made with this magic weapon. The bonus may also influence how the weapon interacts with the foe's DR from armor.

COMBAT

It would be nice if the forces of evil—dragons, fae, and other wicked creatures—succumbed to reason, departing Tanalor after calm and deliberate negotiations and a stiff drink to seal the deal. Sadly, evil often invites more intense discussions: some creatures only respond to force.

Fighting and physical struggle are key aspects of the game. The inclinations of the creatures of Tanalor vary; some may be inclined to negotiation and amenable to compromise, while others attempt to kill and eat you regardless of your diplomacy skills.

Torengar itself is a violent place, and the culture embraces trial by combat, blood feud, and constant preparation for war. As Woden said: "Let a man never stir on his road a step without his weapons of war; for unsure is the knowing when need shall arise of a spear on the way without."

COMBAT SEQUENCE

When starting an encounter that leads to violence, the GM determines if any of the parties involved in the impending fight are surprised. Contests of Stealth or Perception, or comparisons of passive scores for such abilities, usually resolve surprise.

The turn order is set by rolling Initiative: 1d20 + each creature's Dexterity modifier. Some GMs prefer to resolve combat by side, while others intermix the turn order of players and their foes and allies. The Dexterity modifier may be lowered based on encumbrance or the armor one is wearing. Resolve the turn order for combatants in descending order of rolled Initiative.

Once every combatant completes their actions, the round is over, and actions for survivors begins again in a new round. This continues until the combat is resolved.

Combat need not end with the complete annihilation of one side or the other; morale checks might cause an enemy to break and flee, or the players might feel that the resources expended are not worth the gain, staging a tactical withdrawal (complete with obligatory cries of "Run Away!").

SURPRISE

If you're surprised, you can't move or take an action on your first turn of the combat round, and you can't take a reaction until that turn ends. Frantic Defense is a reaction; targets of a surprise attack may not use this option.

Unaware Targets. A special case of surprise occurs when an attack is not only unexpected, but the target is completely unaware of the threat. When attacking an unaware target, meeting the Threat DC causes a hit; you do not need to meet the Hit DC.

TAKING YOUR TURN

On a character's turn, they may move a distance up to their speed, take one Action, and if they have a valid option, take an additional Bonus Action. The Bonus Actions available depend on class abilities explicitly made available to a character, usually using a subtle phrase like "As a Bonus Action, you may…"

From the start of your turn to the start of your following turn, you may perform one Reaction.

There are many kinds of Actions, Bonus Actions, and Reactions. If uncertain of which one to use—perhaps the tactical

Combat Step by Step

1. **Determine surprise.** The GM determines whether anyone involved in the combat encounter is surprised.
2. **Establish positions.** The GM establishes the locations of all combatants, as well as distance and direction from one another, given the adventurers' marching order or their stated positions in the battle space.
3. **Roll initiative.** Everyone involved in the combat rolls initiative, determining the order of combatants' turns.
4. **Take turns.** Each participant in the battle takes a turn in initiative order.
5. **Begin the next round.** When everyone involved in the combat has had a turn, the round ends. Repeat step 4 until the fighting stops.

situation is unclear or no foes are immediately available—consider using Dodge (all attacks against you have disadvantage until your next turn) or Ready (prepare to do something, such as attack a foe, but only if a certain circumstance arises).

Bonus Actions. You can only take one *bonus action* on your turn, even if you have more than one available. Unless specified, you choose when to take a bonus action during your turn. Anything depriving you of your ability to take actions also prevents you from taking a bonus action.

Reactions. Certain special abilities, spells, and situations allow you to take a special action called a *reaction*. An instant response to a trigger of some kind, a reaction occurs on your turn or on someone else's. The **opportunity attack** and **frantic defense** are the most common types of reaction. After taking a reaction, you can't take another one until the start of your next turn. If the reaction interrupts another creature's turn, that creature continues its turn after you resolve your reaction—unless you've **incapacitated** it, in which case tough luck for them.

Actions in Combat

On your turn, take one of the actions presented here, an action you gained from your class or a special feature, or an action that you improvise. Monsters have their most common action options listed in their stat blocks.

When you describe an action not detailed elsewhere in the rules, the GM tells you whether it's possible and what kind of roll to make, if any, to determine success or failure.

Movement up to your speed is not considered an action; unless circumstances dictate otherwise, you always move up to your speed and choose an option from this list—some of which provide extra movement.

Attack

Whether swinging a sword, loosing an arrow from a bow, or brawling, the most common action taken in combat is the Attack.

With this action, make one melee or ranged attack. See the **Making an Attack** section for detailed rules governing attacks.

Certain features, such as the Extra Attack feature of the fighter, allow more than one attack when you select this action.

Cast a Spell

Spellcasters such as wizards and clerics, as well as many monsters, have access to spells and use them to great effect in combat. Each spell specifies whether the caster uses an action or a reaction, or spends minutes to hours casting the spell. Most spells have a casting time of 1 action.

Dash

Electing the Dash action provides extra movement for the current turn. The increase equals your speed, after applying any modifiers. With a speed of 30 feet, for example, you move up to 60 feet on your turn if you dash.

Any increase or decrease to speed changes this additional movement by the same amount. If your speed of 30 feet is reduced to 15 feet, for instance, you gain an additional 15 feet of movement by dashing.

Disengage

If you take the Disengage action, your movement doesn't provoke opportunity attacks for the rest of the turn.

Dodge

When you take the Dodge action, you focus entirely on avoiding attacks. Until the start of your next turn, any attack roll made against you has disadvantage if you can see the attacker, and you make Dexterity saving throws with advantage. You lose this benefit if **incapacitated** (as explained in **Conditions**) or your speed drops to 0.

Help

You can lend aid to another creature in the completion of a task. When you take the Help action, the creature you aid gains advantage on the next ability check it makes to perform the task so long as it makes the check before the start of your next turn.

Alternatively, yo may aid a friendly creature attacking another creature within 5 feet of you. You feint, distract the target, or in some other way team up to make your ally's attack more effective. If your ally attacks the target before your next turn, the first attack roll is made with advantage.

HIDE

When you take the Hide action, make a Dexterity (Stealth) check to hide, following the rules for *hiding*. If you succeed, gain certain benefits as described in the *Invisible Targets and Attackers* section.

Hiding

The GM decides when hiding is appropriate. When you try to hide, make a Dexterity (Stealth) check. Until discovered, or you stop hiding, that check's total is contested by the Wisdom (Perception) check of any creature actively searching for signs of your presence.

You can't hide from a creature that sees you clearly, or if you give away your position if you make noise, such as shouting a warning or knocking over a vase.

An **invisible** creature can *always* try to hide from those without special senses. Signs of its passage (footsteps, kicking up dust, etc.) are still noticeable, and it must stay quiet.

In combat, most creatures stay alert for signs of danger. If you come out of hiding and approach a creature, it sees you. Under certain circumstances—such as beginning a turn in your target's rear arc (see *Facing* in the *AppendX*), the GM might allow you to stay hidden as you approach a distracted creature, allowing you advantage on an attack roll before it sees you.

Passive Perception. When you hide, there's a chance someone notices you even if they aren't actively searching. The GM compares your Dexterity (Stealth) check with that creature's passive Wisdom (Perception) score: 10 + the creature's Wisdom modifier, as well as any other bonuses or penalties. If the creature has advantage, add 5. For disadvantage, subtract 5.

For example, if a 1st-level character (with a proficiency bonus of +2) has a Wisdom of 15 (a +2 modifier) and proficiency in Perception, he or she has a passive Wisdom (Perception) of 14. Moving through an area in a group, or at a dashing pace due to being pursued by angry wolves calls for disadvantage on the passive score. Knowing something is there, but not where, likely bestows advantage.

What Can You See? One of the main factors determining whether you find a hidden creature or object is how well you see in an area, which might be lightly or heavily obscured.

READY

Sometimes you want to get the jump on a foe or wait for a specific circumstance before you act. To do so, take the Ready action on your turn, which lets you trigger your held action by spending your reaction. If you do not trigger the Ready, or choose to ignore a trigger, before the start of your next turn, you lose your action.

Decide what perceivable circumstance triggers your reaction. Then choose the action taken in response to that trigger, including movement. Examples include, "If the cultist steps on the trapdoor, I'll pull the lever that opens it," and, "If the goblin steps toward me, I dash 60' away."

When you ready a spell, cast it as normal but hold its energy until the trigger occurs. A spell must have a casting time of 1 action, and holding onto the spell's magic requires concentration. If your concentration breaks, the spell dissipates without effect. For example, if you are concentrating on the *web* spell and Ready *magic missile*, your *web* spell ends, and if you take damage before you release *magic missile* with your reaction, your concentration might be broken.

SEARCH

When you take the Search action, you devote your attention to finding something. Depending on the nature of your search, the GM might have you make a Wisdom (Perception) check or an Intelligence (Investigation) check.

SPRINT

Used for getting from place to place quickly, by the most direct path, a sprint is an all-out run, with no thought or care for attack or defense. Sprinting may cost you vigor each turn.

While using Sprint, you don't attack, use bonus actions, or take reactions (including opportunity attacks). Your foes have advantage when attacking you.

When you Sprint, add three times your current speed (your basic speed, modified for any conditions, encumbrance, etc.) to your movement allowance; if your movement allowance is 30' while walking, it is 120' while sprinting.

Each turn you sprint in combat, make a DC 16 Athletics (Constitution) check. If you fail, suffer 2d4 vigor loss. If vigor loss brings you to zero or lower, gain a level of **exhaustion** instead.

USE AN OBJECT

You normally interact with an object while doing something else, such as when you draw a sword as part of an attack. When an object requires your action for its use, or you want to interact with more than one object on your turn, take the Use an Object action.

Defensive Action

When attacked by an opponent, your response to that blow might be to dodge out of the way, block it with a shield, parry with a weapon, or any number of other activities that deplete your reserve of luck, skill, and endurance.

The following sections cover defending yourself from harm, including abstract defenses represented by defensive target numbers (Threat and Hit DC), as well as reactions a combatant selects to more actively protect themselves.

Regular and Swift Attacks

A creature's defensive options depend on the nature of the attack. *Regular* attacks can be skillfully knocked aside with weapons. *Swift* attacks are surprising, rapid, small, or otherwise require the use of a shield (or a similar capability) to block them. Spell attacks may be regular or swift attacks, or may be attacks calling for saving throws instead of hit rolls.

Any attack failing to meet the Threat DC misses. If it does meet the Threat DC, the options available to the defender depend on whether the attack is a regular or swift attack.

Regular Attacks

Regular attacks may be countered by another weapon, unarmed defense, or by using a shield. Convert the potential damage rolled into vigor loss by absorbing one point of damage for each point of vigor. This represents a parry, block, deflection, or movement to avoid an attack that would otherwise have hit you.

If the attack meets the Hit DC it hits you unless you spend your reaction to execute a frantic defense.

Swift Attacks

An attack too fast, too small, or composed of some form of energy that may only be blocked, but not diverted, is a swift attack. These attacks are "fire and forget," and the only defenses possible are putting something in the way (a regular defense with a shield) or making an extra effort to avoid the attack (a frantic defense).

A ranged attack that has the "ammunition" property is a swift attack, as are ranged spell attacks. Thrown melee weapons are not swift attacks.

- If the defender uses a shield with which they are proficient, resolve swift attacks as regular attacks.

- If the defender does not have a shield, or has a shield but is not proficient with it, only frantic defense can avoid a swift attack that meets the Threat DC.

Shields

Proficiency with shields provides many benefits. Shields deny angles of attack (decreasing your chances of being hit at all), and can be employed to take blows intended for your body.

- A shield provides the equivalent of half cover for a medium creature: +4 to Threat DC. This bonus applies to all attacks regardless of proficiency. The Threat DC bonus can never exceed that provided by Total Cover.

- Proficiency with a shield increases your Hit DC relative to your Threat DC by your proficiency bonus. The proficiency bonus is only applied to Hit DC once, even if you sport four limbs, two shields, and two weapons!

- A proficient shield user may employ a regular defense against a swift attack that meets his Threat DC but not his Hit DC. A swift attack meeting the Hit DC bypasses the shield.

- Use your reaction to take a blow on your shield. If the blow exceeded the Hit DC, this follows the rules for frantic defense (including doubling the effective damage taken by the shield).

Being proficient with both weapon and shield does not allow you to add double your proficiency bonus to regular attacks.

Shields carry two drawbacks:

- As a shield is a type of armor, it limits the maximum Dexterity modifier applied to your Threat DC. Shields count as medium armor for this purpose.

- You have disadvantage with Strength- and Dexterity-based skill checks while equipped with a shield.

Shield Size

Medium shields cover half the target area of a Medium-sized creature. Players may use other shield sizes if the GM indulges this level of complexity. See the **AppendX** for these and other optional rules!

Defensive Target Numbers

An attacked creature does not merely stand there. They defend themselves to the best of their ability. In **Dragon Heresy**, Threat DC and Hit DC represent these defenses.

Threat DC

To force you to react beyond basic footwork or repositioning, your foe must meet a minimum level of menace. Failing to meet this target number, the Threat DC, means the attack *misses*. If the attack roll meets or exceeds the Threat DC, the attacker makes a damage roll.

Determine the Threat DC as follows:

Threat DC = 10 + Dexterity modifier + Special Modifiers

The Dexterity modifier applied is the effective bonus for the target's Dexterity after accounting for armor worn. Shields are, for this purpose, considered a type of armor.

Special Modifiers. Some abilities increase the Threat DC, such as an appropriate fighting style or a magical bonus for shields and armor.

Tuck Your Chin. If a blow exceeds your Threat DC, you may choose to trust your armor to take the hit, avoiding vigor loss but risking wounds if the blow penetrates your protection. Declare your intent before rolling for damage.

Hit DC

An attack roll meeting or exceeding the Hit DC bypasses the ability of the defender to ward off the blow with weapons or shields, and strikes the opponent's body; regular defenses are not possible, though frantic defenses are.

The Hit DC is always larger than the Threat DC, and that margin grows wider as characters gain experience.

Hit DC = Threat DC + 8 + Proficiency bonus.

You must be proficient with a valid defensive tool in order to claim the bonus. A natural 20 on the attack roll does *not* automatically meet or exceed the Hit DC.

Frantic Defenders

Frantic Defense is not an afterthought to the game's design. Attacks that meet the Hit DC assume they will be countered by a frantic defense if possible. Even cannon-fodder foes burn vigor as much as possible to avoid getting hit and taking wounds. That's what it's there for!

Example: A 5th level fighter (proficiency bonus +3) with a Threat DC of 13 has a Hit DC of 24 against attacks while wielding a one-handed sword and no shield. Targeted with an arrow (a swift attack), she employs frantic defense to avoid being skewered if the attacker rolls 13 or higher, or trusts that her armor is sufficient to ward off the blow. If the fighter picks up a shield, her Threat DC increases to 17, the hit DC increases to 28, and if she's attacked by an arrow, she absorbs the damage as vigor if the attacker rolls between 17 and 27. An attack meeting her Hit DC of 28 can only be met with a frantic defense.

Defensive Reactions

The conversion of damage to vigor if the attack meets the Threat DC represents defensive counters—parries, blocks, and position shifts. Very skillful (or lucky) attacks require more active measures.

Frantic Defense (Reaction)

If a defender does not have a weapon capable of defending against an attack, or if an attack roll meets the Hit DC, regular defenses fail. The target instead may opt for a *frantic defense,* hoping to avoid the attack by desperate movement. This requires using your reaction.

A frantic defense converts damage into vigor loss at the rate of **two** vigor lost for every point of impending damage converted. When vigor reaches zero, the defender treats any remaining points as a hit to the body—subtract the damage reduction of any armor worn, and suffer the remainder as wounds.

Frantic defense is available to every creature with a Dexterity score of more than 0.

Caught Unaware. A character caught by surprise cannot use reactions, including frantic defense and making opportunity attacks.

Conditions. Conditions that preclude mobility also preclude frantic defense, including **restrained**, **incapacitated**, **unconscious**, etc.

Magic. Some spells disallow frantic defense (and some bypass armor), as noted in the spell's description.

Active Shield Use (Reaction)

If an attack meets or exceeds the Threat DC, the defender may use their reaction to absorb the blow on a ready shield instead of taking a vigor loss or wounds. Subtract the shield's damage reduction from the blow; anything left over damages the shield. It takes one "hit" for every full multiple of DR absorbed by the shield. The shield is destroyed after absorbing three "hits."

The Hedgehog Effect. Arrows and bolts—anything with the ammunition property—are small and light, causing little damage to a shield. Likewise, it takes a lot of effort to destroy a shield with a dagger. When figuring damage to shields, halve the damage of any weapon that does piercing damage and has the light or ammunition properties.

Frantic Defenses and Shields. A frantic defense may still be employed using a shield if an attack meets the Hit DC. Double the base damage, subtract the shield's DR, then figure the number of "hits" taken normally. Frantic Defenses are hard on shields.

Optional Rule: Blow-through damage. If incoming damage exceeds three times the shield's DR, any remaining damage punches through the shield and strikes the wearer! This prevents silliness like blocking a ballista bolt with a handheld shield.

Damage Reduction

Armor and other equivalent abilities provide Damage Reduction (DR), which is subtracted from any damage that strikes the character. Only then is the remainder applied as wounds. Enough DR can render a creature immune to most blows!

DR and Magical Potency

Magical weapons and armor are rare, and among the most sought-after prizes on expeditions into Tanalor. Magical enchantments greatly improve the effectiveness of weapons and armor. Some class abilities and spells, at least temporarily, make weapons behave as if they were magical.

The levels of enchantment, called magical potency, are mundane, magical, +1, +2, and +3.

A spell's potency depends on the spell slot level used to cast it. Treat cantrips as mundane effects, 1st and 2nd-level spells as magical, 3rd-level through 5th-level slots as +1 potency, 6th-level through 8th-level slots as +2 potency, and 9th-level slots as +3 potency.

If an attack strikes protection of lesser potency, halve the DR of that object (round up).

Magical Bonus. The magical bonus for a weapon adds to attack and damage rolls, while the bonus to armor adds to the Damage Reduction and Threat DC.

Magical Potency and Damage Type. Some damage types (such as fire) halve DR. This effect does not stack with the extra penetration provided by magically potent weapons. If damage type and magical potency both result in halving DR, only do so once; a +2 sword enchanted with *flame blade* (flame damage and +2 weapon potency) versus +1 armor does not quarter DR.

Getting Hit

Several conditions apply under which a blow may directly impact the target:

- An attack meets or exceeds the Hit DC.
- An attack meets or exceeds the Threat DC and vigor loss cannot completely absorb it.
- A swift attack meets or exceeds the Threat DC and a shield cannot intercept it.
- Any attack not fully absorbed by vigor loss.

Blows meeting the Hit DC do not inflict wounds automatically; a frantic defense converts wounds to vigor loss.

Only attacks impacting the target are reduced by armor or other means of Damage Reduction (DR).
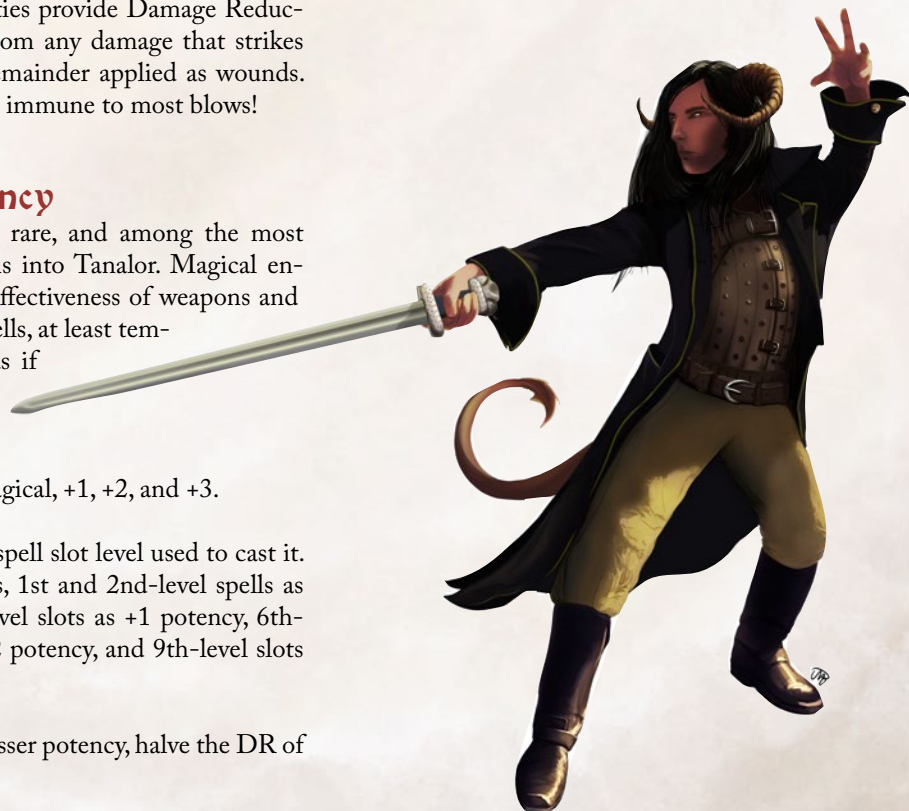
Making an Attack

Whether swinging a sword, loosing an arrow from a bow, or brawling with your fists, the most common action taken in combat is the **Attack**. With this action, you make one melee or ranged attack. Certain features, such as **Extra Attack** for the fighter, or a dual-weapon attack, allow more than one attack during your turn.

A rule of thumb: If you're making an attack roll, you're making an attack.

The following sections provide details for making attacks, as well as attack options.

The Attack Roll

An attack is made with a weapon, your limbs and fists (grappling, punches, and kicks), or some spells.

Attack Roll = 1d20 + Attribute modifier + Proficiency bonus

The proficiency bonus is zero if you are not proficient with the weapon used. Other modifiers, such as bonuses from magical weapons, fighting styles, or other situational bonuses may apply.

When attacking, roll 1d20 plus appropriate bonuses and modifiers. The foe's Threat DC determines a successful attack; particularly good attack rolls meeting the Hit DC force foes to resort to drastic measures or suffer the impact of the attack on their body.

Attribute Modifiers. Strength is the attribute modifier used for most melee attacks, grapples, and thrown weapons. Ranged weapons such as bows and crossbows, as well as weapons with the finesse quality, use Dexterity. Spells requiring an attack roll use the governing spell attribute for the class.

Proficiency. If the character is proficient with the weapon or spell, add the proficiency bonus to the attack roll for that attack. The weapons with which a character is proficient are listed in their class description. Characters attacking with spells they have learned are considered to be proficient with them.

Automatic Misses. A 1 on a d20 roll for an attack *misses* regardless of roll modifiers, and no matter how low the Threat or Hit DC might be!

Melee Attacks

A melee attack allows you to attack a foe within your reach with a handheld weapon such as a fist, grapple, sword, or an axe. A monster makes a melee attack when it strikes with its claws, horns, teeth, tentacles, or other body part. A few spells also involve making a melee attack.

Most creatures have a 5-foot reach and attack targets within 5 feet of them when making a melee attack. Certain creatures (especially those larger than Medium) make melee attacks with a greater reach than 5 feet, as noted in their descriptions.

Fisticuffs

An unarmed strike deals bludgeoning damage equal to 1 + your Strength modifier (minimum 1). All characters are proficient with unarmed strikes.

Two-Weapon Fighting

When you take the Attack action with a light melee weapon held in one hand, you can use a bonus action to attack with a different light melee weapon held in the other hand. Don't add your ability modifier to the damage of the bonus attack, unless that modifier is negative.

If either weapon has the thrown property, you may throw it with your bonus action instead.

Unarmed strikes and grapples are not considered weapons for the purpose of qualifying for use with the bonus action provided by two-weapon fighting.

Ranged Attacks

When you make a ranged attack, you fire a bow or a crossbow, hurl a handaxe, or launch projectiles to strike a foe at a distance. Many spells also involve making ranged attacks.

Range

Most ranged attacks, such as those made with a longbow or a shortbow, have two ranges, normal range, and long range. Your attack roll has disadvantage when your target is beyond normal range, and you can't attack a target beyond long range.

If a ranged attack, such as one made with a spell, has a single range, you can't attack a target beyond that range.

Ranged Attacks in Close Combat

Aiming a ranged attack is difficult when a foe is trying to eat your face. When you make a ranged attack with a weapon, a spell, or some other means, you have disadvantage on the attack roll if within 5 feet of a hostile creature that sees you and isn't **incapacitated**.

Aim and Evaluate

By spending an attack sizing up your foe or taking careful aim with a ranged weapon, you gain advantage on your next attack against a chosen target, as long as you concentrate on that target.

Your concentration breaks if one of the following situations occurs:

- You switch targets. You can't aim at or evaluate two targets at once.
- You take wounds.
- You are **incapacitated** or killed. Obviously.

Aim/Evaluate consumes an attack as *part of* an Attack action, not your *whole* action. A 20th level fighter with four attacks can aim and shoot a bow twice, each shot having advantage. Gaining advantage on a roll through evaluation is a good way for a rogue to enable the sneak attack damage bonus as well.

Called Shots

You may take disadvantage on an attack to choose between the following benefits:

- Your critical threat range increases by +5
- You halve the DR of your foe by targeting gaps or weak spots in armor (the foe must have such gaps for this to work).

Long Aim and Called Shots. With sufficient time (for example, attacking from a prepared ambush), attackers may Aim/Evaluate to gain advantage, then take two consecutive turns of preparation. This careful attack will have disadvantage, but it will both halve DR *and* increase the critical threat range by +5.

Critical Hits

A particularly lucky or skillful attack, called a critical hit, benefits from special effects.

Critical Threat Range. For beginning characters making regular attacks, only a roll of 20 causes a critical hit—the critical threat range of the attack is 1. Certain abilities increase it.

- **Archetype bonus.** The Improved Critical feature of the Champion martial archetype increases the critical range by 1.
- **Swift Attack Dexterity modifier.** Swift attacks increase the critical range by half the attacker's Dexterity modifier, rounded down. A negative Dexterity modifier never reduces the critical threat range below 1.

Critical Threat Range = 1 + Archetype Bonus + Half Dexterity modifier + Feat bonuses

Critical Threshold. This determines the d20 roll required for an attack roll to count as a critical hit (neglecting any bonuses; just the d20 itself).

Critical Threshold = 21 − Critical Threat Range

If the raw d20 roll for an attack meets the critical threshold, the attack qualifies as a critical hit.

Critical Hit Damage. On a critical hit, roll all the attack's damage dice twice and add them together, then add any relevant modifiers.

Extra dice, such as those granted by a skald, a spell, or a rogue's Sneak Attack ability, are rolled twice as well.

Example: If you score a critical hit with a dagger that normally does 1d4+3, roll 2d4+3 for the damage. On a sneak attack inflicting 2d6 extra damage, roll 2d4+4d6+3.

Opportunity Attack (Reaction)

In a fight, everyone constantly watches for a chance to strike an enemy fleeing or passing by—or entering into the range of your weapons while simultaneously unable to threaten you. Such a strike is called an opportunity attack.

You may avoid provoking opportunity attacks by taking the Disengage action. You also don't provoke an opportunity attack when you teleport or when someone or something else moves you without using your movement, action, or reaction.

Opportunity Upon Entry

You may make an opportunity attack if a foe enters your reach, but you remain beyond the creature's reach—this most often occurs when a creature having a shorter reach or weapon approaches an enemy with a long weapon (such as a halberd). Trying to "get in" on a foe with a halberd while carrying a knife, long seax, or axe allows the halberdier to spend his reaction to make an opportunity attack. Attacking the halberdier with an equal-reach weapon does not provoke an opportunity attack.

Attempting to establish a grapple provokes an opportunity attack, unless the attacker uses natural weapons or an innate attack like claws or teeth.

OPPORTUNITY UPON WITHDRAWAL

When a hostile creature you can see moves out of your reach, you may expend your reaction to make one melee attack against that creature. The attack occurs before the creature leaves your reach.

INVISIBLE TARGETS AND ATTACKERS

Combatants often try to enhance their offensive or defensive abilities by hiding, casting the *invisibility* spell, or lurking in *darkness*.

You have disadvantage when attacking a target you can't see. This is true whether guessing the target's location or targeting a creature you can hear but not see. If the target isn't in the location you targeted, you automatically miss. The GM will just inform you that the attack missed, but not whether you guessed the target's location correctly.

When a creature can't see you, you have advantage on attack rolls against it. If you are hidden when you make an attack, you give away your location whether the attack hits or misses.

Grappling

Grappling is a variation on a melee or ranged attack that does the *control* damage type. The principles of making an attack vs. an appropriate target number, followed by rolling for damage still apply.

Combat with weapons ends when one side decides they've had enough and runs away (a morale failure) or is beaten into unconsciousness or death. Grappling fights aren't that different, producing the following outcomes:

Immobility. Good grapples restrict movement and provide advantage to attackers when a grappler racks up so much control that the foe can't attack, move, or defend against attacks.

Delay or Escape. Not all fights go the players' way, and sometimes the goal is throwing an opponent off balance enough to get a running start to flee! Also, if the heroes have no lethal intent, it may be useful to spend a few rounds grappling while a thief is busy picking locks.

Submission. One of the unique properties of grappling is that by forcing an opponent's limbs to the limits of what is physiologically allowable—or a bit beyond—a grappler induces pain without permanent damage. Enough suffering forces a morale check, or simply causes the foe to give up.

Injury and Death. Beyond the realm of pain lies actual injury, potentially severe. A grappler can convert control to injury, even causing death. This is less efficient than an axe to the skull, but more effective than trading blows in unarmed combat.

How to Grapple

To resolve establishing a grapple, follow these steps:

Roll to hit. Make a grappling attack roll against the target's Threat and Grapple Hit DCs.

Roll Damage. Roll damage based on your class and ability scores.

Assess Effects. The effects suffered when grappled depend on the quality of the grapple. Compare the current total of applied control points vs. the target's Control Maximum, and apply the effects shown on the **Control Point Effects** table.

Grapple Threat and Hit DC

The Threat DC remains unchanged for grappling attacks: 10 + Dexterity modifier. It still represents nimbleness and experience in general fighting.

Calculate the Grapple Hit DC as per armed fighting, with one caveat—use Acrobatics or Athletics proficiencies to defend against a grappling attack. You gain no special bonuses to vigor or Hit DCs for Martial Arts abilities (but, see **Grappling Effects**).

GRAPPLE HIT DC = GRAPPLE THREAT DC + 8 + PROFICIENCY BONUS (ATHLETICS OR ACROBATICS)

Example: A 6th level berserker (+3 Proficiency Bonus) with Dexterity 18 (+4) has a Threat DC of 10 +4 = 14. If grappled, our wrestling berserker has a Hit DC of 25 if she is proficient with Acrobatics or Athletics, and 22 if not.

Acrobatics After a Grapple. The Acrobatics proficiency only increases the Hit DC when avoiding an attempt to *establish* a grapple. Once control points have been scored, the Hit DC is based on Athletics only.

Class Features

The berserker **Path of Lausatok** grants specialized training or capability when grappling.

Unarmored Defense. Unarmored Defense abilities provide Damage Reduction against melee combat rolls. Damage Reduction from Unarmored Defense applies against control damage from grappling attacks.

Grappling Attacks

Roll 1d20 and add your skill modifier in Strength (Athletics). If the result meets your foe's Threat DC, roll for damage. If your opponent doesn't employ frantic defense, or its vigor is exhausted, inflict damage as control points. The more control you rack up, the more you restrict the opponent's actions, and the more options available to end the fight on favorable terms, as described in "Grappling Effects."

Multiple Attacks. Creatures with multiple attacks may choose to grapple or strike interchangeably.

Critical Hits. If a grapple scores a critical hit, just like a weapon attack, roll the damage dice twice, then add modifiers, applying that total as control points.

Frantic Defense and Grappling. As with any melee or ranged attack meeting the Hit DC, the target may spend their reaction employing a frantic defense.

The target of a grappling attack may allow the grapple to land if he doesn't wish to spend extra vigor for a frantic defense. The target can then attack to break free on their turn, or to establish their own grapple, rather than employ energy avoiding control in the first place.

Grappling and Opportunity Attacks

An opportunity attack may take the form of a strike or a grapple, whether the attacker is armed (does normal weapon damage) or unarmed (grappling with one or more free hands).

- An attack made to establish a grapple against a foe provokes an opportunity attack.
- An attack made to increase control of an existing grapple does **not** trigger an opportunity attack.
- Innate or natural attacks, such as monsters trying to grapple with a bite or hook their target with a grappling claw, do **not** provoke opportunity attacks.

Grappling and Control

The damage type for a grappling attack is control damage. Control Points (CP or simply *control*) represent increased restraint and potential for injury.

Each character rolls for control points based on the Vigor Die type for their character class: Fighters get a d10, while wizards get a d6. Assign NPCs a base control point roll 1d6 unless they are members of a vaguely combative profession. Entertainers roll 1d6 as the die type for control, but a bouncer or conscripted militiaman rolls 1d8. NPCs that have actual character class analogs, such as a veteran fighter, roll control as befits a member of their class.

No matter what the basic die type, add the Strength modifier of the attacker to the control point roll.

Monsters' grappling damage is based on their size, sometimes adjusted for capability, and also adds the Strength bonus to the damage. See the ***Size Adjustment*** table in the ***Core Mechanics*** section.

One-handed Grappling. If for whatever reason a grappler wishes to leave a hand free (say, to stab with an off-hand dagger), roll grappling attacks normally, but halve the damage rolled (round down).

Chomp and Claw

Creatures that have a natural bite attack may use it to grapple, simultaneously inflicting control equal to the damage rolled for injury. Creatures may freely choose if they would like to bite to grapple without inflicting injury, or bite to injure without grappling.

The same goes for creatures with nasty claws. A giant eagle, or an owl, primarily attacks by grabbing and stabbing with its talons. The monster descriptions note whether a creature has claws suitable for grappling.

Grappling Effects

Consult the ***Control Point Effects*** table to determine the effects of a grapple. Grapples are *mutual*, so the attacker potentially suffers conditions as well. Sum up the total control points an attacker is inflicting on all other creatures grappled, and compare that to the attacker's Control Maximum on the ***Control Point Effects*** table.

CP Inflicted on Foe. So long as at least one control point has been inflicted on a foe, that foe is **grabbed**. Once past the upper limit of **grabbed**, the foe becomes **grappled**, and so on.

Control Point Effects

CP Inflicted on foe	Defender Condition	Attacker Condition
1/4 Control Maximum	Grabbed	—
1/2 Control Maximum	Grappled	Grabbed
Up to Control Maximum	Restrained	Grappled
Greater than CM	Incapacitated	Restrained

Condition. As control increases, the opponent suffers increasingly restrictive conditions (see ***Conditions***).

Grappling Techniques

After grappling a foe, a combatant may develop or discard the grapple. The actions a fighter may take after inflicting control points are called *grappling techniques*.

Attack (Grapple). You can attack to improve an existing grapple. Roll to hit normally. If you hit, roll additional control points, and resolve any new or increased effects.

Attack (Strike). You may make an armed or unarmed attack against your foe, subject to any conditions you are suffering. Armed attacks with anything but a light weapon have disadvantage if you are **grabbed** or worse.

Brute Defense (Reaction). A character who is no more than **grabbed** can use a reaction to shed the grapple. Do not make an attack roll; just roll normal grappling damage, but halve it (rounding down).

You may immediately break the grapple and shed the **grabbed** condition if the rolled control for the brute defense exceeds that of the grab. If the control inflicted on you comes from multiple creatures, throw off the weakest grapple, reduce the pool of control by that amount, and compare the remaining control points to the next-strongest grapple until the control is no longer sufficient to break any grapples.

Counter-Grappling. Make a grappling attack subject to any conditions that apply, and if you hit, roll for CP. You may freely allocate control between increasing the CP on the foe and reducing CP on you. Counter-grappling does not provoke opportunity attacks.

Incapacitate. Once your control exceeds the victim's Control Maximum, that creature is pinned and helpless, with the **incapacitated** condition. No physical actions are possible—even speech, if you could conceivably cover its mouth(s).

Inflict Pain. Apply pain through joint manipulation techniques if your foe is **restrained** or better (and if your foe has joints). Make an attack roll, and if successful the opponent makes a Constitution saving throw against the Pain DC.

<div align="center">Pain DC = 8 + Strength (athletics) modifier</div>

If the save fails, the foe is **stunned** for that turn. If the grapplers are not engaged in a fight to the death, make a morale check to see if the foe gives up (taps out).

Injure the Foe (Spend Control). You attempt to convert your control to wounds. Make a normal melee *or* grappling attack roll. If you hit, in addition to inflicting the attack's normal damage, you may convert control to injury as well. You do not need to expend your entire total, and any control points not spent are retained as a continuing grapple.

When converting control to injury, you may roll dice with maximum face value equal to the control points spent (minimum 4). Spend 4 points to roll a 1d4, 8 points to roll 2d4 or 1d8, or 12 points to roll 3d4, 2d6, or 1d12, etc. (attacker's choice).

When striking, you may spend up to the maximum total on the attack's damage dice: a dagger allows an extra 1d4, while pulling someone into a battleaxe attack allows an extra 1d8.

You may spend as many points as you like to convert control to injury when making a grappling attack!

Example: Thundark (ST 18) has a goblin by the neck for 9 control points, and a long seax in the other hand which he uses to strike his foe. The long seax inflicts 1d6 damage, so he can spend up to 6 control. He hits, and may spend 4 or 6 control, adding 1d4 or 1d6 damage to the 1d6+4 he'll roll for a long seax attack.

Let Go. You may loosen or release the grip on your foe as a free action at any time. You may reduce your control point total by any amount desired, to a minimum of zero. This, of course, does not remove any control on you.

Why Let Go?

A creature applying control to a victim is affected as well, though to a lesser extent than his foe. It may be that a great control roll is more than sufficient to incapacitate the opponent, imparting negative effects on the attacker that a lower damage roll would not. The "Let Go" option prevents a great attack with a great damage roll from being disadvantageous to the attacker.

Strangle. If a creature breathes or has blood, you can strangle it. You must have your foe at least **grappled**. Attempts to strangle have disadvantage on attack rolls. The DC of the roll is equal to the target's Constitution score plus the proficiency bonus if they are proficient in Athletics.

If successful, the creature is strangled for this round. (See **Suffocating**.)

On the strangled creature's turn, it may attack to break free; it makes such attempts with advantage (possibly neutralized by conditions applied by the grappler). A successful attack to break free removes all temporary wounds from the strangle attempt.

Stunning Throw. If you have **grappled** your opponent for more than one-half of their CM, you may attempt a stunning throw. Make a grappling attack roll. If successful, spend one-half of your foe's Control Maximum, forcing your foe **prone**. Further, the foe is **stunned** and for 1d4 turns or until she makes a DC 12 Constitution save to recover from stun.

Takedown. If you have grappled your opponent for more than one-fourth the CM, you may attempt a takedown. Make a grappling attack roll. If successful, spend one-fourth of your foe's current CM in Control Points, forcing your foe **prone**.

Wrestling for an Item. You can always specifically target an item held by an opponent. If you amass more CP than half of the wielder's CM, you may attempt to wrest it away. This takes a **full turn**. Roll to hit, and if you meet the Hit DC, you take the item.

The GM may assign to-hit penalties for the size of the object (often a weapon) to be wrested, if she's feeling ornery. Roll to grab rings, jewels, and other tiny objects at -8, 1d4 weapons and potions at -6, 1d6 weapons and wands at -4, 1d8, 2d4, and larger are at -2.

Grappling, Size, and Movement

When creatures of differing size and strength grapple each other, the larger one might be able to simply *move* a grappled creature.

If a creature is one size modifier larger than its target, and its Strength score is higher than its foe's, it may move as if it is encumbered. If its Strength score is lower, it is heavily encumbered. Likewise, a creature two size classes larger than its victim may move freely if its Strength score is higher than the target's, or move as encumbered if it is lower.

Tiny Creatures and Grappling

Tiny creatures are not just small and light, they frequently have very low Strength scores. Instead of directly applying the usual Strength modifier and rolling 1d4 (the base Vigor Die of a Tiny creature) as control damage, shift the damage dice to a lower value based on the table below. Treat results indicating negative control points as zero, instead.

Control Damage for Tiny Creatures

Strength	10-11	8-9	6-7	4-5	2-3	1
CP damage roll	1d4	1d3	1d4-1	1d3-1	1d2-1	1d3-2

Shoving a Foe

Using the Attack action, you can make a special melee attack to shove a creature, either to knock it **prone** or push it away from you. If you're able to make multiple attacks with the Attack action, this attack replaces one of them.

The target must be no more than one size class larger than you and must be within your reach. Instead of making an attack roll, you must win a contest pitting your Strength (Athletics) against the best of the defender's Strength (Athletics) or Dexterity (Acrobatics). If you win the contest, you either knock the target **prone** or push him 5 feet away from you.

Dragging and Flinging

If you, as a grappler, are not likewise subject to a condition limiting your own movement, you may forcibly attempt to move your foe by winning a contest of Athletics.

If you win, move your foe five feet in any direction. If you win by 10, move them up to 10 ft., and up to 15 ft. if you win by 20!

Size Matters. Apply multipliers on the **Size Adjustment** table based on the size class of the creatures attempting the shove. Divide the attacker's size modifier for control by the defender's and multiply the distance above by that figure.

Example: If a Tiny creature (×1/2) shoves a Huge one (×2), multiply the distance shoved by ×¼. If a Gargantuan creature (×4) gives a Tiny creature (×1/2) the brush-off, multiply the distance by 8. The Gargantuan beast throws that poor critter up to 120'!

Dragging. Moving your foe with you while retaining your grapple on them is dragging.

Flinging. You can also release your grapple and throw the foe in any direction you choose. This is flinging.

Limits of Movement. It's possible to win a contest by enough to displace a creature more than your Move allows. You have three options: limit the total movement to whatever Move you have remaining, fling your foe the total distance (abandoning the grapple), or move as far as you can, flinging your foe the rest of the way (abandoning the grapple).

Splat. When a thrown creature lands on a hard surface (including hitting a wall), treat it as a fall from half the height of the total distance thrown. If an ability, feat, or skill (such as Acrobatics) reduces the height or severity of a fall, it also reduces the injury taken when tossed.

Grappling with Weapons

Anything serving to unbalance, restrain, or destabilize an opponent can be resolved as a grapple, including attempts to bind with weapons or shields. Make a grappling attack with the weapon, using its regular damage dice but inflicting control instead of its usual damage type, inflicting various conditions as usual.

Special Weapons

Some weapons are made to grapple; some *really* aren't.

Reach Weapons. It is awkward to wrestle and grapple with an opponent while also wielding a 10-foot pole. Grappling while holding weapons with the reach property has disadvantage.

Specialized Grappling Weapons. Some weapons, such as whips and nets, can grapple by design. These have a grappling mode that does control damage.

Unless the weapon is designed to strike and grapple at the same time (such as bolas), the grappling mode replaces, rather than augments, that damage. If a weapon is designed for such, roll the damage once, applying both damage and control equal to the die roll.

Example: A kvoldomur wields a whip that inflicts 2d6+8 slashing damage and has a special grappling mode. Rather than resolve it as a special case, the GM decides that on a hit the whip does both slashing and control damage. A roll of 2d6+8 ranges between 10-20 control damage, enough to restrain or incapacitate many low-level foes in one blow.

Cover

Walls, trees, creatures, and other obstacles provide cover during combat, making a target more difficult to harm. A target benefits from cover only when an attack or other effect originates on the opposite side of the cover.

There are three degrees of cover. Only the most protective degree of cover applies in the case of multiple sources: the degrees aren't added together. For example, if a target crouches behind a creature giving half cover and a tree trunk providing three-quarters cover, the target has three-quarters cover.

A target with **half cover** has a +4 bonus to Threat DC and +2 to Dexterity saving throws. A target has half cover if an obstacle blocks at least half of its body. The obstacle might be a low wall, a large piece of furniture, a narrow tree trunk, or a creature, whether that creature is an enemy or a friend.

A target with **three-quarters cover** has a +8 bonus to Threat DC and +4 to Dexterity saving throws. A target can claim this bonus if three-quarters or more of its body is protected by a solid obstacle. The obstacle might be a grating with small holes in it, a wall with an arrow slit, or a thick tree trunk.

A target with **total cover** can't be targeted directly by an attack or a spell, although some spells reach such a target by including it in an area of effect. A target has total cover if completely concealed by an obstacle.

Shields and Cover. While a medium shield provides the same boost to Threat DC as half-cover, it does not affect Dexterity saving throws. If a character has half-cover from some other source, the shield may be presented to provide the benefit of three-quarters cover if the character wishes to retain awareness of the surroundings, or full if the wielder is willing to just duck and cover.

Movement and Position

In combat, characters and monsters are in constant motion, striving to gain the upper hand.

On your turn, you can move a distance up to your speed, following the rules here. Movement up to your speed may be combined with nearly any combat action. Dash and Sprint are full actions that increase your total movement while precluding attacks. Some abilities allow extra movement as bonus actions.

Breaking Up Your Move

You can break up your movement during your turn, using some of your speed before and after your action. For example, if you have a speed of 30 feet, you can move 10 feet, take your action, and then move 20 feet.

Moving between Attacks

If you take an action that includes more than one weapon attack, you can break up your movement even further by moving between those attacks. For example, a fighter making two attacks with the Extra Attack feature, and who has a speed of 25 feet, could move 10 feet, make an attack, move 15 feet, and then attack again.

Using Different Speeds

If you have more than one speed, such as walking speed and a flying speed, you can switch back and forth between your speeds during your move. Whenever you switch, subtract the distance you've already moved from the new speed. The result determines how much farther you can move. You can't use the new speed during the current move if the result is 0 or less.

For example, if you have a speed of 30 and a flying speed of 60 because a wizard cast the *fly* spell on you, you could fly 20 feet, then walk 10 feet, and then leap into the air to fly 30 feet more. But if you've flown 30 feet, you can't land and then run any farther this turn.

Difficult Terrain

Combat rarely takes place in bare rooms or on featureless plains. Boulder-strewn caverns, briar-choked forests, treacherous staircases—the setting of a typical fight contains *difficult terrain*.

Every foot of movement in difficult terrain costs 1 **extra** foot. This rule is true even if multiple things in a space count as difficult terrain.

Low furniture, rubble, undergrowth, steep stairs, snow, and shallow bogs are examples of difficult terrain. The space of another creature, whether hostile or not, also counts as difficult terrain.

Being Prone

Combatants often find themselves knocked down, or throw themselves down. They are **prone**, as described in the *Conditions* section.

You can drop prone without using any of your speed. Standing up takes more effort; doing so costs an amount of movement equal to half your ground speed. For example, if your speed is 30 feet, you must spend 15 feet of movement to stand up. You can't stand up if you don't have enough movement left or if your speed is 0 (including being **restrained**).

To move while **prone**, you must crawl or use magic such as teleportation. Every foot of movement while crawling costs 1 **extra** foot. Crawling 1 foot in difficult terrain, therefore, costs 3 feet of movement.

Moving Around Other Creatures

Moving through a non-hostile creature's space costs no extra movement. Moving through a hostile creature's space counts as difficult terrain unless the creature is at least two size classes larger or smaller than you.

Whether a creature is a friend or an enemy, you can't willingly end your move in its space unless you are grappling.

Leaving a hostile creature's reach during your move provokes an opportunity attack.

Special Types of Movement

Movement through dangerous dungeons or wilderness areas often involves more than simply walking. Adventurers might have to climb, crawl, swim, or jump to get where they need to go.

Climbing, Swimming, and Crawling

Unless a creature has a climbing or swimming speed, each foot of movement while climbing or swimming costs 3 **extra** feet (5 **extra** feet in difficult terrain). At the GM's discretion, climbing a slippery vertical surface, or one with few handholds, requires a successful Strength (Athletics) check versus an appropriate DC. Similarly, gaining any distance in rough water might require a successful Strength (Athletics) check.

The character may Dash or Sprint to increase movement distance, just as with land movement.

Jumping

Strength determines how far and how high you can jump.

Long Jump. When making a long jump, you cover a number of feet up to your Strength score if you move at least 10 feet immediately before the jump. When performing a standing long jump, you can leap only half that distance. Either way, each foot you clear on the jump costs a foot of movement.

This rule assumes that the height of your jump doesn't matter, such as a jump across a stream or chasm. At your GM's option, you must succeed on a DC 10 Strength (Athletics) check to clear a low obstacle (no taller than a quarter of the jump's distance), such as a hedge or low wall. Otherwise, you hit it.

When you land in difficult terrain, you must succeed on a DC 10 Dexterity (Acrobatics) check to land on your feet. Otherwise, you land **prone**.

High Jump. When you make a high jump, if you move at least 10 feet on foot immediately before the jump you can leap into the air a number of feet equal to 3 + your Strength modifier. For a standing high jump, you jump only half that distance. Either way, each foot you clear on the jump costs a foot of movement. In some circumstances, your GM might allow you to make a Strength (Athletics) check to jump higher than usual.

Extending your arms—half your height—above your head during the jump allows you to reach above you a distance equal to the height of the jump plus 1½ times your height.

Giant Leaps

The DC 10 check for jumping works great for Medium creatures with strength calibrated against humanoid norms. But what if a giant or ancient dragon wants a run at the high hurdles? With Strength scores in the 20s or more, such creatures always succeed, even though they appear lumbering and heavy.

Multiply the DC for the check by the multiplier from the *Size Adjustment* table. This gives a DC 5 check for Tiny creatures, a DC 20 check for Huge beasts, and DC 40 (!) for Gargantuan ones. So, a Huge giant, with ST 23 (+11 Strength modifier) needs to make a DC 20 Strength (Athletics) check to clear a low obstacle (lower than about six feet), but rolls 1d20+11 to do so, succeeding on a roll of 9 or better.

Flying Movement

Flying creatures enjoy the benefits of mobility, but must also deal with the danger of falling. If a flying creature is knocked **prone**, has its speed reduced to 0, or is otherwise deprived of the ability to move, the creature falls unless it can hover or is held aloft by magic, such as with the *fly* spell.

Mounted Movement and Combat

A willing creature at least one size class larger than you, and with an appropriate anatomy, may serve as a mount using the following rules.

Mounting and Dismounting

Once during your move, you can mount or dismount a creature within 5 feet of you; doing so costs an amount of movement equal to half your speed. For example, if your speed is 30 feet, spend 15 feet of movement to mount a horse. You can't mount if you don't have 15 feet of movement left or if your speed is 0.

If an effect moves your mount against its will while you're on it, or you're knocked **prone** while mounted, you must succeed on a DC 10 Dexterity saving throw or fall off the mount, landing **prone** in a space within 5 feet of it.

If your mount is knocked **prone**, use your reaction to dismount and land on your feet as it falls. Otherwise, you are dismounted and fall **prone** in a space within 5 feet of the mount.

Controlling a Mount

While you're mounted, you have two options: control the mount or allow it to act independently. Intelligent creatures, such as dragons, always act independently.

Controlling a mount requires it having been trained to accept a rider. Domesticated horses, donkeys, and similar creatures have such training. The initiative of a controlled mount changes to match yours when you mount. It moves as you direct it and has four action options: Attack, Dash, Disengage, and Dodge. A controlled mount is able to move and act on the turn that you mount it. If you direct a controlled mount to attack, you substitute all potential attacks you might make as a rider for the mount's attack.

An independent mount retains its place in the initiative order. Bearing a rider puts no restrictions on the mount's possible actions, and it moves and acts as it wishes, limited by encumbrance and terrain. It might flee from combat, rush to attack and devour a badly injured foe, or otherwise act against your wishes.

In either case, if the mount provokes an opportunity attack while you're on it, the attacker can target you or the mount.

UNDERWATER MOVEMENT AND COMBAT

When adventurers pursue sahuagin back to their undersea homes, fight a sið shark in an ancient shipwreck, or find themselves in a flooded dungeon room full of ghouls, they fight in a challenging environment. Underwater, the following rules apply:

- When making a melee weapon attack, a creature without a swimming speed (either natural or granted by magic) has disadvantage on the attack roll unless the weapon is a dagger, javelin, long seax, spear, or trident.

- Against a target within normal range, a ranged attack roll has disadvantage unless the weapon is a crossbow, a net, or a weapon thrown like a javelin (including a spear, trident, or dart). A ranged attack automatically misses a target beyond the weapon's **normal** range.

Creatures and objects fully immersed in water have resistance to fire damage.

Social Combat: Flyting

Flyting is the practice of engaging in a ritual exchange of poetic insults, done as a demonstration of one's wit, learning, and verbal audacity. It can take the place of martial combat in social situations, especially where engaging in a brawl would be rude to the host. It is a formal exchange that occurs between two individuals; it is not a general insult melee.

A flyting is resolved similarly to weapon combat. First, both parties must agree that a flyting will take place. If both are willing, it's on. If one wishes to avoid participation, they must make a Charisma saving throw against 8 + the better of the instigator's Charisma (Performance) or Charisma (Persuasion), or be drawn into the flyting by crowd pressure against their will.

Resolve a **Contest of Standing**: the winner goes first.

Exchange of Insults

The exchange of insults can take three forms, each with a different target number, shown on the **Flyting Tactics** table.

Each flyting attempt is made by making an attack roll using the relevant skill. If the Flyting DC is met, the jibe is successful, and an effective insult made. This is called delivering a barb.

The result of an attack depends on the attack's margin of success:

- If the attack is successful, it delivers one *barb* to the foe.
- An attack made by 10 or more delivers 2 *barbs*.
- If the attack fails by 10 or more, the *speaker* suffers a *barb*.

Flyting Victory

The insults trade back and forth until a winner emerges. This occurs when a number of barbs are scored equal to the foe's equivalent proficiency based on their Social Level.

Social Level	Barbs to Defeat
1-4	2
5-8	3
9-12	4
13-16	6
17-20	6

The consequences of losing a flyting depend on the circumstances. The winner will typically drink a celebratory goblet of mead or ale as a token of victory. If the contest was a good-natured one, the loser is treated to a drink by the winner.

If the contest was more serious, the loser has disadvantage in any uses of Charisma-based skill use for 2d4 days with anyone in a position to hear about the loss. The winner, in turn, gains a point of Inspiration that may be used with a Charisma skill check in the presence of anyone who heard of the victory.

Flyting Tactics			
Flyting Style	**Example**	**Attack Skill**	**Flyting DC**
Belittle Prowess	Diminish the opponent's perceived might in battle relative to that of the speaker	Intimidation	10 + foe's best attack roll
Ridicule Status	Belittle the foe's social appeal or desirability in romantic situations	Performance	10 + Charisma (Persuasion)
Tall Tales	Falsely describe the foe in embarrassing situations or events	Deception	10 + Half of opponent's Social Level (round down)

Damage, Rest, and Healing

Injury and the risk of death are constant companions to those exploring Etera. The thrust of a spear, a well-placed arrow, or a blast of flame from a *fireball* spell have the potential to damage, or even kill, all but the hardiest of creatures.

Damage and Injury

The injury and recuperation rules separate "real" wounds—things that bleed, rot, and might kill you—from the far more temporary reduction in luck, stamina, mental fortitude, and defensive capabilities represented by a character's vigor points. Vigor is quickly depleted but relatively easy to recover; wounds rather less so.

If a spell or other effect deals damage to more than one target at the same time, roll the damage once for all of them. For example, when a wizard casts *fireball* or a cleric casts *flame strike*, roll the spell's damage once for all creatures caught in the blast.

Damage Rolls

The terms "damage" and "damage roll" are used to indicate the potential to cause harm. An attack meeting the Threat DC results in a damage roll, which must be mitigated as vigor loss, absorbed by armor or taking a "hit" on a shield, or taken as true injury in the form of wounds.

Each weapon, spell, and harmful monster ability specifies the damage it deals. Roll the damage die or dice, then add any modifiers. The total is the potential damage with which the defender must deal.

When attacking with a melee weapon, add your ability modifier—the same modifier used for the attack roll—to the damage. Treat Strength-based thrown weapons as melee weapons for calculating damage.

Ranged attacks do **not** add the Dexterity modifier to damage—they benefit from an increased *critical threat range* as Dexterity increases.

If a magic spell deals damage, the spell description tells you which dice to roll for damage, whether to add any modifiers, if the armor mitigates the damage, or if it requires a saving throw.

Damage Type and Effects

Damage Type	Armor Protects
Acid	Half
Bludgeoning	Full
Cold	Half
Control	None
Fire	Half
Force	None
Lightning	Half
Necrotic	None
Piercing	Full
Poison	None
Psychic	None
Radiant	Half
Slashing	Full
Thunder	Half

Damage Types

Attacks, damaging spells, and other harmful effects may deal different types of damage. Damage types have different effects on targets based on resistances and immunities. Armor protects less effectively against certain damage types.

The damage types follow, with examples to help a GM assign a damage type to a new effect.

Acid. The corrosive spray of some dragons' breath and the dissolving enzymes secreted by certain oozes deal acid damage.

Bludgeoning. Blunt force attacks—hammers, falls, constriction, and the like—deal bludgeoning damage.

Cold. The infernal chill radiating from an Ístyrann's spear and the frigid blast of certain dragons' breath deal cold damage.

Control. A mighty-thewed wrestler dominating his helpless opponent, or writhing vines erupting from the ground and entangling foes, does control damage.

Fire. Many dragons breathe fire, and some spells conjure flames to deal fire damage.

Force. Force is pure magical energy focused into a damaging form. Spells, including *magic missile* and *spiritual weapon*, inflict force damage.

Lightning. A *lightning bolt* spell and other electrical attacks do lightning damage.

Necrotic. Necrotic damage, dealt by certain undead and spells like *chill touch*, withers living flesh and harrows the soul.

Piercing. Puncturing and impaling attacks, including arrows, spears, and monsters' bites, deal piercing damage.

Poison. Venomous stings and the toxic attacks of a lindorm deal poison damage.

Psychic. Mental abilities like psionic blasts deal psychic damage.

Radiant. Radiant damage, dealt by a cleric's *flame strike* spell or an angel's smiting weapon, sears the flesh, overloading the spirit with power.

Slashing. Swords, axes, and monsters' claws deal slashing damage.

Thunder. A concussive burst of sound, like the effect of the *thunderwave* spell, deals thunder damage.

As usual, specific trumps general—if a weapon effect or spell description shows (for example) that an attack does only vigor, but never wounds, it overrides the usual rules.

Special Cases

Some damage types have special rules.

Bludgeoning and Falling. While weapons and missiles doing bludgeoning damage can be parried, blocked, or absorbed with armor, bludgeoning damage due to falling and other collisions affecting the entire creature at once cannot be reduced. Unless armor is specially constructed or enchanted to avoid falling damage, it provides no protection.

Psychic. Psychic damage only inflicts vigor by default; armor doesn't protect against it, nor can it be blocked with a shield or parried with a weapon. If completely depleted, vigor does not carry over to wounds. A psychic attack driving vigor negative, and exceeding 5 + your Intelligence modifier points of psychic damage, causes a level of **exhaustion** instead. Enough **exhaustion** can kill.

Damage Resistance and Vulnerability

Some creatures and objects are exceedingly difficult or unusually easy to hurt with certain types of damage.

If a creature or an object has *resistance* to a damage type, halve damage of that type against it. If a creature or an object has *vulnerability* to a damage type, double damage of that type against it.

Apply resistance and vulnerability after all other modifiers to damage, but before applying them to the target. For example, a rock thrown for 4d6+6 bludgeoning damage hits a berserker resistant to bludgeoning damage. The 4d6 roll comes up 19, and the +6 bonus for strength brings the total to 25. The berserker's resistance halves it to 13 (round up), and the remainder is applied against the character's vigor, unarmored defense DR, and wounds.

Multiple instances of resistance or vulnerability affecting the same damage type count as only one instance. For example, a creature with resistance to fire damage as well as resistance to all nonmagical damage, reduces the damage of a nonmagical fire by half, not by three quarters.

Damage Saving Throws

Sometimes it's possible for a target of an attack to resist taking its full impact. This happens most frequently in the case of spells (a failed save results in wounds, while a successful one inflicts only vigor), but some melee attacks may be resisted as well.

The attempt to mitigate damage is a Damage Saving Throw, or Damage Save. When referring to a spell effect, it is called a Spell Damage Save—the same mechanism applies to both.

Make a saving throw as specified in the attack description using the target number and ability score given.

If you fail the saving throw, you can only absorb the damage by spending your reaction to take a frantic defense. Apply damage remaining after any applicable DR as wounds. The ability or spell description notes if armor applies, or if a failed save does not allow a frantic defense.

If you make the save, then you can convert the damage to vigor loss at a one-for-one ratio, as per a regular defense. The ability or spell description specifies any special effects of a successful save, such as avoiding damage completely.

INJURY AND DEATH SAVING THROWS

Once a character starts taking wounds, she risks gaining debilitating conditions. These erode her ability to fight, move, and recover vigor points.

Accumulating wounds does not automatically cause impairment of a creature's ability to carry on fighting and adventuring. When you suffer a wound, immediately make an Injury Saving throw, as shown on the *Injury Saving Throws* table. It will be based on Charisma to resist being **demoralized**, Constitution for **injured** or **unconscious**, or a DC 10 1d20 roll against death.

There is no saving throw against instant death.

As wounds accumulate over the various injury thresholds, creatures suffer debilitating conditions (see *Conditions* for specific effects).

DEATH

Wound levels greater than the Wound Maximum indicate that the character is mortally wounded and starts making Death saving throws. A character at this level **automatically** falls **unconscious**.

INSTANT DEATH

A creature absorbing more wounds than double the Wound Maximum **dies instantly**. This does not have to be in a single blow: a gaggle of bad-tempered goblins hacking at a fallen adventurer is more than sufficient.

Death Saving Throws

Whenever you take wounds exceeding your Wound Maximum, make a death saving throw. Unlike other saving throws, this one isn't tied to any ability score. You are in the hands of the Norns, aided only by spells and features that improve your chances of succeeding on a saving throw. Make a death saving throw at the beginning of each of your turns until you stabilize or die.

Death Save. Roll a d20. On a 10 or higher, you succeed. Otherwise, you fail. Any particular success or failure has no effect. On your third success, you stabilize (see below). On your third failure, you die. The successes and failures don't need to be consecutive; keep track of both until you collect three of a kind. If your wounds are somehow—likely by magical means—lowered to equal or below your Wound Maximum before you stabilize or die, you stabilize and your successes and failures reset to zero.

Rolling 1 or 20. When you make a death saving throw and roll a 1 on the d20, it counts as two failures. If you roll a 20, you stabilize and your wounds drop to a value equal to your Wound Maximum.

Injury Saving Throws					
Wounds Taken	**Check Type**	**Save Type**	**DC**	**Success?**	**Failure**
Less than ¼ WM	Morale Check	Charisma	10	—	Demoralized
Less than half WM	Injury Check	Constitution	15	—	Injured
Up to WM	Consciousness Check	Constitution	20	Injured	Unconscious
Exceed WM	Death Check	1d20	10*	Unconscious	Death

*Saving throws continue until the character succeeds or fails three cumulative saves; see *Death Saving Throws* for details

Stabilizing a Creature

The best way to save a creature that has exceeded its Wound Maximum is to heal it. If healing is unavailable, you can stabilize the creature so that it doesn't expire upon a failed death saving throw.

You can use your action to administer first aid to an **unconscious** creature and attempt to stabilize it, which requires a successful DC 10 Wisdom (Medicine) check (made at disadvantage if you're in combat).

A stable creature doesn't make further death saving throws, even though it has exceeded its Wound Maximum, but it remains **unconscious**. If a creature takes any additional wounds, it stops being stable, and starts making death saving throws again. A stable creature that isn't healed by magic recovers slowly (see *Natural Healing*).

Rest

Adventurers can't spend every hour of the day in the thick of exploration, social interaction, and combat. They need rest—time to sleep and eat, refresh their minds and spirits for spellcasting, and brace themselves for further adventure.

Adventurers take short rests during an adventuring day and a long rest to end it. They may also take time during a fight to settle themselves or bolster their defenses. By selective use of short and long rests, characters extend their ability to engage in strenuous activity, including combat and heavy exertion activities like fast hiking.

Short Rest

A short rest is a period of downtime, at least 1 hour long, during which a character does nothing more strenuous than eating, drinking, reading, or mild camp chores. You have disadvantage on any Wisdom (Perception) checks made to notice a threat during a short rest.

Anything stressful or combat-related spoils the effect of a short rest. This includes tending to any creatures that are injured, unconscious, or worse: Battlefield surgery is not restful.

At the end of a short rest a character may spend one or more Vigor Dice, up to the character's maximum. Roll the Vigor Dice and add the character's Constitution modifier to each die rolled. The character regains vigor points equal to the total.

The player may decide to roll the dice one at a time, so as not to "overspend" Vigor Dice. A character regains some or all Vigor Dice upon finishing a long rest, as explained below.

Wired. A character suffering from any level of **exhaustion** or injury must make a DC 10 Constitution saving throw, +2 for every level of **exhaustion**, before spending Vigor Dice. If the saving throw is successful, recover vigor as detailed above. On a failure, only recover half the die roll (you still add your full Constitution modifier for each die spent—being fit always helps).

Optional Rule: Combat Recovery. You may take an action during combat to replenish vigor by voluntarily gaining one level of **exhaustion** in exchange for regaining vigor by rolling your Vigor Dice. Roll the dice, add your Constitution modifier to each die, and increase your vigor points accordingly, up to your maximum vigor. You may do this as frequently as you wish—so long as you pay the price! Effectively, this provides the benefits of a short rest on a combat time scale by trading **exhaustion** for the time spent resting.

*Example: Ragnar Skammvinn, a 5th level fighter, is battling for his life. With only 7 vigor points remaining, he voluntarily accepts a level of **exhaustion** (putting him to Level 1—disadvantage on ability checks) in exchange for 5d10+15 vigor (he has a +3 Constitution modifier). He rolls 28, adds 15, and continues the fight with 50 vigor points and one level of **exhaustion**.*

Long Rest

A long rest is a period of extended downtime, at least 8 hours, during which a character sleeps or performs light activity: reading, talking, eating, or standing watch for no more than 2 hours. If a period of strenuous activity interrupts the rest—at least 1 hour of walking, any amount of fighting, casting spells, or similar adventuring activity—the character must begin the rest again to gain any benefit from it.

At the end of a long rest, a character regains all lost vigor points up to the Vigor Maximum. The character also regains all spent Vigor Dice.

A character can't benefit from more than one long rest in a 24-hour period.

Restless: Injury and Exhaustion

A character beginning a long rest suffering from any levels of the **injured** condition, or four or more levels of **exhaustion**, only recovers half of his Vigor Maximum. He also recovers only half the normal number, minimum one, of Vigor Dice.

*Example: An **injured** or severely exhausted character with four or five Vigor Dice taking a long rest only recovers two Vigor Dice, while his vigor points recover to half their normal maximum.*

At the end of an uninterrupted long rest, make a DC 10 Constitution save. Success removes one level of **exhaustion**; success by 10 or more removes two.

Healing Wounds

After the battle is over, the butcher's bill must be paid. The day's work has likely left one or more of the combatants with painful souvenirs.

Unless it results in death, damage isn't permanent. Even death is reversible through powerful magic. Rest restores a creature's vigor points, and magical methods such as a *cure wounds* spell or a Potion of Healing instantly remove damage.

When a creature receives healing of any kind, vigor points regained are added to its current vigor points, while the healing of wounds subtracts from the accumulated total. Healing applies to the whole creature, not to individual wounds.

A creature's vigor points can't exceed its Vigor Maximum—extra vigor is lost.

Similarly, wounds cannot fall below 0; healing beyond "fully healed" is lost unless the method (such as healing magic) restores vigor with "excess" healing.

A dead creature can't regain vigor points or remove wounds until magic such as the *revivify* spell restores it to life.

Natural Healing

If a wound is treated, it begins to heal on its own. Unlike vigor points, which recover in a matter of hours or perhaps with a night's rest, wounds take days—even weeks—to heal.

Every day after you suffered your most recent wound, make an unskilled Constitution check as an **unaided recovery** roll (not a Constitution saving throw—proficiency doesn't apply). If you succeed, reduce your wounds by 10% of your Wound Maximum (round up).

The Difficulty Class of the Constitution check depends on your current wound level: see the ***Unaided Recovery*** table

Unaided Recovery

Wounds Taken	DC
Less than half WM	5
Up to WM	10
Exceed WM	15

Injury and Unconsciousness. You may recover spontaneously from unconsciousness. After the first minute, make a Constitution check, using the DC presented in the ***Unaided Recovery*** table. If you succeed, regain consciousness. If you fail, check again after ten minutes. After that, roll once per hour.

Once obtained, the **injured** condition is only removed by healing, through natural or magical means, back to a wound level of zero.

Injured, not Wounded. It is possible to gain the **injured** condition without having suffered any wounds, usually by magic. A DC 20 Wisdom (Medicine) check during a short rest removes the **injured** condition (see ***Using Wisdom (Medicine)***). You also heal naturally by making a DC 12 unskilled Constitution check after taking a long rest. The **injured** condition persists if the check fails.

Pincushion Syndrome. The recovery roll has disadvantage if the character had or regained the **injured** condition any time the prior day. Further wounds don't cause disadvantage unless a new condition is acquired.

Example: Shar is an adventurer with Constitution 14 and a Wound Maximum of 16. She recovers 8 wounds (just below the threshold for severely wounded) in 6 days. From the brink of being mortally wounded at 16 wounds, she fully heals in 14 days. If mortally wounded but stabilized and allowed to recover naturally from 24 wounds, she'll fully recover in about 26 days.

The DC of the Constitution check is based on the wound level at the time of the check. The "prior day" counts from the most recent wound taken.

HEALING WITH MEDICINE

In **Dragon Heresy**, Wisdom (Medicine) may be used to:

- Stabilize a creature currently making death saving throws: make a DC 10 Medicine check made at disadvantage if during combat.

- Revive an **unconscious** character: make a DC 10 Medicine check made at disadvantage if during combat.

- Remove an **injured** condition: make a DC 20 Medicine check after a short rest, once per day.

POTIONS

Potions of healing are powerful alchemical substances that revive and restore a fatigued and battered adventurer. The potions heal wounds first, then restore vigor at a ratio per unused healing point depending on the potion. See the **Potion of Healing** description in the **Magic Items** chapter for more details.

CONDITIONS

Conditions alter a creature's capabilities in a variety of ways, arising because of a spell, a class feature, a monster's attack, or other effect. Most conditions, such as **blinded**, are impairments, but a few, such as **invisible**, can be advantageous.

A condition lasts either until it is countered (the **prone** condition is countered by standing up, for example) or for a duration specified by the effect that imposed the condition.

If multiple effects impose the same condition on a creature, each instance of the condition has its own duration, but the condition's effects don't get worse. A creature either has a condition or doesn't.

The following definitions specify what happens to a creature while subject to a condition.

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

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

Deafened
- A **deafened** creature can't hear, automatically failing any ability check requiring hearing.

Demoralized
- **Demoralized** targets suffer disadvantage on all attack rolls and skill tests against its foes. If a creature attempts to demoralize a foe using the Intimidate skill, the target resists by making a Wisdom or Charisma save (whichever is higher) with DC 8 + the intimidating creature's proficiency bonus + Strength or Charisma modifier.
- A **demoralized** creature can, as a bonus action, attempt to shed this condition by making a similar saving throw (best of Wisdom or Charisma vs. the DC above).

Exhaustion
Some special abilities and environmental hazards, such as starvation and the long-term effects of freezing or scorching temperatures, lead to **exhaustion**. **Exhaustion** is measured in six levels. An effect can gives a creature one or more levels of **exhaustion**, as specified in the effect's description.

Level	Effect
1	Disadvantage on ability checks
2	Speed halved
3	Disadvantage on attack rolls and saving throws
4	Vigor point maximum halved
5	Speed reduced to 0
6	Death

If an already exhausted creature suffers another effect that causes **exhaustion**, its current level of **exhaustion** increases by the amount specified in the effect's description.

A creature suffers the effect of its current level of **exhaustion** in addition to all lower levels. For example, a creature suffering level 2 **exhaustion** has its speed halved and has disadvantage on ability checks.

An effect removing **exhaustion** reduces its level as specified in the effect's description, with all **exhaustion** effects ending when a creature's **exhaustion** level falls below 1.

Finishing a long rest reduces a creature's **exhaustion** level by 1, if the creature has also ingested food and drink.

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

Grabbed
- A **grabbed** creature may not move without flinging or dragging its opponent with them, but is otherwise unrestricted.
- A **grabbed** creature may use its reaction to attempt to break free using a Brute Defense.
- The condition ends if the grappler is **incapacitated** or released
- The condition also ends if an effect removes the **grabbed** creature from the reach of the grappler or grappling effect,

such as teleportation or being knocked away by a concussive effect.

Grappled

- A **grappled** creature's speed is halved, and it can't benefit from any bonus to its speed. A **grappled** creature may not move without flinging or dragging its opponent with them.
- The condition ends if the grappler is **incapacitated** (see below) or releases the grapple.
- The condition also ends if an effect removes the grappled creature from the reach of the grappler or grappling effect, such as when the thunder-wave spell hurls a creature away.

Incapacitated

- An **incapacitated** creature can't take actions or reactions.
- An **incapacitated** creature cannot make rolls to resist being picked up and carried as encumbrance; in most cases, treat them as an object rather than a character!
- If the creature is **incapacitated** by accumulation of control points, it may not even speak if the grappling creature can reasonably cover its mouth. This precludes spells with a verbal component.

Injured

- An **injured** creature has disadvantage on attack rolls and ability checks.
- The **injured** condition halves a creature's speed.
- An **injured** creature must make a Constitution saving throw after spending a Vigor Die to regain vigor during a short rest. On a failure, only half the rolled vigor is recovered (round down).
- When taking a long rest, an **injured** character recovers half the normal Vigor dice, and only recovers up to half his Vigor Maximum.

Invisible

- An **invisible** creature is impossible to see without the aid of magic or a special sense. For hiding, consider the creature heavily obscured. Any noise it makes, or any tracks it leaves, discloses the creature's location.
- Attack rolls against the creature have disadvantage, and the creature's attack rolls have advantage.

Paralyzed

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

Petrified

- A **petrified** creature is transformed, along with any non-magical objects worn or carried, into a solid inanimate substance (usually stone). Its weight increases by a factor of ten, and it ceases aging.
- The creature is **incapacitated**, can't move or speak, and is unaware of its surroundings.
- Attack rolls against the creature have advantage.
- The creature automatically fails Strength and Dexterity saving throws.
- The creature has resistance to all damage.
- The creature is immune to poison and disease, although a poison or disease already in its system is suspended, not neutralized.

Poisoned

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

Prone

- A **prone** creature's only movement option is to crawl, unless it stands up, ending the condition.
- The creature has disadvantage when making attack rolls.
- Attack rolls against the creature have advantage if the attacker is within melee attack range of the creature. Otherwise, they have disadvantage.

Stunned

- A **stunned** creature is **incapacitated**, and can speak only falteringly.
- A creature recovers from being **stunned** by making a DC 15 Constitution save at the beginning of each of its turns until successful.

Restrained

- A **restrained** creature's speed becomes 0, and can't benefit from bonuses to its speed.
- Attack rolls against the creature have advantage, and the creature's attack rolls have disadvantage.
- The creature has disadvantage on Strength and Dexterity saving throws.

Unconscious

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

MAGIC

Magic is called the Sap of Yggdrasil—the life-blood of the World Tree, the energy that sustains all of existence. It is a vital and important force constantly influencing daily life in Etera. The common occurrence of magic, and its availability to the general public, impact life in many ways.

Magic and Society

Magic—especially divine magic—is known to be effective on injury, poison, and disease. A decent healer takes many of the maladies and injuries that made life in the real world nasty, brutish, and short…and makes them go away.

Used by many, magic permeates the land. But many spells have relatively short durations, and the ability to make permanent magic items was lost to humanity with the Shattering. It's one thing to have a wizard or cleric oversee a child's birth, or heal the sick, or even help fight a battle; it's quite another to have them watch over a field every day casting *Gefiun's Monsantish Spray*.

These are just a few of the possibilities—magic has been thoroughly integrated with everyday life in Etera. It's not a surprise when people do it, and the expectation of magical or divine assistance is both real and logical.

Combat Tactics and Magic

The existence of area-effect spells like *fireball* is not a closely-guarded secret. Troops avoid forming up into tightly-packed formations unless well protected by magic of their own. Combat magicians serve in armies to do just that—protect the fighters from hostile magic. If there is a reasonable counter to common magic, it will be known, available, and utilized.

Old Age

Infant and childhood mortality was one of the reasons why the "average" lifespan in medieval societies was so short—combined with the inability to combat virulent diseases. Magic changes that—it provides cures and remedies rivaling or even surpassing high-technology medicine. The lifespan and demographics of Eteran humanity is closer to that of a modern-day society than to an historical medieval one. Families don't have ten children expecting three or four to die before age 5, nor is a mother's death during childbirth a routine occurrence.

Unlike our own middle ages, where surviving mostly unscathed past 40 was an achievement, 60- to 80-year-olds are not uncommon. Still, adventuring is a hazardous profession, and many of the passive hazards, such as disease, have been replaced by active ones: real monsters, and intelligent hostile races. Plagues escaping first detection are still serious threats. And war? War never changes.

Security and Secrecy

A side effect of magic being prevalent will be that it will be planned for when conducting war or politics. Neither the players nor the GM will be the first to have thought of spying on the secret conference between the King and his jarls using scrying magic—and unless everyone in that room is a blithering idiot, someone will have put up scryguard.

Magical door locks and traps abound, with "only certain people shall pass" magical area denial. Secret or important conferences are conducted in no-magic zones, created with an anti-magic field, or even held in an inaccessible pocket of *Vanaheim*.

Societal Integration

In old Nordic culture, *seiðr*, the practice of magic, was considered dark, forbidden, and evil. In Etera, magic is a tool—some use it for good, some for ill, but integrating natural and studied spellcasters into life is planned for. No one is surprised when a spell is cast—it happens every day.

Ley Lines and Leyferds

Magic surges through the world in ever-branching rivulets. These streams follow torturous and twisted magical pathways of least resistance that no one can fathom. They are not straight lines from point to point.

These are the *ley lines*, the source of the ambient magical power channeled by arcanists.

Each ley line emerges from a localized source, and travels along an unpredictable pathway, shedding smaller and smaller branches from itself. These branches themselves subdivide, but eventually start to thicken again, much like arteries becoming veins, until these again-mighty flows of magic disappear from the physical world, flowing back to some other place.

The sources of the most powerful of these branches lie throughout Tanalor. They disappear on the other side of the planet, in an unknown land or deep in the sea.

They are everywhere in Etera: Ley lines function like capillaries in a circulatory system, carrying magical power throughout the land.

undertook profound spiritual excursions (the word ferð not only means "crossing," but also "journey") while meditating on the leyferðs—though "coma-like sleep" would be more accurate. These journeys lasted for decades or even centuries, and enabled ancient dragons to achieve the same status as the Archfae and High Aesir. The Elder Dragons' spawn were left to compulsively obey their mothers, carrying out the elders' wishes.

The Shattering broke all of these crossings, and shifted the ley lines. It is not known where, or even if, the leyferðs will ever re-form.

Finding and plunking a human stronghold on a newly-found leyferð would be the first step in recovering the ability to enchant magical items. It would also make that stronghold a target for any number of interested parties—Winterfae, dragons, other humanoids…

Layferðs

Of more interest are the leyferðs (ferð means "crossing" or "journey"), which is what happens if two ley lines cross. These crossings turn otherwise uninteresting terrain or locations into places of great value. It is known that crafting or enchanting on a leyferð can create powerful items with permanent magical properties. Some of the most powerful artifacts that have come out of Tanalor were enchanted in this manner.

Discovery, possession, and control of the leyferðs have been the motivating forces behind 10,000 years of empire, war, and ascendency.

Leyferðs were concentrated within Tanalor, and could be found other places as well. The magical pulse of the leyferðs drew dragons to them; many became the seats of power for the dragonlords. Within these lairs, the dragon queens hatched their eggs, and gave powerful telepathic commands to their spawn and followers. In this way, the dragons coordinated their activity, ruling over a far-flung empire.

The dragons manifested mighty enchantments while nesting on the leyferðs, creating powerful magical devices. The dragons

Enchantment and Permanent items

The enchantment of magical items is a lost art. It requires repeated casting of 9th-level spells (which have been lost to the humanoids of Etera, though still possessed by the dwarves of Reiður Island), while performing ritual crafting at a leyferð.

To begin the process of restoring the art of enchantments to Etera, many things need to be done:

- **Find a suitable leyferð.** They're not all the same, and creating items of vast power requires a powerful leyferð.

- **Secure it.** To have it is not to keep it.

- **Build an appropriate facility.** A chamber with the proper magical resonances and devices needs to be created. If crafting a magical weapon, the forging and enchantment must be done at the leyferð.

- **Rediscover the spells.** The ability to enchant items through magic is a lost art, and the spells to do so must be invented, re-invented, or found. It is not known if the dwarves of Barakthel would support such activity, or attempt to interfere!

Spellcasting

Magic permeates Etera and the worlds beyond, flowing through the Nine Realms via ley lines, which supply the ambient power used to drive magic. These ley lines are referred to as the branches of Yggdrasil, and magic is its sap.

In Torengar and Barakthel, magic is explained using the nuanced language of High Runic. These sigils of power allow spellcasters to call forth the energy of magic in directed, specific ways. The gathering and shaping of magical forces in a known pattern to perform a desired effect is called casting a spell.

This chapter provides the rules for casting spells. Different character classes learn and prepare their spells in distinctive ways, and monsters use spells in unique ways. Regardless of its source, a spell follows the rules below.

What Is a Spell?

In casting a spell, a character carefully taps into the invisible strands of raw magic suffusing the world, shapes them into a pattern, and then releases them—usually through a runic focus—to unleash the desired effect. In most cases, the spell caster is practiced enough, or powerful enough, that this takes place within a span of seconds.

Thousands of spells have been created over the course of the Nine Realms' history. Many are long forgotten, lost in the minds of elder beings, or sit in crumbling spellbooks hidden in ancient ruins.

Spell Level

Every spell has a level from 0 to 9. A spell's level is a general indicator of its power, from the lowly (but still impressive) *magic missile* at 1st level to the earth-shaking *wish* at 9th. Cantrips—simple but powerful spells that characters cast by rote—are level 0. The higher a spell's level, the higher level a spellcaster must be to use that spell.

Spell level and character level are not the same, though they are proportional depending on character class. A character must be at least 17th level to cast a 9th-level spell, for example.

Known and Prepared Spells

Before a spellcaster can use a spell, he must have the spell firmly fixed in mind, or have access to the spell in a magic item. Members of a few classes, including skalds, have a limited list of spells they know that are always fixed in mind. The same thing is true of many magic-using monsters. Other spellcasters, such as clerics and wizards, undergo a process of preparing spells. This process varies for different classes, as detailed in their descriptions.

In every case, the number of spells a caster can have fixed in mind at any given time depends on the character's level.

Spell Slots

Regardless of how many spells a caster knows or prepares, she can only cast a limited number of spells before resting. Manipulating the fabric of magic and channeling its energy into even a simple spell is physically and mentally taxing. Each spellcasting class's description includes a table showing how many spell slots of each spell level a character can use at each character level. For example, a 3rd-level wizard has four 1st-level slots and two 2nd-level slots.

When a character casts a spell, he or she expends a slot of that spell's level or higher, "filling" a slot with the spell. When a wizard casts *magic missile*, a 1st-level spell, he spends one of his four 1st-level slots and has three remaining. Finishing a long rest restores any expended spell slots.

Some characters and monsters have special abilities that enable casting spells without using spell slots. For example, berserkers who follow the Path of Galdureiði and alfar cast spells in such a way.

Casting a Spell at a Higher Level

When a spellcaster casts a spell using a slot that is of a higher level than the spell, the spell assumes the higher level for that casting. For instance, if a wizard casts *magic missile* using one of her 2nd-level slots, that *magic missile* is 2nd level. Some spells, such as *magic missile* and *cure wounds*, produce more powerful effects when cast at a higher level, as detailed in a spell's description.

Casting in Armor

Because of the mental focus and precise gestures required for spellcasting, you must be proficient with the armor you are wearing to cast a spell. You are otherwise too distracted and physically hampered by your armor for spellcasting.

Cantrips

A cantrip is a spell cast at will, without using a spell slot. Repeated practice has fixed the spell in the caster's mind and the caster instantly draws upon the power needed to produce the effect. A cantrip's spell level is 0; it's magical potency is "mundane."

Rituals

Certain spells have a special tag: *Ritual*. Such a spell is cast following the normal rules for spellcasting, or as a ritual. The ritual version of a spell takes 10 minutes longer to cast than normal. It also doesn't expend a spell slot, which means the ritual version of a spell can't be cast at a higher level.

To cast a spell as a ritual, a spellcaster must have a feature granting the ability to do so. The cleric and the trevinur, for example, have such a feature. The caster must also have the spell prepared or on his or her list of spells known, unless the character's ritual feature specifies otherwise, as the wizard's does.

Casting a Spell

Regardless of the character's class or the spell's effects, the same basic rules are followed when a character casts any spell.

Each spell description begins with a block of information, including the spell's name, level, the rune used to cast the spell, casting time, range, components, and duration. The rest of a spell entry describes the spell's effect.

Casting Time

Most spells require a single action to cast, but some spells require a bonus action, a reaction, or much more time to cast.

Bonus Action

A spell cast with a bonus action is especially swift. Use a bonus action on your turn to cast the spell if you haven't already taken a bonus action this turn. You may cast only a cantrip with a casting time of one action on the same turn.

Reactions

Some spells can be cast as reactions. These spells take a fraction of a second to cast, as a response to some event. If a spell can be cast as a reaction, the spell description tells you exactly when you can do so.

Longer Casting Times

Certain spells (including spells cast as rituals) require more time to cast. When you cast a spell with a casting time longer than a single action or reaction, spend your action each turn casting the spell. You must maintain your concentration while you do so (see **Concentration**). If your concentration is broken, the spell fails, but you don't expend a spell slot. If you want to try casting the spell again, you must start over.

Range

The target of a spell must be within the spell's range. For a spell like *magic missile*, the target is a creature. For a spell like *fireball*, the target is the point in space where the ball of fire erupts.

Most spells have ranges expressed in feet. Some spells target only a creature (including you) that you touch. Other spells, such as the *shield* spell, affect only you. These spells have a range of **self**.

Spells creating cones or lines of effect originating from you also have a range of self, indicating that the origin point of the spell's effect is you (see **Areas of Effect** later in the chapter).

Once cast, a spell's effects aren't limited by its range, unless the spell's description says otherwise.

Precision Targeting. Spells cast as an area, or targeting a point in space, can be challenging to resolve on a grid. Casters might choose the center of a grid, the middle of any grid side, or a corner. Regardless, for simplicity, a creature is considered completely within the spell's area of effect if more than half of the grid component is within the area of effect, or partially within the area if the area touches but doesn't cover more than half of the grid in which the target is standing. Creatures that are only partially in an area spell's effect have advantage on their saving throws to resist the effect.

Components

A spell's components are the physical requirements needed to cast it. Each spell's description indicates whether it requires verbal (V), somatic (S), or material (M) components. If you can't provide all of a spell's required components, you are unable to cast the spell.

Verbal (V)

Most spells require the chanting of mystic words. The words themselves aren't the source of the spell's power; rather, the combination of sounds, with specific pitch and resonance, sets the threads of magic in motion. Thus, a character who is gagged or in an area of *silence*, such as one created by the *silence* spell, can't cast a spell with a verbal component.

Somatic (S)

Spellcasting might include a forceful gesticulation or an intricate set of gestures. If a spell requires a somatic component, the caster must have free use of at least one hand to perform these gestures.

Material (M)

Casting some spells requires objects, specified in parentheses in the component entry. A character can use a component pouch to provide the magical binding for the spells.

Spellcasting Focus. The wizards of Torengar typically use an arcane focus (found in **Equipment**) in place of the components specified for a spell. These are almost always handcrafted and enchanted runestones or other durable objects engraved with pertinent runes that correspond with the energies required for each spell.

If a cost is indicated for a component, a character must have that specific component before she can cast the spell. If a spell states that a material component is consumed by the spell, the caster must provide this component for each casting of the spell.

A spellcaster must have a hand free to access a spell's material components—or to hold the spellcasting focus—but it can be the same hand that he uses to perform somatic components.

Duration

A spell's duration is the length of time the spell persists. A duration can be expressed in rounds, minutes, hours, or even years. Some spells specify that their effects last until the spells are dispelled or destroyed.

Instantaneous

Many spells are instantaneous. The spell harms, heals, creates, or alters a creature or an object in a way that can't be dispelled, because its magic exists only for an instant.

Concentration

Some spells require you to maintain concentration to keep their magic active. If you lose concentration, the spell ends.

If concentration is required, that fact appears in the spells Duration entry, and the spell specifies how long you can concentrate on it. You can end concentration at any time (no action required).

Normal activity, such as moving and attacking, doesn't interfere with concentration. The following factors break concentration:

- **Casting another spell requiring concentration.** You lose concentration on a spell if you cast another spell requiring concentration. You can't concentrate on two spells at once.

- **Taking damage.** Whenever you take damage while concentrating on a spell, make a Constitution saving throw to maintain concentration. The DC equals 11 or half the damage you take, whichever number is higher. If you take damage from multiple sources, such as an arrow and a dragon's breath, make separate saving throws for each source of damage.

- **Being incapacitated or killed.** You lose concentration on a spell if you are **incapacitated** or if you die.

- **Certain environmental phenomena.** A wave crashing over you while you're on a storm-tossed ship, or other unpleasant surprises, requires success on a DC 11 Constitution saving throw to maintain concentration on a spell.

Targets

A typical spell requires you to pick one or more targets. A spell's description tells you whether the spell targets creatures, objects, or a point of origin for an area of effect (described below).

A creature might not know it was targeted by a spell at all, unless a spell has a perceptible effect. An effect like crackling lightning is obvious, but a subtler effect, such as an attempt to read a creature's thoughts, typically goes unnoticed unless the spell says otherwise.

A Clear Path to the Target

To target something, you must have a clear path to it: Creatures behind total cover cannot be targeted.

If you place an area of effect at a point that you can't see, and an obstruction, such as a wall, is between you and that point, the point of origin comes into being on the obstruction itself, at a point the caster can see.

Targeting Yourself

If a spell targets a creature of your choice, you can choose yourself, unless the target must be hostile or specifically a creature other than you. If you are in the area of effect of a spell you cast, you can target yourself.

Areas of Effect

Spells such as *burning hands* and *cone of cold* cover an area, affecting multiple creatures at once.

A spell's description specifies its area of effect, usually one of five different shapes: cone, cube, cylinder, line, or sphere. Every area of effect has a point of origin, a location from which the spell's energy erupts. The rules for each shape specify how you position its point of origin. Typically, a point of origin is a point in space, but some spells have an area whose origin is a creature or an object.

A spell's effect expands in straight lines from the point of origin. If no unblocked straight line extends from the point of origin to a location within the area of effect, that location isn't included in the spell's area. To block one of these imaginary lines, an obstruction must provide total cover.

Only a sphere or cylinder's point of origin is included in the area of effect.

Cone

A cone extends from its point of origin in a chosen direction. A cone's width at a given point along its length is equal to that point's distance from the point of origin. A cone's area of effect specifies its maximum length.

Cube

You select a cube's point of origin, which lies anywhere on a face of the cubic effect. The cube's size is expressed as the length of each side.

Cylinder

A cylinder's point of origin is the center of a circle of a radius, as given in the spell description. The circle must either be on the ground or at the height of the spell effect. The energy in a cylinder expands in straight lines from the point of origin to the perimeter of the circle, forming the base of the cylinder. The spell's effect then shoots up from the base or down from the top, to a distance equal to the height of the cylinder.

Line

A line extends from its point of origin in a straight path up to its length and covers an area defined by its width.

Sphere

A sphere extends outward from the point of origin. The sphere's size is expressed as a radius in feet extending from that point.

Damaging Spells

A common result of casting spells is inflicting injury on one or more targets. A spell might conjure up a physical projectile, form whirling blades, or invoke magical fire, cold, or poison. It might even assault the soul or mind directly.

Each effect is associated with a type of damage that influences how the spell affects its targets. Fire damage not only causes injury, but also sets alight combustibles caught in the spell's radius. Necrotic damage has no effect (or reduced effect) on things that are not living.

Spell Damage Save

Unlike mundane attacks, most spells don't require a hit roll to see if they work—they automatically take effect when cast, and the only thing potential victims can do is attempt to resist the effects with a saving throw.

Damaging spells usually allow a saving throw (but not always—*magic missile* never misses, inflicts armor-defeating force damage, and doesn't allow a saving throw!) permitting targets to either avoid or mitigate some of the spell's damage. There are two broad types of damage-reducing saving throw options available to potential victims.

Spell Negation Saves. Unless the spell description says otherwise, a successful Spell Negation Save means that the target takes no damage from the spell. A failed Spell Negation Save means that the full damage roll of the spell affects the target, but that target may convert potential wounds to vigor at a one-for-one ratio.

Resisted Damage Saves. Many spells allow damage to be mitigated, but unless the spell description states otherwise or the target has a special feat or ability, there is no avoiding the damage completely. On a successful Resisted Damage Save, damage may be absorbed as vigor instead of wounds at a one-to-one ratio. If the save fails, the damage may still be mitigated as vigor, but it takes two vigor lost to absorb one potential wound (using a frantic defense). As always, damage not absorbed or mitigated as vigor loss strikes the target, first contending with armor, and then inflicting wounds.

Other results of saving throws than these types are made explicit in the spell descriptions. If the description says "make a Resisted Damage Save" or "make a Spell Negation Save" with no additional commentary, use the rules above.

Spell Save DC

Many spells specify that a target can make a saving throw to avoid some or all of a spell's effects. The spell specifies the ability that the target uses for the save and what happens on a success or failure.

The Spell Save DC is given for each character class that can use magic, and is usually

$$\text{SPELL SAVE DC} = 8 + \text{CASTER PROFICIENCY} + \text{GOVERNING ATTRIBUTE MODIFIER}$$

for that caster class. If it's different for a particular spell, the spell description makes it clear.

Touch Spells

A touch spell is one where the spellcaster must lay a hand on the target for it to take effect. This need not be a strong or well-directed blow, and even touching the foe's equipment triggers the effect. These spells are only countered by footwork and positioning…or magic.

The attack takes effect if you meet the Touch DC; frantic defense is available to convert damaging effects to vigor at 2 vigor per point of damage mitigated.

$$\text{TOUCH DC} = 10 + \text{DEXTERITY MODIFIER} + \text{PROFICIENCY BONUS} + \text{SPECIAL MODIFIERS}$$

Dexterity modifier. You avoid touches with footwork and mobility, much like the basic Threat DC.

Proficiency Bonus. This bonus is only granted if the target is skilled in martial arts, or has proficiency in either Acrobatics or Athletics.

Special Modifiers. Any magical bonuses from armor (including items like Bracers of Defense or Rings/Cloaks of Protection) or shields increase the Touch DC.

Shields. Shields and armor may limit the bonus for Dexterity that the target is receiving, but the shield does not contribute its cover bonus to Threat DC. In fact, the spellcaster can simply touch the shield!

Touch Spells: Opportunity attack.

Closing to range with a hostile foe is dangerous. Making a touch attack on a foe that is aware of your presence provokes an opportunity attack before the touch attack roll is made.

Spell Attack Rolls

Spells require the caster to make an attack roll to determine whether the spell effect hits the intended target. Your attack bonus with a spell attack is:

$$\text{SPELL ATTACK BONUS} = \text{SPELLCASTING ABILITY MODIFIER} + \text{PROFICIENCY BONUS.}$$

Many spells requiring attack rolls involve ranged attacks. You have disadvantage on a ranged attack roll if you are within 5 feet of a hostile creature that can see you and that isn't **incapacitated**.

Mundane Attack Spells

Mundane attack spells behave as if they were physical attacks with a weapon held in the hand or fired from a launcher. Examples include calling a magical sword to the spellcaster's hand (as with *flame blade*), or directing a rock on the ground to fly at a target. The latter is not that different from a sling stone, and the attack is treated as such.

Mundane spell attack. These spells use the same mechanics as a melee or ranged combat attack. An appropriate attack roll is made (see the spell description), and you roll damage if the Threat DC is met. The target may mitigate damage by absorbing it as a vigor loss at a one-for-one ratio; if the target's Hit DC is met, it must lose two vigor for each point of damage mitigated. In effect, mundane spells are avoided using a regular active defense.

Swift spell attack. Some spells are similar to arrows or other swift melee attacks, where meeting the Threat DC is enough to require a frantic defense to mitigate damage by absorbing it as vigor. As with their physical equivalents, swift spell attacks are treated as mundane spell attacks if the target has a shield (or an equivalent device for self-defense).

Shields, Spells, and Damage Type

If the damage type of an attack spell doesn't allow armor protection, it does not allow the use of a shield either. This includes control, force, psychic, and poison damage.

The Runes of Power

Magic flows through the world in many forms. These flows have been studied and refined to more easily manipulate their power. The mages of Etera invoke magic using mystical runes. The runes focus the thought patterns of the arcane practitioners, whose thoughts shape the spells themselves.

The runes were a gift to Etera from Woden, who hung on the branches of Yggdrasil in order to discover their secrets. These runes are learned and revealed through toil, study, and Woden's divine blessing. The rune-shaping of magic applies to all spells, clerical or arcane.

The runic names help describe spells; they have no rules of their own, although some rules refer to the runes.

Algiz. The rune magic of Algiz is protective in nature, though some spells have aggressive uses. Algiz spells create magical barriers, negate harmful effects, harm trespassers, or banish creatures to other planes of existence. Algiz connotes protection, or a shield, used defensively.

Ansuz. Magic focused through the Ansuz rune reveals information, whether in the form of secrets long forgotten, glimpses of the future, the locations of hidden things, the truth behind illusions, or visions of distant people or places. Ansuz means a revealing message or insight, and (not coincidentally) Ansuz is the rune of Woden, who specializes in far-seeing and deep knowledge.

Dagaz. The rune magic of Dagaz is invoked to deceive the senses or minds of others. These spells cause people to see things that are not there, to miss things that are there, to hear phantom noises, or to remember things that never happened. Some illusions create phantom images that any creature can see, but the most insidious illusions plant an image directly in the mind of a creature. Dagaz means both awareness and blindness.

Ehwaz. The spells of Ehwaz involve the transportation of objects and creatures from one location to another. Some spells summon creatures or objects to the caster's side; others allow the caster to teleport to another location. Some conjuring creates objects or effects out of nothing. The rune Ehwaz represents a horse or horses, connoting travel and journeys.

Gebo. Spells invoked with the knowledge gained through study of the Gebo rune change the properties of a creature, object, or environment. They might turn an enemy into a harmless creature, bolster the strength of an ally, make an object move at the caster's command, or enhance a creature's innate healing abilities to rapidly recover from injury. Gebo implies a gift, sacrifice, or fair exchange—giving up one thing to gain another of equal or higher value.

Jera. The rune Jera signifies the life cycle and the harvest. Jeran spells manipulate the energies of life and death. Such spells can grant an extra reserve of life force, drain the life energy from another creature, create the undead, or even bring the dead back to life. A complicated rune, Jera's association with necromancy is only part of its meaning, and the rune magic of Jera includes birth, life, death, and life-from-death (which broadly means 'resurrection,' but also 'fertilizer'). Creating undead using Jeran rune magic is not a good act, and doing so is a crime in Torengar and Barakthel.

Mannaz. Spells cast with the Mannaz rune affect the minds of others, influencing or controlling their behavior. Such spells make enemies believe the caster is a friend, force creatures to take a course of action, or control another creature like a puppet. Mannaz means "mankind" or "people," and relates to the attitudes of others to you and relationships in general.

Thurisaz. The primal energy of magic, the directed force of destruction and defense, is symbolized by Thurisaz. Such spells manipulate magical energy to produce a desired effect. Some call up blasts of fire or lightning. Others channel positive energy to heal wounds. Thurisaz has many connotations, all of which derive from power used with consciousness and wisdom in matters resolved using force, violence, or physical compulsion.

Combining Magical Effects

The effects of different spells add together while the durations of those spells overlap. The effects of the same spell cast multiple times **don't** combine, however. Instead, the most potent effect—such as the highest bonus—from those castings applies while their durations overlap.

For example, if two clerics cast *bless* on the same target, that character gains the spell's benefit only once; he doesn't roll two bonus dice.

The spells available to the characters (and monsters!) are listed here first as a summary table by class, to enable choosing spells quickly, and then given detailed descriptions sorted first by level, and then alphabetically.

Spells by Class

The following section provides a list of spells and descriptions castable by characters in *Dragon Heresy*.

Cleric Spells

Cantrips

Guidance
Light
Mending
Resistance
Sacred Flame
Thaumaturgy

1st Level

Bane
Bless
Charm Person
Command
Create or Destroy Water
Cure Wounds
Detect Evil and Good
Detect Magic

Detect Poison and Disease
Divine Favor
Guiding Bolt
Identify
Inflict Wounds
Protection from Evil and Good
Purify Food and Drink

Sanctuary
Shield of Faith
Word of Vigor

2nd Level

Aid
Augury
Blindness/Deafness
Calm Emotions
Continual Flame
Enhance Ability
Find Traps
Gentle Repose

Hold Person
Lesser Restoration
Locate Object
Prayer of Healing
Protection from Poison
Silence
Spiritual Weapon
Warding Bond
Zone of truth

3rd Level

Aura of Righteous Fury
Animate Dead
Beacon of Hope
Bestow Curse
Clairvoyance
Create Food and Water
Daylight
Dispel Magic
Glyph of Warding
Magic Circle

Mass Word of Vigor
Meld into Stone
Protection from Energy
Remove Curse
Revivify
Sending
Speak with Dead
Spirit Guardians
Tongues
Water Walk

Skald Spells

Cantrips

Dancing Lights
Light
Mage Hand
Mending
Message
Minor Illusion
Prestidigitation
True Strike

1st Level

Bane
Charm Person
Comprehend Languages
Cure Wounds
Detect Magic

Disguise Self
Faerie Fire
Feather Fall
Word of Vigor
Heroism

Identify
Silent Image
Sleep
Speak with Animals
Thunderwave

2nd Level

Blindness/Deafness
Calm Emotions
Detect Thoughts
Enhance Ability
Enthrall
Hold Person
Invisibility
Knock

Lesser Restoration
Magic Mouth
See Invisibility
Shatter
Silence
Suggestion
Zone of truth

3rd Level

Bestow Curse
Clairvoyance
Dispel Magic
Fear
Glyph of Warding
Hypnotic Pattern
Major Image
Nondetection

Plant Growth
Sending
Stinking Cloud
Tongues

Wizard Spells

Cantrips

Acid Splash
Chill Touch
Dancing Lights
Light
Mage Hand
Mending
Message
Minor Illusion
Prestidigitation
Ray of Frost
Shocking Grasp
True Strike

Alarm
Burning Hands
Charm Person
Color Spray
Comprehend Languages
Detect Magic
Disguise Self
Expeditious Retreat
False Life

1st Level

Feather Fall
Floating Disk
Fog Cloud
Grease
Hideous Laughter
Identify
Illusory Script
Jump
Longstrider

Mage Armor
Magic Missile
Protection from Evil and
Good
Shield
Silent Image
Sleep
Thunderwave

2nd Level

Acid Arrow
Alter Self
Arcane Lock
Arcanist's Magic Aura
Blindness/Deafness
Blur
Continual Flame
Darkness
Darkvision
Detect Thoughts
Enlarge/Reduce
Flaming Sphere
Gentle Repose
Gust of Wind
Hold Person
Invisibility

Knock
Levitate
Locate Object
Magic Mouth
Magic Weapon
Mirror Image
Misty Step
Ray of Enfeeblement
Rope Trick
Scorching Ray
See Invisibility
Shatter
Spider Climb
Suggestion
Web

3rd Level

Animate Dead
Bestow Curse
Blink
Clairvoyance
Dispel Magic
Fear
Fireball
Fly
Gaseous Form
Glyph of Warding
Haste
Hypnotic Pattern
Lightning Bolt
Magic Circle
Major Image
Nondetection

Phantom Steed
Protection from Energy
Remove Curse
Sending
Sleet Storm
Slow
Stinking Cloud
Tiny Hut
Tongues
Water Breathing

Cantrips

Acid Splash
Ehwaz rune cantrip

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Instantaneous

You hurl a bubble of acid contained in a magical membrane. Choose one creature within range, or two creatures within range and within 5 feet of each other. The spell inflicts 1d8 acid damage, and is countered with a Spell Negation Save.

This spell's damage increases by 1d8 when you reach 5th level.

Chill Touch
Jera rune cantrip

Casting Time: 1 action
Range: 120 feet
Components: V, S
Duration: 1 round

You create a ghostly, skeletal hand in the space of a creature within range. Make a swift spell attack against the creature to assail it with the chill of the grave. On a hit, the target takes 1d4 necrotic damage (armor does not protect), and it can't regain wounds or vigor until the start of the spellcaster's next turn. Until then, the hand clings to the target.

If you hit an undead target, it also has disadvantage on attack rolls against you until the end of your next turn.

This spell's damage increases by 1d4 when you reach 5th level.

Dancing Lights
Thurisaz rune cantrip

Casting Time: 1 action
Range: 120 feet
Components: V, S, M (a bit of phosphorus or wychwood, or a glowworm)
Duration: Concentration, up to 1 minute

You create up to four torch-sized lights within range, making them appear as torches, lanterns, or glowing orbs that hover in the air for the duration. You can also combine the four lights into one glowing vaguely humanoid form of Medium size. All forms shed dim light in a 10-foot radius.

As a bonus action on your turn, move the lights up to 60 feet to a new spot within range. A light must be within 30 feet of another light created by this spell; lights wink out if they exceed the spell's range.

Guidance
Ansuz rune cantrip

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Concentration, up to 1 minute

You touch one willing creature. Before the spell ends, the target rolls a d4 and adds the number rolled to one ability check of its choice. It can roll the die before or after making the ability check. The spell then ends. The Guidance cantrip requires a touch attack on an unwilling creature.

Light
Thurisaz rune cantrip

Casting Time: 1 action
Range: Touch
Components: V, M (a firefly or phosphorescent moss)
Duration: 1 hour

You touch one object that is no longer than 10 feet in any dimension. Until the spell ends, the object sheds bright light, colored as you like, in a 20-foot radius and dim light for an additional 20 feet. Completely covering the object with something opaque blocks the light. The spell ends if you cast it again or dismiss it as an action.

If you target an object held or worn by a hostile creature, that creature must succeed on a Dexterity saving throw to avoid the spell.

Mage Hand
Ehwaz rune cantrip

Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: 1 minute

A spectral, floating hand appears at a point you choose within range. The hand lasts for the duration or until you dismiss it as an action. The hand vanishes if it is ever more than 30 feet away from you or if you cast this spell again.

You can use your action to manipulate an object, open an unlocked door or container, stow an item in or retrieve an item from an open container, or pour the contents out of a vial. You can move the hand up to 30 feet each time you use it.

The hand can't attack, activate magic items, or carry more than 10 pounds.

Mending
Gebo rune cantrip

Casting Time: 1 minute
Range: Touch
Components: V, S, M (two lodestones)
Duration: Instantaneous

This spell repairs a single break or tear in an object you touch, such as a broken chain link, two halves of a broken key, a torn cloak, or a leaking wineskin. If the break or tear is no larger than 1 foot in any dimension, you mend it, leaving no trace of the former damage. If using the spell to repair a shield, each casting repairs one "hit." Shields that have been destroyed may not be mended. This spell can physically repair a magic item or construct, but can't restore magic to such an object.

Message
Gebo rune cantrip

Casting Time: 1 action
Range: 120 feet
Components: V, S, M (a short piece of copper wire)
Duration: 1 round

You point your finger toward a creature within range and whisper a message. The target (and only the target) hears the message and can reply in a whisper that only you can hear.

You can cast this spell through solid objects if you are familiar with the target and know it is beyond the barrier. Magical *silence*, 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood all block the spell. The spell need not follow a straight line and can travel freely around corners or through openings.

Minor Illusion
Dagaz rune cantrip

Casting Time: 1 action
Range: 30 feet
Components: S, M (a bit of fleece)
Duration: 1 minute

You create a sound or an image of an object within range that lasts for the duration. The illusion also ends if you dismiss it as an action or cast it again.

If you create a sound, its volume can range from a whisper to a scream. It can be your voice, someone else's voice, a lion's roar, a beating of drums, or any sound you choose. The sound continues unabated throughout the duration, or you can make discrete sounds at different times before the spell ends.

If you create an image of an object—such as a chair, muddy footprints, or a small chest—it must be no larger than a 5 ft. cube. The image can't create sound, light, smell, or any other sensory effect. Physical interaction with the image reveals the illusion: things pass through it.

If a creature uses its action to examine the sound or image, the creature determines that it is an illusion with a successful Intelligence (Investigation) check against your spell save DC; the illusion becomes faint to the creature.

Produce Flame
Ehwaz rune cantrip

Casting Time: 1 action
Range: Self
Components: V, S
Duration: 10 minutes

A flickering flame appears in your hand. The flame remains there for the duration and harms neither you nor your equipment. The flame sheds bright light in a 10-foot radius and dim light for an additional 10 feet. The spell ends if you dismiss it as an action or if you cast it again.

You can hurl the flame at a creature within 30 feet of you when you first cast this spell, or as an action on a later turn. This is a mundane spell attack that does 1d6 fire damage if it hits. Attacking with the flame ends the spell.

This spell's damage increases by 1d6 when you reach 5th level (2d6).

Ray of Frost
Thurisaz rune cantrip

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Instantaneous

A frigid beam of blue-white light streaks toward a creature within range. Make a swift spell attack; if it hits, the target takes 1d4 cold damage, and its speed is reduced by 10 feet until the start of your next turn.

The spell's damage increases by 1d4 when you reach 5th level (2d4).

Resistance

Algiz rune cantrip

Casting Time: 1 action
Range: Touch
Components: V, S, M (a miniature cloak)
Duration: Concentration, up to 1 minute

You touch one willing creature. The target rolls a d4 and adds the number rolled to one saving throw of its choice once before the spell ends. The target can roll the die before or after making the saving throw. The spell then ends.

Sacred Flame

Thurisaz rune cantrip

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Instantaneous

Flame-like radiance descends on a creature within range that you see. The target must succeed on a Negating Spell Save or take 1d10 radiant damage. The target gains no benefit from cover for this saving throw.

The spell's damage increases by 1d10 when you reach 5th level (2d10).

Shocking Grasp

Thurisaz rune cantrip

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Instantaneous

Lightning springs from your hand to deliver a shock to a creature you touch. Make a touch spell attack against the target. If the attack hits, the target takes 1d8 lightning damage, and it can't take reactions until the start of its next turn. The damage may be converted to vigor as a regular active defense at a one-for-one ratio of vigor to damage.

The spell's damage increases by 1d8 when you reach 5th level (2d8).

Thaumaturgy

Gebo rune cantrip

Casting Time: 1 action
Range: 30 feet
Components: V
Duration: Up to 1 minute

You may create one of the following magical effects within range:

- Your voice booms up to three times as loud as normal.
- You cause flames to flicker, brighten, dim, or change color.
- You cause harmless tremors in the ground.
- You create an instantaneous sound that originates from a point of your choice, such as a rumble of thunder, the cry of a raven, or ominous whispers.
- You instantaneously cause an unlocked door or window to fly open or slam shut.
- You alter the appearance of your eyes.

If you cast this spell multiple times, you can have up to three of its 1-minute effects active at a time, and you can dismiss such an effect as an action.

True Strike

Ansuz rune cantrip

Casting Time: 1 action
Range: 30 feet
Components: S
Duration: Concentration, up to 1 round

You extend your hand and point a finger at a target in range. Your magic grants watchers a brief insight into the target's defenses. Whoever makes the next attack on this target has advantage on their first attack roll if this spell hasn't ended.

1st Level Spells

Alarm
1st-level algiz rune (ritual)

Casting Time: 1 minute
Range: 30 feet
Components: V, S, M (a tiny bell and a piece of fine silver wire)
Duration: 8 hours

You set an alarm against unwanted intrusion. Choose a door, a window, or an area within range that is no larger than a 20-foot cube. Until the spell ends, an *alarm* alerts you whenever a Tiny or larger creature touches or enters the warded area. When you cast the spell, you can designate creatures that won't set off the *alarm*. You also choose whether the *alarm* is mental or audible.

A mental *alarm* alerts you with a ping in your mind if you are within 1 mile of the warded area. This ping awakens you if you are sleeping.

An audible *alarm* produces the sound of a hand bell for 10 seconds within 60 feet.

Bane
1st-level mannaz rune

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a drop of blood)
Duration: Concentration, up to 1 minute

Up to three creatures within range that you see must make Charisma saving throws. Whenever a target failing this saving throw makes an attack roll or a saving throw before the spell ends, it must roll a d4 and subtract the result from the attack roll or saving throw.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, target one additional creature for each slot level above 1st.

Bless
1st-level mannaz rune

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a sprinkling of holy water)
Duration: Concentration, up to 1 minute

You *bless* up to three creatures within range. Whenever a blessed creature makes an attack roll or a saving throw before the spell ends, it rolls a d4 and adds the number rolled to the attack roll or saving throw.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, target one additional creature for each slot level above 1st.

Burning Hands
1st-level thurisaz rune

Casting Time: 1 action
Range: Self (15 ft. cone)
Components: V, S
Duration: Instantaneous

As you hold your hands with thumbs touching and fingers spread, a thin sheet of flame shoots forth from your outstretched fingertips. Each creature in a 15 ft. cone must make a Dexterity resisted damage save against 2d6 fire damage. The fire ignites any flammable objects in the area that aren't worn or carried.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 wounds for each two slot levels above 1st.

Charm Person
1st-level mannaz rune

Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: 1 hour

You attempt to charm a humanoid that you can see within range. It must make a Wisdom saving throw, and does so with advantage if you or your companions are fighting it. If it fails the saving throw, it is **charmed** until the spell ends or until you or your companions do anything harmful to it. The charmed creature regards you as a friendly acquaintance. When the spell ends, the creature knows you charmed it.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, target one additional creature for each slot level above 1st. The creatures must be within 30 feet of each other when you target them.

Color Spray

1st-level dagaz rune

Casting Time: 1 action
Range: Self (15 ft. cone)
Components: V, S, M (a pinch of powder or sand that is colored red, yellow, and blue)
Duration: 1 round

A dazzling display of flashing, colored light springs from your hand. Roll 6d10; the total is how many vigor points of the targeted creatures this spell affects. Creatures in a 15 ft. cone originating from you are affected in ascending order of their current vigor (ignoring **unconscious** creatures and creatures that can't see).

Starting with the creature with the lowest current vigor, each creature affected by this spell is **blinded** until the spell ends. Subtract each creature's vigor from the total before moving on to the creature with the next lowest vigor. A creature's vigor must be equal to or less than the remaining total for that creature to be affected.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, roll an additional 2d10 for each slot level above 1st.

Comprehend Languages

1st-level ansuz rune (ritual)

Casting Time: 1 action
Range: Self
Components: V, S, M (a pinch of soot and salt)
Duration: 1 hour

For the duration, you understand the literal meaning of any spoken language that you hear. You also understand any written language that you can see, even if you are illiterate! You must be touching the surface on which the words are written. It takes about 1 minute to read one page of text.

This spell doesn't decode secret messages in a text or a glyph, such as an arcane sigil, that isn't part of a written language.

Create or Destroy Water

1st-level gebo rune

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a drop of water if creating water or a few grains of sand if destroying it)
Duration: Instantaneous

You either create or destroy water.

- **Create Water.** You create up to 10 gallons of clean water in an open container within range. Alternatively, the water falls as rain in a 30-foot cube within range, extinguishing exposed flames in the area.
- **Destroy Water.** You destroy up to 10 gallons of water in an open container within range. Alternatively, you destroy fog in a 30-foot cube within range.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you create or destroy 10 additional gallons of water, or the size of the cube increases by 5 feet, for each slot level above 1st.

Cure Wounds

1st-level jera rune

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Instantaneous

A creature you touch is healed of wounds equaling 1d8 + your spellcasting ability modifier. If the caster chooses, the spell also stabilizes or removes the **injured** and **unconscious** conditions from the target creature. This spell has no effect on undead or constructs. Once wounds are healed, the spell restores vigor at 1 vigor restored per healing point remaining.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the healing increases by one point for each slot level above 1st. Cast with a 3rd level slot, 2 vigor are restored per remaining healing point.

Detect Evil and Good

1st-level ansuz rune

Casting Time: 1 action
Range: Self
Components: V, S
Duration: Concentration, up to 10 minutes

For the duration, you know if there is a celestial, elemental, fae, fiend, or undead within 30 feet of you, as well as where the creature is located. Similarly, you know if there is a place or object within 30 feet of you that has been magically consecrated or desecrated.

The spell penetrates most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

Detect Magic

1st-level ansuz rune (ritual)

Casting Time: 1 action
Range: Self
Components: V, S
Duration: Concentration, up to 10 minutes

For the duration, you sense the presence of magic within 30 feet of you. If you sense magic in this way, you can use your action to see a faint aura around any visible creature or object bearing magic in the area, and you learn its runic origin, if any.

The spell penetrates most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

Detect Poison and Disease

1st-level ansuz rune (ritual)

Casting Time: 1 action
Range: Self
Components: V, S, M (a yew leaf)
Duration: Concentration, up to 10 minutes

For the duration, you sense the presence and location of poisons, poisonous creatures, and diseases within 30 feet of you. You also identify the kind of poison, poisonous creature, or disease in each case.

The spell penetrates most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

Detect Thoughts

2nd-level ansuz rune

Casting Time: 1 action
Range: Self
Components: V, S, M (a copper piece)
Duration: Concentration, up to 1 minute

For the duration, you can read the thoughts of certain creatures. When you cast the spell and as your action on each turn, and until the spell ends, you can focus your mind on any one creature within 30 feet of you that you can see. Creatures with an Intelligence of 3 or lower, or those that speak no language, are unaffected.

You initially learn the surface thoughts of the creature—what is most on its mind in that moment. As an action, you can either shift your attention to another creature's thoughts or attempt to probe deeper into the same creature's mind. If you probe deeper, the target must make a Wisdom saving throw. If it fails, you gain insight into its reasoning (if any), its emotional state, and anything looming large in its mind (such as something it worries over, loves, or hates). If it succeeds, the spell ends. Either way, the target knows that something is probing into its mind, and unless you shift your attention to another creature's thoughts, the creature can use its action on its turn to make an Intelligence check contested by your Intelligence check; if it succeeds, the spell ends.

Questions verbally directed at the target creature naturally shape the course of its thoughts, so this spell is particularly effective as part of an interrogation.

You can also use this spell to detect the presence of thinking creatures you can't see. When you cast the spell as your action during the duration, you search for thoughts within 30 feet of you. The spell can penetrate barriers, but 2 feet of rock, a thin sheet of lead, or 2 inches of any other metal blocks you. You can't detect creatures with an Intelligence of 3 or lower, or ones that don't speak any language.

Once you detect the presence of a creature in this way, you can read its thoughts for the rest of the duration as described above, even if you can't see it, though it must still be within range.

Disguise Self
1st-level dagaz rune

Casting Time: 1 action
Range: Self
Components: V, S
Duration: 1 hour

You make yourself—including your clothing, armor, weapons, and other belongings on your person—look different until the spell ends or until you use your action to dismiss it. You can seem up to 1 foot shorter or taller and can appear thin, fat, or in between. You can't change your body type, so you must adopt a form that has the same basic arrangement of limbs. Otherwise, the extent of the illusion is up to you.

The changes wrought by this spell fail to hold up to physical inspection. For example, if you use this spell to add a hat to your outfit, objects pass through the hat, and anyone touching it would feel nothing or would feel your head and hair. If you use this spell to appear thinner than you are, the hand of someone who reaches out to touch you would bump into you while seemingly still in midair.

To discern that you are disguised, a creature can use its action to inspect your appearance and must succeed on an Intelligence (Investigation) check against your spell save DC.

Divine Favor
1st-level thurisaz rune

Casting Time: 1 bonus action
Range: Self
Components: V, S
Duration: Concentration, up to 1 minute

Your prayer empowers you with divine radiance. Until the spell ends, your weapon's attack damage type becomes radiant damage.

Entangle
1st-level ehwaz rune

Casting Time: 1 action
Range: 90 feet
Components: V, S
Duration: Concentration, up to 1 minute

Grasping weeds and vines sprout from the ground in a 20-foot square starting from a point within range. For the duration, these plants turn the ground in the area into difficult terrain.

A creature in the area under the spell's effect is attacked each round by a mundane spell attack; the attack bonus equals the spell attack bonus (your spell attribute modifier plus your proficiency). On a hit, the vines inflict control damage of 1d8 + the spell attribute modifier. The target may try to pull free with an attack of his own against a Hit DC equal to the caster's spell save DC—success removes the target's usual grappling damage as a reduction in Control. See the **Control Point Effects** table for the effects of Control Points.

When the spell ends, the conjured plants wilt away.

Faerie Fire
1st-level thurisaz rune

Casting Time: 1 action
Range: 60 feet
Components: V
Duration: Concentration, up to 1 minute

Each object in a 20-foot cube within range is outlined in your choice of blue, green, or violet light. Any creature in the area when the spell is cast is also outlined in light if it fails a Dexterity saving throw. For the duration, objects and affected creatures shed dim light in a 10-foot radius.

Any attack roll against an affected creature or object has advantage if the attacker can see it, and the affected creature or object can't benefit from being **invisible**.

Feather Fall
1st-level gebo rune

Casting Time: 1 reaction, which you take when you or a creature within 60 feet falls.
Range: 60 feet
Components: V, M (a small feather or piece of down)
Duration: 1 minute

Choose up to five falling creatures within range. A falling creature's rate of descent slows to 60 feet per round until the spell ends. If the creature lands before the spell ends, it takes no falling damage and lands on its feet; the spell ends for that creature. If the spell ends before the creature reaches the ground, recalculate any falling damage as if the fall began from the height at which the spell ended.

Fog Cloud

1st-level ehwaz rune

Casting Time: 1 action
Range: 120 feet
Components: V, S
Duration: Concentration, up to 1 hour

You create a 20-foot-radius sphere of fog centered on a point within range. The sphere spreads around corners, and its area is heavily obscured. It lasts for the duration or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the radius of the fog increases by 20 feet for each slot level above 1st.

Goodberry

1st-level transmutation

Casting Time: 1 action
Range: Touch
Components: V, S, M (a sprig of mistletoe)
Duration: Instantaneous

With a quick prayer, 2d4+2 large berries, infused with magic for the duration, appear in your hand. Eating a berry costs an action and restores 1 vigor; each berry replaces one meal.

The berries lose their potency if not consumed within 24 hours of the casting of this spell.

Grease

1st-level ehwaz rune

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a bit of pork rind or butter)
Duration: 1 minute

Slick grease covers the ground in a 10-foot square centered on a point within range, turning it into difficult terrain for the duration.

When the *grease* appears, each creature standing in its area must succeed on a Dexterity saving throw or fall **prone**. A creature entering the area or ending its turn there must also succeed on a Dexterity saving throw or fall **prone**.

Guiding Bolt

1st-level thurisaz rune

Casting Time: 1 action
Range: 120 feet
Components: V, S
Duration: 1 round

A sliver of light streaks toward a creature of your choice within range. Make a swift spell attack against the target. On a hit, the target takes 2d6 radiant damage, and, thanks to mystical dim light glittering on the target, the next attack roll made against this target by any creature before the end of your next turn has advantage. Armor protects at half DR vs radiant damage. A shield may be used to block the damage, but does not counter the guiding effect.

At Higher Levels. When you cast this spell using a higher-level spell slot, the damage increases by 1d6 for each two slot levels above 1st.

Hellish Rebuke

1st-level thurisaz rune

Casting Time: 1 reaction, which you take in response to being damaged by a creature within 60 feet of you that you can see
Range: 60 feet
Components: V, S
Duration: Instantaneous

You point your finger, and the creature that damaged you is momentarily surrounded by hellish flames. The creature must make a Dexterity saving throw. It takes 2d10 fire damage 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 1d10 for each slot level above 1st.

Heroism

1st-level mannaz rune

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Concentration, up to 1 minute

Imbue a willing creature you touch with bravery. Until the spell ends, the creature is immune to being **frightened** and gains temporary vigor equal to your spellcasting ability modifier at the start of each of its turns. When the spell ends, the target loses any remaining temporary vigor from this spell.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, target one additional creature for each slot level above 1st.

Identify

1st-level ansuz rune (ritual)

Casting Time: 1 minute
Range: Touch
Components: V, S, M (a pearl worth at least 100 gp and an owl feather)
Duration: Instantaneous

Choose one object that you touch throughout the casting of the spell. If it is a magic item or some other magic-imbued object, you learn its properties and how to use them, whether it requires attunement, and how many charges it has, if any. You learn whether any spells affect the item and what they are. If a spell created the item, you learn which spell created it.

If you touch a creature throughout the casting, you learn what spells, if any, currently affect it.

Inflict Wounds

1st-level jera rune

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Instantaneous

Make a touch spell attack against a creature you can reach. On a hit, the target takes 2d6 necrotic damage.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each two slot levels above 1st.

Mage Armor

1st-level algiz rune

Casting Time: 1 action
Range: Touch
Components: V, S, M (a piece of leather, bronze, or iron)
Duration: 8 hours

You touch a willing creature, and a protective magical force surrounds it until the spell ends. The target magically gains one point of mundane Damage Reduction (DR) per spell slot level used; this stacks with any armor worn. The spell ends after its duration, or if you dismiss the spell as an action.

Magic Missile

1st-level thurisaz rune

Casting Time: 1 action
Range: 120 feet
Components: V, S
Duration: Instantaneous

You create and launch two glowing darts of magical force. Each dart hits your choice of creature within range that you can see. A dart deals 1d4 force damage to its target. The darts all strike simultaneously, and can be directed to hit one creature or several. They never miss: there is no saving throw or attack roll, and mundane armor does not protect (see below).

Armor and Penetration. The *magic missile* is treated as a magical weapon using 1st or 2nd level spell slots, as +1 for level 3-5, +2 for spell slots of 6th-8th level, and +3 at 9th level.

At Higher Levels. Casting this spell using a higher-level spell slot produces a single extra missile for each two spell slot levels above 1st. Casting *magic missile* with a 9th level spell slot launches 6 *magic missile*s.

Protection from Evil and Good

1st-level algiz rune

Casting Time: 1 action
Range: Touch
Components: V, S, M (holy water or powdered silver and iron, which the spell consumes)
Duration: Concentration up to 10 minutes

Until the spell ends, one willing creature you touch is protected against celestials, elementals, fae, fiends, and undead.

The protection grants several benefits. The designated creatures have disadvantage on attack rolls against the target, nor can the target be **charmed**, **frightened**, or possessed by them. If the target is already **charmed**, **frightened**, or possessed by such a creature, the target has advantage on any new saving throw against the relevant effect.

Purify Food and Drink

1st-level gebo rune (ritual)

Casting Time: 1 action
Range: 10 feet
Components: V, S
Duration: Instantaneous

All nonmagical food and drink is purified and rendered free of poison and disease within a 5 ft.-radius sphere centered on a point within range.

Sanctuary

1st-level algiz rune

Casting Time: 1 bonus action
Range: 30 feet
Components: V, S, M (a small silver mirror)
Duration: 1 minute

You ward a creature within range against attack. Until the spell ends, any creature targeting the warded creature with an attack or a harmful spell must first make a Wisdom saving throw. On a failed save, the creature chooses a new target or loses the attack or spell. This spell doesn't protect the warded creature from area effects, such as the explosion of a *fireball*.

If the warded creature makes an attack or casts a spell affecting an enemy creature, the spell ends.

Shield

1st-level algiz rune

Casting Time: 1 reaction, which you take when you are hit by an attack or targeted by the *magic missile* spell
Range: Self
Components: V, S
Duration: 1 round

An invisible barrier of magical force appears and steers attacks away from you. Until the start of your next turn, you have a +4 bonus to Threat DC, including against the triggering attack, and you take no damage from *magic missile*. The boost to Threat DC stacks with mundane shields if you cast this spell while wielding one!

Shield of Faith

1st-level algiz rune

Casting Time: 1 bonus action
Range: 60 feet
Components: V, S, M (a small parchment with a bit of holy text written on it)
Duration: Concentration, up to 10 minutes

A shimmering field appears and surrounds a creature that you can see within range, granting it a +2 bonus to Threat DC for the duration.

Silent Image

1st-level dagaz rune

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a bit of fleece)
Duration: Concentration, up to 10 minutes

You create the image of an object, a creature, or some other visible phenomenon that is no larger than a 15 ft. cube. The image appears at a spot within range and lasts for the duration. The image is purely visual; sound, smell, or other sensory effects do not accompany it.

You can use your action to move the image to any spot within range. As the image changes location, you can alter its appearance so that its movements appear natural for the image.

Because things pass through it, physical interaction with the image reveals it to be an illusion, A creature using its action to examine the image determines that it is an illusion with a successful Intelligence (Investigation) check against your spell save DC. If a creature discerns the illusion for what it is, it sees through the image.

Sleep

1st-level mannaz rune

Casting Time: 1 action
Range: 90 feet
Components: V, S, M (a pinch of fine sand, rose petals, or a cricket)
Duration: 1 minute

This spell sends creatures into a magical slumber. Roll 5d8; the total is how many vigor points of the targeted creatures this spell affects. Creatures within 20 feet of a point you choose within range are affected in ascending order of their current vigor (ignoring **unconscious** creatures).

Starting with the creature that has the lowest current vigor, each creature affected by this spell falls **unconscious** until the spell ends, the sleeper takes damage, or someone uses an action to shake or slap the sleeper awake. Subtract each creature's vigor from the total before moving on to the creature with the next lowest vigor. A creature's vigor must be equal to or less than the remaining total for that creature to be affected.

Undead and creatures immune to being **charmed** aren't affected by this spell.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, roll an additional 2d8 for each slot level above 1st.

Speak with Animals
1st-level ansuz rune (ritual)

Casting Time: 1 action
Range: Self
Components: V, S
Duration: 10 minutes

You can comprehend and verbally communicate with beasts for the duration. Lack of intelligence limits the knowledge and awareness of many beasts, but at minimum beasts give you information about nearby locations and monsters, including whatever they perceive or have perceived within the past day. You might be able to persuade a beast to perform a small favor for you, at the GM's discretion. Pay close attention to the sensory limitations of the chosen animals!

Thunderwave
1st-level thurisaz rune

Casting Time: 1 action
Range: Self (15 ft. cube)
Components: V, S
Duration: Instantaneous

A wave of thunderous force sweeps out from you. Each creature in a 15 ft. cube originating from you must make a Constitution resisted damage save against 1d8 thunder damage. On a failed save the target is pushed 10 feet away from you.

Additionally, unsecured objects completely within the area of effect are automatically pushed 10 feet away from you, and the spell emits a thunderous boom audible up to 300 feet.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 for each two slot levels above 1st.

Word of Vigor
1st-level jera rune

Casting Time: 1 bonus action
Range: 60 feet
Components: V
Duration: Instantaneous

A creature of your choice that you can see within range regains vigor equal to 1d6 + your spellcasting ability modifier. This spell has no effect on undead or constructs.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the vigor increases by 1d6 for each slot level above 1st.

2nd Level Spells

Acid Arrow
2nd-level thurisaz rune

Casting Time: 1 action
Range: 90 feet
Components: V, S, M (powdered rhubarb leaf and an adder's stomach)
Duration: Instantaneous

A shimmering green arrow streaks toward a target within range and bursts in a spray of acid. Make a swift spell attack against the target. If the Threat DC is met, the arrow splashes the target for 1d6 acid damage. If the Hit DC is met, the target takes 2d6 acid damage immediately and 1d6 acid damage at the end of its next turn. Armor protects at half value in both cases.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage (both initial and later) increases by 1d6 for each two slot levels above 2nd.

Alter Self
2nd-level gebo rune

Casting Time: 1 action
Range: Self
Components: V, S
Duration: Concentration, up to 1 hour

You assume a different form. When you cast the spell, choose one of the following options, the effects of which last for the duration of the spell. While the spell lasts, you can end one option as an action to gain the benefits of a different one.

- **Aquatic Adaptation.** You adapt your body to an aquatic environment, sprouting gills and growing webbing between your fingers. You can breathe underwater and gain a swimming speed equal to your walking speed.

- **Change Appearance.** You transform your appearance. You decide what you look like, including your height, weight, facial features, sound of your voice, hair length, coloration, and distinguishing characteristics. You can make yourself appear as a member of another race, though none of your statistics change. You can't appear as a creature of a different size than you, and your basic shape stays the same; for instance, if you're bipedal, you can't use this spell to become quadrupedal. At any time

for the duration of the spell, you can use your action to change your appearance again.

- **Natural Weapons.** You grow claws, fangs, spines, horns, or a different natural weapon of your choice. Your unarmed strikes deal 1d6 bludgeoning, piercing, or slashing damage, as appropriate to the natural weapon chosen; you are proficient with your unarmed strikes. The natural weapon counts as magical and you have a +1 bonus to attack and damage rolls when using it.

Arcane Lock
2nd-level algiz rune

Casting Time: 1 action
Range: Touch
Components: V, S, M (gold dust worth at least 25 gp, which the spell consumes)
Duration: Until dispelled

You touch a closed door, window, gate, chest, or other entryway, and it becomes locked for the duration. You and the creatures you designate when you cast this spell can open the object normally. You can also set a password that, when spoken within 5 feet of the object, suppresses this spell for 1 minute. Otherwise, it is impassable until broken or the spell is dispelled or suppressed. Casting *knock* on the object suppresses *arcane lock* for 10 minutes.

While affected by this spell, the object is more difficult to break or force open; the DC to break it increases by 10.

Barkskin
2nd-level gebo rune

Casting Time: 1 action
Range: Touch
Components: V, S, M (a handful of oak bark)
Duration: Concentration, up to 1 hour

You touch a willing creature. Until the spell ends, the target's skin has a rough, bark-like appearance, and the target's Damage Reduction increases by 4. The Damage Reduction counts as mundane, non-magical armor.

Blindness/Deafness
2nd-level jera rune

Casting Time: 1 action
Range: 30 feet
Components: V
Duration: 1 minute

You can blind or deafen a foe. Choose one creature within range that you can see to make a Constitution saving throw. If it fails, the target is either **blinded** or **deafened** for the duration. At the end of each of its turns, the target makes a Constitution saving throw. On a success, the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, target one additional creature for each slot level above 2nd.

Blur
2nd-level dagaz rune

Casting Time: 1 action
Range: Self
Components: V
Duration: Concentration, up to 1 minute

Your body becomes blurred, shifting and wavering to all who see you. For the duration, any creature has disadvantage on attack rolls against you. An attacker is immune to this effect if it doesn't rely on sight, as with blindsight, or can see through illusions, as with **truesight**.

Calm Emotions
2nd-level mannaz rune

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Concentration, up to 1 minute

You attempt to suppress strong emotions in a group of people. Each humanoid in a 20-foot-radius sphere centered on a point you choose within range must make a Charisma saving throw; a creature can choose to fail this saving throw if it wishes. If a creature fails its saving throw, choose one of the following two effects:

- You suppress any effect causing a target to be **charmed** or **frightened**. When this spell ends, any suppressed effect resumes if its duration has not expired.

- You make a target indifferent about creatures of your choice toward which it is hostile. This indifference ends if the target is attacked or harmed by a spell or if it witnesses any of its friends being harmed. When the spell ends, the creature becomes hostile again, unless the GM rules otherwise.

Continual Flame

2nd-level thurisaz rune

Casting Time: 1 action
Range: Touch
Components: V, S, M (ruby dust worth 50 gp, which the spell consumes)
Duration: Until dispelled

A flame, equivalent in brightness to a torch, springs forth from an object that you touch. The effect looks like a regular flame, but it creates no heat and doesn't use oxygen. A *continual flame* can be covered or hidden but not smothered or quenched.

Darkness

2nd-level thurisaz rune

Casting Time: 1 action
Range: 60 feet
Components: V, M (bat fur and a drop of pitch or piece of coal)
Duration: Concentration, up to 10 minutes

Magical *darkness* spreads from a point you choose within range to fill a 15 ft.-radius sphere for the duration. The *darkness* spreads around corners. A creature with darkvision can't see through this *darkness*, and nonmagical light can't illuminate it.

If the point you choose is on an object you are holding or one that isn't being worn or carried, the *darkness* emanates from the object and moves with it. Completely covering the source of the *darkness* with an opaque object, such as a bowl or a helm, blocks the *darkness*.

If any of this spell's area overlaps with an area of *light* created by a spell of 2nd level or lower, the spell that created the light is dispelled.

Darkvision

2nd-level gebo rune

Casting Time: 1 action
Range: Touch
Components: V, S, M (either a pinch of dried carrot or an agate)
Duration: 8 hours

You touch a willing creature to grant it the ability to see in the dark. For the duration, that creature has darkvision out to a range of 60 feet.

Enhance Ability

2nd-level gebo rune

Casting Time: 1 action
Range: Touch
Components: V, S, M (fur or a feather from a beast)
Duration: Concentration, up to 1 hour.

You touch a creature and bestow upon it a magical enhancement. Choose one of the following effects; the target gains that effect until the spell ends.

- **Bear's Endurance.** The target has advantage on Constitution checks. It also gains 2d6 temporary vigor, which are lost when the spell ends.
- **Bull's Strength.** The target has advantage on Strength checks, and their carrying capacity doubles.
- **Cat's Grace.** The target has advantage on Dexterity checks. If it isn't **incapacitated**, it doesn't take damage from falling 20 feet or less.
- **Eagle's Splendor.** The target has advantage on Charisma checks.
- **Fox's Cunning.** The target has advantage on Intelligence checks.
- **Owl's Wisdom.** The target has advantage on Wisdom checks.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd.

Enlarge/Reduce

2nd-level gebo rune

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a pinch of powdered iron)
Duration: Concentration, up to 1 minute

You cause a creature or an object within range that you can see to grow larger or smaller for the duration. Choose either a creature, or an object that is neither worn nor carried. If the target is unwilling, it may make a Constitution saving throw. On a success, the spell has no effect.

If the target is a creature, everything it wears and carries changes size with it. Any item dropped by an affected creature returns to normal size at once.

Enlarge. The target's size doubles in all dimensions, and its weight multiplies by eight. This growth increases its size by one category—from Medium to Large, for example. If there isn't enough room for the target to double its size, the creature or object attains the maximum possible size in the space available. Until the spell ends, the target also has advantage on Strength checks and Strength saving throws. The target's weapons grow

to match its new size. While enlarged, attacks with these weapons increase damage by 1d4 per die of damage (a 1d4 weapon increases to 2d4; a 2d6 attack grows to 2d6+2d4).

Reduce. The target's size is halved in all dimensions, and its weight becomes one-eighth of normal. This reduction decreases its size by one category—from Medium to Small, for example. Until the spell ends, the target also has disadvantage on Strength checks and Strength saving throws. The target's weapons shrink to match its new size. While reduced, attacks with these weapons drop by two die size types: 1d8 drops to 1d4, 3d8 down to 3d4, and the small-die size progression is d6, d4, d3, d2, and 1 point.

Enthrall
2nd-level mannaz rune

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: 1 minute

You weave a distracting string of words, causing creatures of your choice that you see within range—and that can hear you—to make a Wisdom saving throw. Any creature that can't be charmed automatically succeeds on this saving throw, and if you or your companions are fighting a creature, it has advantage on the save. On a failed save, the target has disadvantage on Wisdom (Perception) checks made to perceive any creature other than you until the spell ends or until the target no longer hears you. The spell ends if you are **incapacitated** or can no longer speak.

Find Traps
2nd-level ansuz rune

Casting Time: 1 action
Range: 120 feet
Components: V, S
Duration: Instantaneous

You sense the presence of any trap within range and line of sight. A trap, for this spell, includes anything inflicting a sudden or unexpected effect you consider harmful or undesirable, and which was specifically intended as such by its creator. Thus, the spell would sense an area affected by the *alarm* spell, a *glyph of warding*, or a mechanical pit trap, but it would not reveal a natural weakness in the floor, an unstable ceiling, or a hidden sinkhole.

This spell only reveals that a trap is present. You don't learn the location of each trap, but you do learn the general nature of the danger posed by a trap you sense.

Flame Blade
2nd-level thurisaz rune

Casting Time: 1 bonus action
Range: Self
Components: V, S, M (leaf of sumac)
Duration: Concentration, up to 10 minutes

You evoke a fiery blade in your free hand. The blade is similar in size and shape to a scimitar, and it lasts for the duration. If you let go of the blade, it disappears, but you can evoke the blade again as a bonus action. You are considered proficient with this blade while wielding it.

You can use your action to make a regular melee attack with the fiery blade, dealing 3d6 fire damage on a successful hit.

The flaming blade sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for every two slot levels above 2nd.

Flaming Sphere
2nd-level ehwaz rune

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a bit of tallow, a pinch of brimstone, and a dusting of powdered iron)
Duration: Concentration, up to 1 minute

A 5 ft.-diameter sphere of fire appears in an unoccupied space of your choice within range and lasts for the duration. Any creature ending its turn within 5 feet of the sphere must make a Dexterity resisted damage save against 1d6 fire damage.

As a bonus action, you can move the sphere up to 30 feet. If you ram the sphere into a creature, that creature must make a saving throw against the sphere's damage, and the sphere stops moving this turn.

When you move the sphere, you can direct it over barriers up to 5 feet tall and jump it across pits up to 10 feet wide. The sphere ignites flammable objects not being worn or carried, and it sheds bright light in a 20-foot radius and dim light for an additional 20 feet.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d6 for each two slot levels above 2nd.

Gentle Repose
2nd-level jera rune (ritual)

Casting Time: 1 action
Range: Touch
Components: V, S, M (a pinch of salt and one copper piece placed on each of the corpse's eyes, which must remain there for the duration)
Duration: 10 days

You touch a corpse or some other remains. For the duration, the target is protected from decay and can't become undead.

The spell extends the time limit on raising the target from the dead: days spent under the influence of this spell don't count against the time limit of spells such as raise dead.

Gust of Wind
2nd-level thurisaz rune

Casting Time: 1 action
Range: Self (60-foot line)
Components: V, S, M (a legume seed)
Duration: Concentration, up to 1 minute

A line of strong wind 60 feet long and 10 feet wide blasts from you in a direction you choose for the spell's duration. Each creature starting its turn in the line must succeed on a Strength saving throw or be pushed 15 feet away from you in a direction following the line.

Any creature in the line must spend 2 feet of movement for every 1 foot it moves when moving closer to you.

The gust disperses gas or vapor, and it extinguishes candles, torches, and similar unprotected flames in the area. It causes protected flames, such as those of lanterns, to dance wildly and has a 50 percent chance to extinguish them.

As a bonus action on each of your turns before the spell ends, you can change the direction in which the line blasts from you.

Hold Person
2nd-level mannaz rune

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a small, straight piece of iron)
Duration: Concentration, up to 1 minute

Choose a humanoid within range that you see. The target must succeed on a Wisdom saving throw or be **paralyzed** for the duration. At the end of each of its turns, the target makes another Wisdom saving throw. On a success, the spell ends for the target.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can target one additional humanoid for each slot level above 2nd. The humanoids must be within 30 feet of each other when targeted.

Invisibility
2nd-level dagaz rune

Casting Time: 1 action
Range: Touch
Components: V, S, M (an eyelash encased in the hardened sap of an ash tree)
Duration: Concentration, up to 1 hour

A creature you touch, including anything it wears or carries, becomes **invisible** until the spell ends. The spell ends for a target that attacks or casts a spell.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd.

Knock
2nd-level gebo rune

Casting Time: 1 action
Range: 60 feet
Components: V
Duration: Instantaneous

Choose an object within range that you see. The object can be a door, a box, a chest, a set of manacles, a padlock, or another object that has a mundane or magical means to prevent access.

A target held shut by a mundane lock, or that is stuck or barred, becomes unlocked, unstuck, or unbarred. If the object has multiple locks, only one of them is unlocked.

If the target is held shut with *arcane lock*, that spell is suppressed for 10 minutes, during which time the target opens and shuts normally.

When you cast the spell, a loud knock, audible up to 300 feet, emanates from the target object.

Lesser Restoration

2nd-level algiz rune

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Instantaneous

You touch a creature and can end either one disease or one of the following conditions afflicting it: **blinded**, **deafened**, **injured**, **paralyzed**, or poisoned.

Levitate

2nd-level gebo rune

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (either a small leather loop)
Duration: Concentration, up to 10 minutes

One creature or object of your choice that you can see rises vertically, up to 20 feet, and remains suspended there. The spell can levitate a target weighing up to 500 pounds. An unwilling creature succeeding on a Constitution saving throw is unaffected.

The target can move only by pushing or pulling against a fixed object or surface, which allows it to move as if it were climbing. You can change the target's altitude by up to 20 feet in either direction on your turn. If you are the target, you can move up or down as part of your move. Otherwise, you can use your action to move the target, which must remain within the spell's range.

When the spell ends, the target, if still aloft, floats gently to the ground.

Magic Mouth

2nd-level dagaz rune (ritual)

Casting Time: 1 minute
Range: 30 feet
Components: V, S, M (a small bit of honeycomb and jade dust worth at least 10 gp, which the spell consumes)
Duration: Until dispelled

You implant a message within an object in range, which will be uttered aloud when a trigger condition is met. Choose an object that you can see and that isn't being worn or carried by another creature. Speak the message, which must be 25 words or fewer; it can be delivered all at once, or bit-by-bit over as long as 10 minutes. Finally, determine the circumstance that triggers the spell.

When that circumstance occurs, a magical mouth appears on the object and recites the message in your voice and at the same volume you spoke. If the object has a mouth or something that looks like a mouth (for example, the mouth of a statue), the magical mouth appears there so that the words appear to come

from the object's mouth. When you cast this spell, you choose whether the spell ends after it delivers its message, or repeats it whenever triggered.

The triggering circumstance can be as general or as detailed as you like, though it must be based on visible or audible conditions occurring within 30 feet of the object. For example, instruct the mouth to speak when any creature moves within 30 feet of the object or when a silver bell rings within 30 feet of it.

Magic Weapon

2nd-level gebo rune

Casting Time: 1 bonus action
Range: Touch
Components: V, S
Duration: Concentration, up to 1 hour

You touch a nonmagical weapon. Until the spell ends, that weapon becomes a magical weapon.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the magical bonus and potency increase to +1. You may also increase the level of the spell slot to provide time that the weapon remains magical without having to concentrate. Each spell-slot level gives 20 minutes without requiring concentration. So, a 2nd level slot makes a weapon magical for 20 minutes, followed by 40 minutes during which the caster must concentrate.
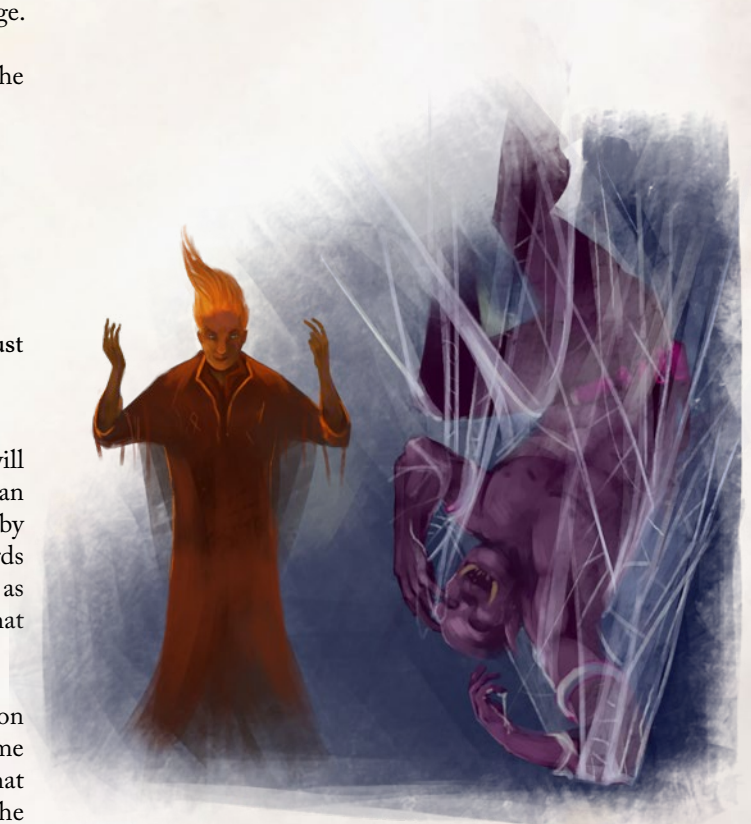
Mirror Image
2nd-level dagaz rune

Casting Time: 1 action
Range: Self
Components: V, S
Duration: 1 minute

Three illusory duplicates of yourself appear in your space. Until the spell ends, the duplicates move with you and mimic your actions, shifting position so it's impossible to track which image is real. You can use your action to dismiss the illusory duplicates.

Each time a creature targets you with an attack during the spell's duration, roll a d20 to determine whether the attack instead targets one of your duplicates.

If you have three duplicates, roll a 6 or higher to change the attack's target to a duplicate. With two duplicates, roll an 8 or higher. With one duplicate, roll an 11 or higher.

A duplicate's Threat DC is equal to the caster's, but does not get the benefit of shields or spell enhancements (those are part of the illusion). Its Hit DC is equal to its Threat DC + 4 (it gains no benefit from proficiency). If an attack hits a duplicate, the duplicate is destroyed. A duplicate is only destroyed by an attack that *hits*; it appears to dodge out of the way if only the Threat DC is met. It ignores all other damage and effects. The spell ends when all three duplicates are destroyed.

A creature is unaffected by this spell if it can't see, if it relies on senses other than sight, such as blindsight, or if it can perceive illusions as false, as with **truesight**.

Misty Step
2nd-level ehwaz rune

Casting Time: 1 bonus action
Range: Self
Components: V
Duration: Instantaneous

Briefly surrounded by silvery mist, you teleport up to 30 feet to an unoccupied space that you can see.

Moonbeam
2nd-level thurisaz rune

Casting Time: 1 action
Range: 120 feet
Components: V, S, M (several seeds of any moonseed plant and a piece of opalescent feldspar)
Duration: Concentration, up to 1 minute

A silvery beam of pale light shines down in a 5 ft.-radius, 40-foot-high cylinder centered on a point within range. Until the spell ends, dim light fills the cylinder.

When a creature enters the spell's area for the first time on a turn, or starts its turn there, ghostly flames causing searing pain engulf it; it must make a Constitution resisted damage save against 1d12 radiant damage.

A shapechanger makes its saving throw with disadvantage. If it fails, it instantly reverts to its original form and can't assume a different form until it leaves the spell's light.

On each of your turns after you cast this spell, you can use an action to move the beam 60 feet in any direction.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d12 for each two slot levels above 2nd.

Pass without Trace
2nd-level algiz rune

Casting Time: 1 action
Range: Self
Components: V, S, M (ashes from a burned leaf of mistletoe and a sprig of spruce)
Duration: Concentration, up to 1 hour

A veil of shadows and silence radiates from you, masking you and your companions from detection. For the duration, each creature you choose within 30 feet of you (including you) has a +10 bonus to Dexterity (Stealth) checks and can't be tracked except by magical means. A creature receiving this bonus leaves behind no tracks or other traces of its passage.

Prayer of Healing
2nd-level jera rune

Casting Time: 10 minutes
Range: 30 feet
Components: V
Duration: Instantaneous

Up to six creatures of your choice that you see each heal wounds equal to 1d8 + your spellcasting ability modifier. It may simultaneously stabilize a creature, or remove the **injured** or

unconscious conditions as well, as the caster chooses. This spell has no effect on undead or constructs.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the healing increases by one point for each slot level above 2nd.

Restore Vigor. Any points of healing remaining after all the target's wounds are healed restore vigor equal to half the value of the spell slot used to cast the spell for each point (round up: 2nd- and 3rd-level slots restore 2 vigor per point of healing). This spell can be used to restore vigor on an unwounded creature.

Protection from Poison
2nd-level algiz rune

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: 1 hour

You touch a creature. If it is poisoned, you neutralize the poison. If more than one poison afflicts the target, you neutralize one poison that you know is present, or you neutralize one at random.

For the duration, the target has advantage on saving throws against being poisoned and has resistance to poison damage.

Ray of Enfeeblement
2nd-level jera rune

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Concentration, up to 1 minute

A black beam of enervating energy springs from your finger toward a creature within range. The target makes a Dexterity saving throw; if unsuccessful, until the spell ends it deals only half damage with weapon, unarmed, and grappling attacks that use Strength.

At the end of each of the target's turns, it can make a Constitution saving throw against the spell. On a success, the spell ends.

Scorching Ray
2nd-level thurisaz rune

Casting Time: 1 action
Range: 120 feet
Components: V, S
Duration: Instantaneous

You create three rays of heat and hurl them at targets within range. You can hurl them at one target or several.

Make a swift spell attack against the target, who suffers 1d6 fire damage on a hit.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, create one additional ray for each slot level above 2nd.

See Invisibility
2nd-level ansuz rune

Casting Time: 1 action
Range: Self
Components: V, S, M (a pinch of talc and a small sprinkling of powdered silver)
Duration: 1 hour

For the duration, you see **invisible** creatures and objects as if they were visible, and you can see into *Vanaheim* or *Svartalfheim* if a entrance to it is present. Ethereal creatures and objects appear ghostly and translucent.

Shatter
2nd-level thurisaz rune

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a chip of mica)
Duration: Instantaneous

A sudden loud ringing noise, painfully intense, erupts from a point of your choice within range. Each creature in a 10-foot-radius sphere centered on that point must make a Constitution spell damage save against 2d6 thunder damage. A creature made of inorganic material such as stone, crystal, or metal has disadvantage on this saving throw.

A nonmagical object that isn't being worn or carried also takes the damage if it's in the spell's area. Wooden shields automatically take one "hit."

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d6 for each slot level above 2nd.

Silence

2nd-level dagaz rune (ritual)

Casting Time: 1 action
Range: 120 feet
Components: V, S
Duration: Concentration, up to 10 minutes

For the duration, no sound can be created within or pass through a 20-foot-radius sphere centered on a point you choose within range. Any creature or object entirely inside the sphere is immune to thunder damage, and creatures are **deafened** while entirely inside it. Casting a spell that includes a verbal component is impossible there.

Spider Climb

2nd-level gebo rune

Casting Time: 1 action
Range: Touch
Components: V, S, M (a drop of bitumen and a spider)
Duration: Concentration, up to 1 hour

Until the spell ends, one willing creature you touch gains the ability to move up, down, and across vertical surfaces and upside down along ceilings, while leaving its hands free. The target gains a climbing speed equal to its walking speed.

Spiritual Weapon

2nd-level thurisaz rune

Casting Time: 1 bonus action
Range: 60 feet
Components: V, S
Duration: 1 minute

You create a floating, spectral weapon within range that lasts for the duration or until you cast this spell again. You can make a mundane spell attack against a creature within 5 feet of the weapon. A hit does 1d8 + your spellcasting ability modifier as force damage.

The spectral weapon has a magical potency of magical if cast with a 2nd or 3rd level slot. Weapons and shields with lower potency cannot be used for active defenses against the spell, but ones with equal or higher potency can be (a +2 weapon can parry, and thus convert to vigor, the blows from a magical, +1, or +2 potency spectral weapon).

As a bonus action on your turn, you can move the weapon up to 20 feet and repeat the attack against a creature within 5 feet of it.

The weapon takes whatever form you choose. Clerics of deities associated with a weapon (such as Donnar's hammer) make this spell's effect resemble that weapon.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 for every two slot levels above 2nd.

Suggestion

2nd-level mannaz rune

Casting Time: 1 action
Range: 30 feet
Components: V, M (a snake's tongue and either a bit of honeycomb or a drop of sweet oil)
Duration: Concentration, up to 8 hours

You suggest a course of activity (limited to a sentence or two) and magically influence a creature within range you can see and that can hear and understand you. Creatures immune to charm are unaffected. Requests must be worded so that the course of action sounds reasonable. Asking the creature to harm itself ends the spell.

The target must make a Wisdom saving throw. On a failed save, it pursues the course of action you described to the best of its ability. The suggested course of action can continue for the entire duration. The spell ends when the target finishes what it was asked to do.

You can also specify conditions that trigger a special activity during the duration. For example, you might suggest that a knight give her warhorse to the first beggar she meets. If the condition isn't met before the spell expires, the activity isn't performed.

If you or any of your companions damage the target, the spell ends.

Warding Bond

2nd-level algiz rune

Casting Time: 1 action
Range: Touch
Components: V, S, M (a pair of platinum rings worth at least 50 gp each, which you and the target must wear for the duration)
Duration: 1 hour

This spell wards a willing creature you touch, creating a mystic connection between you and the target until the spell ends. While the target is within 60 feet of you, it gains a +1 bonus to Threat DC and saving throws, and it has resistance to all damage. However, each time it takes wounds, you take the same number of wounds (the damage resistance applies to you both).

The spell ends if you fall **unconscious** or if you and the target become separated by more than 60 feet. It also ends if the spell is cast again on either of the connected creatures. You can dismiss the spell as an action.

Web

2nd-level ehwaz rune

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a bit of spider web)
Duration: Concentration, up to 1 hour

You conjure a mass of thick, sticky webbing at a point of your choice within range. The webs fill a 20-foot cube from that point for the duration. The webs are difficult terrain and lightly obscure their area.

If the webs aren't anchored between two solid masses (such as walls or trees) or layered across a floor, wall, or ceiling, the webs collapse, and the spell ends at the start of your next turn. Webs layered over a flat surface have a depth of 5 feet.

A creature starting its turn in the webs or entering them during its turn is attacked each round by a melee grappling attack with an attack bonus equal to the spell attack bonus (your spell attribute modifier plus your proficiency). The webs do 2d8 + the spell attribute modifier control damage on a hit. The target may try to pull free with an attack of its own against a Hit DC equal to the caster's spell save DC—success removes the target's usual grappling damage as a reduction in control. See the **Control Point Effects** table for the results.

The webs are flammable. Any 5 ft. cube of webs exposed to fire burns away in 1 round, dealing 2d4 mundane fire damage to any creature starting its turn in the fire.

Zone of Truth

2nd-level mannaz rune

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: 10 minutes

You create a magical zone that guards against deception in a 15 ft.-radius sphere centered on a point of your choice within range. Until the spell ends, a creature that enters the spell's area for the first time on a turn or starts its turn there must make a Charisma saving throw. On a failed save, a creature can't speak a deliberate lie while in the radius. You know whether each creature succeeds or fails on its saving throw.

An affected creature is aware of the spell and can thus avoid answering questions to which it would normally respond with a lie. Such a creature can be evasive in its answers if it remains within the boundaries of the truth.

3rd Level Spells

Aura of Righteous Fury

3rd-level thurisaz rune

Casting Time: 1 action
Range: Self
Components: V
Duration: Concentration, up to 1 minute

When cast, this spell infuses you with the power of the Aesir, bestowed by a patron such as Donnar, Ziu, Skaði, Heimdallr, or Valfreya, who are emblematic of justice, war, vengeance, and battle. If you or any allies within 30' successfully strike a hostile creature with a blow (hitting its armor or body), you inflict an additional 1d4 radiant damage (armor protects at half DR).

Beacon of Hope

3rd-level algiz rune

Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Concentration, up to 1 minute

This spell bestows hope and vitality. Choose any number of creatures within range. For the duration, each target has advantage on Wisdom saving throws and death saving throws, and regains the maximum number of points possible from any healing.

Bestow Curse

3rd-level jera rune

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Concentration, up to 1 minute

You touch a creature, and that creature must succeed on a Wisdom saving throw or become cursed for the duration of the spell. When you cast this spell, choose the nature of the curse from the following options:

- Choose one ability score. While cursed, the target has disadvantage on ability checks and saving throws made with that ability score.

- While cursed, the target has disadvantage on attack rolls against you.

- While cursed, the target must make a Wisdom saving throw at the start of each of its turns. If it fails, it wastes its action that turn doing nothing.

- While the target is cursed, your attacks and spells deal an extra 1d8 necrotic damage to the target.

A *remove curse* spell ends this effect. At the GM's discretion, you may choose an alternative curse effect, but it should be no more powerful than those described above. The GM has final say on a curse's effect.

At Higher Levels. If you cast this spell using a spell slot of 4th level or higher, the duration is concentration, up to 10 minutes. If you use a spell slot of 5th level or higher, the duration is 8 hours. If you use a spell slot of 7th level or higher, the duration is 24 hours. If you use a 9th level spell slot, the spell lasts until it is dispelled. Using a spell slot of 5th level or higher grants a duration that doesn't require concentration.

Blink

3rd-level gebo rune

Casting Time: 1 action
Range: Self
Components: V, S
Duration: 1 minute

Roll a d20 at the end of each of your turns for the duration of the spell. On a roll of 11 or higher, you vanish from your current plane of existence and appear in *Vanaheim* (the spell fails and the casting is wasted if you were already in one). At the start of your next turn, and if the spell ends while you are in *Vanaheim*, you return to an unoccupied space within 10 feet of the space from which you vanished that you can see. If no unoccupied space is available within that range, you appear in the nearest unoccupied space (chosen at random if more than one space is equally near). You can dismiss this spell as an action.

While in *Vanaheim*, you can see and hear the plane you originated from, which is cast in shades of gray. You can't see anything there more than 60 feet away. You can only affect and be affected by other creatures on that ethereal plane. Creatures that aren't in *Vanaheim* can't perceive you or interact with you, unless they have special powers (such as **truesight**).

Call Lightning

3rd-level ehwaz rune

Casting Time: 1 action
Range: 120 feet
Components: V, S
Duration: Concentration, up to 10 minutes

A storm cloud appears in the shape of a cylinder 10 feet tall with a 60-foot radius, centered on a point you can see 100 feet directly above you. The spell fails if you can't see a point in the air where the storm cloud could appear (for example, if you are in a room that can't accommodate the cloud).

When you cast the spell, choose a point within range you can see. A bolt of lightning flashes down from the cloud to that point. Each creature within 5 feet of that point must make a Dexterity resisted damage save against 2d8 lightning damage.

On each of your turns until the spell ends, you can use your action to call down lightning in this way again, targeting the same point or a different one.

If you are outdoors in stormy conditions when you cast this spell, the spell gives you control over the existing storm instead of creating a new one. Under such conditions, the spell's damage increases by 1d8.

At Higher Levels. When you cast this spell using a spell slot of 4th or higher level, the damage increases by 1d8 for each two slot levels above 3rd.

Clairvoyance
3rd-level ansuz rune

Casting Time: 10 minutes
Range: 1 mile
Components: V, S, M (a focus worth at least 100 gp, either a jeweled horn for hearing or a glass eye for seeing)
Duration: Concentration, up to 10 minutes

You create an invisible sensor within range in a location familiar to you (a place you have visited or seen before) or in an obvious location that is unfamiliar to you (such as behind a door, around a corner, or in a grove of trees). The sensor remains in place for the duration, and can't be attacked or otherwise interacted with.

When you cast the spell, you choose sight or hearing. You can use the chosen sense through the sensor as if you were in its space. As your action, you can switch between seeing and hearing.

A creature that can see the sensor (such as a creature benefiting from *see invisibility* or **truesight**) sees a luminous, intangible orb about the size of your fist.

Counterspell
3rd-level algiz rune

Casting Time: 1 reaction, which you take when you see a creature within 60 feet of you casting a spell
Range: 60 feet
Components: S
Duration: Instantaneous

You attempt to interrupt a creature in the process of casting a spell. If the creature is casting a spell of 3rd level or lower, its spell fails and has no effect. If it is casting a spell of 4th level or higher, make an ability check using your spellcasting ability. The DC equals 10 + the spell's level. On a success, the creature's spell fails and has no effect.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the interrupted spell has no effect if its level is less than or equal to the level of the spell slot you used.

Create Food and Water
3rd-level ehwaz rune

Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Instantaneous

You create 45 pounds of food and 30 gallons of water on the ground or in containers within range, enough to sustain up to fifteen humanoids or five steeds for 24 hours. The food is bland but nourishing, and spoils if uneaten after 24 hours. The water is clean and doesn't go bad.

Daylight
3rd-level thurisaz rune

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: 1 hour

A 60-foot-radius sphere of light spreads out from a point you choose within range. The sphere is a bright light and sheds dim light for an additional 60 feet.

If you chose a point on an object you are holding or one that isn't being worn or carried, the light shines from the object and moves with it. Completely covering the affected object with an opaque object, such as a bowl or a helm, blocks the light.

If any of this spell's area overlaps with an area of *darkness* created by a spell of 3rd level or lower, the spell that created the *darkness* is dispelled.

Dispel Magic
3rd-level algiz rune

Casting Time: 1 action
Range: 120 feet
Components: V, S
Duration: Instantaneous

Choose one creature, object, or magical effect within range. Any spell of 3rd level or lower affecting the target ends. For each spell of 4th level or higher on the target, make an ability check using your spellcasting ability. The DC equals 10 + the spell's level. On a successful check, the spell ends.

At Higher Levels. When casting this spell using a spell slot of 4th level or higher, you automatically end the effects of a spell on the target if the spell's level is equal to or less than the level of the spell slot you used.

Fear
3rd-level dagaz rune

Casting Time: 1 action
Range: Self (30-foot cone)
Components: V, S, M (a white feather or the heart of a hen)
Duration: Concentration, up to 1 minute

You project a phantasmal image of a creature's worst fears. Each creature in a 30-foot cone must succeed on a Wisdom saving throw or drop whatever it is holding and become **frightened** for the duration.

While **frightened** by this spell, a creature must take the Dash or Sprint action and move away from you by the safest available route on each of its turns, unless there is nowhere to move. If the creature ends its turn in a location where it doesn't have a line of sight to you, the creature can make a Wisdom saving throw. On a successful save, the spell ends for that creature.

Fireball
3rd-level thurisaz rune

Casting Time: 1 action
Range: 150 feet
Components: V, S, M (a tiny ball of bat guano and sulfur)
Duration: Instantaneous

A bright streak flashes from your pointing finger to a point you choose within range and then blossoms with a low roar into an explosion of flame. Each creature in a 20-foot-radius sphere centered on that point must make a Dexterity resisted damage save against 4d6 fire damage.

The fire spreads around corners and ignites flammable objects in the area that aren't worn or carried.

At Higher Levels. When you cast this spell using a higher-level spell slot, the damage increases by 1d6 for every two slot levels above 3rd.

Fly
3rd-level gebo rune

Casting Time: 1 action
Range: Touch
Components: V, S, M (a wing feather from any bird)
Duration: Concentration, up to 10 minutes

You touch a willing creature. The target gains a flying speed of 60 feet for the duration. When the spell ends, the target falls if it is still aloft, unless it can stop the fall.

Gaseous form

3rd-level gebo rune

Casting Time: 1 action
Range: Touch
Components: V, S, M (a bit of gauze and a wisp of smoke)
Duration: Concentration, up to 1 hour

You transform a willing creature you touch, along with everything it's wearing and carrying, into a misty cloud for the duration. The spell ends if the creature falls **unconscious** or is killed. An incorporeal creature isn't affected.

While in this form, the target's only method of movement is a flying speed of 10 feet. The target can enter and occupy the space of another creature. The target has resistance to nonmagical damage, and it has advantage on Strength, Dexterity, and Constitution saving throws. The target can pass through small holes, narrow openings, and even mere cracks, but it treats liquids as though they were solid surfaces. The target can't fall and remains hovering in the air even when **stunned** or otherwise **incapacitated**.

While in the form of a misty cloud, the target can't talk or manipulate objects, and any objects it was carrying or holding can't be dropped, used, or otherwise interacted with. The target can't attack or cast spells.

Glyph of Warding

3rd-level algiz rune

Casting Time: 1 hour
Range: Touch
Components: V, S, M (incense and powdered diamond worth at least 200 gp, which the spell consumes)
Duration: Until dispelled or triggered

You inscribe a glyph that harms other creatures, either upon a surface (such as a table, or a section of floor or wall) or within an object that can be closed (such as a book, a scroll, or a treasure chest) to conceal the glyph. If you choose a surface, the glyph covers an area of the surface no larger than 10 feet in diameter. If you choose an object, that object must remain in its place; if the object is moved more than 10 feet from where you cast this spell, the glyph is broken, ending the spell without triggering it.

The glyph is nearly invisible and requires a successful Intelligence (Investigation) check against your spell save DC to be found.

Decide what triggers the glyph: For glyphs inscribed on a surface, the most typical triggers include touching or standing on the glyph, removing another object covering the glyph, approaching within a certain distance of the glyph, or manipulating the object on which the glyph is inscribed. For glyphs inscribed within an object, the most common triggers include opening that object, approaching within a certain distance of the object, or seeing or reading the glyph. Once a glyph is triggered, the spell ends.

You can further refine the trigger so that the spell activates only under certain circumstances or according to physical characteristics (such as height or weight), creature kind (for example, the ward could be set to affect monstrosities or faeries), or alignment. You can also set conditions for creatures that don't trigger the glyph, such as those who say a certain password.

When you inscribe the glyph, choose explosive runes, concussive runes, or a spell glyph.

Explosive Runes. When triggered, the glyph erupts with magical energy in a 20-foot-radius sphere centered on the glyph that spreads around corners. Each creature in the area must make a Dexterity resisted damage save against 4d6 acid, cold, fire, or lightning damage (spellcaster's choice).

Concussive Runes. When triggered, the glyph explodes with magical thunder, in a 20-foot radius sphere that spreads around corners. Each creature in the area must make a Constitution resisted damage save against 5d4 thunder damage. Additionally, creatures are pushed 5' away from the explosion for every 5 full points of damage rolled (adjust the damage requirement by the size class of the creature, so a huge creature is only pushed 5' per 10 points of damage rolled).

Spell Glyph. You can store a prepared spell of 3rd level or lower in the glyph by casting it as part of the glyph's creation. The spell must target a single creature or an area. When the glyph is triggered, the stored spell is cast. If the spell has a target, it targets the creature that triggered the glyph. If the spell affects an area, the area is centered on that creature. If the spell summons hostile creatures or creates harmful objects or traps, they appear as close as possible to the intruder and attack it. If the spell requires concentration, it lasts until the end of its full duration.

Haste

3rd-level gebo rune

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a shaving of licorice root)
Duration: Concentration, up to 1 minute

Choose a willing creature within range that you can see. Until the spell ends, the target's speed is doubled, it gains a +2 bonus to Threat DC, it has advantage on Dexterity saving throws, and it gains an additional action on each of its turns. That action can only be used to take the Attack (one weapon attack only), Dash, Disengage, Hide, or Use an Object action.

When the spell ends, the target can't move or take actions until after its next turn, as a wave of lethargy sweeps over it.

Hypnotic Pattern

3rd-level dagaz rune

Casting Time: 1 action
Range: 120 feet
Components: S, M (a glowing stick of incense or a crystal vial filled with phosphorescent material)
Duration: Concentration, up to 1 minute

You create a twisting pattern of colors within range that weaves through the air inside a 30-foot cube. The pattern appears for a moment and vanishes. Each creature in the area seeing the pattern must make a Wisdom saving throw. On a failed save, the creature becomes **charmed** for the duration. While charmed by this spell, the creature is **incapacitated** and has a speed of 0.

The spell ends for an affected creature if it takes any damage or if someone else uses an action to shake the creature out of its stupor.

Lightning Bolt

3rd-level thurisaz rune

Casting Time: 1 action
Range: Self (100-foot line)
Components: V, S, M (a bit of fur and a rod of amber, crystal, or glass)
Duration: Instantaneous

A stroke of lightning 100 feet long and 5 feet wide blasts out from you in a line. Each creature in the line makes a Dexterity resisted damage save against 4d6 lightning damage.

The lightning ignites flammable objects in the area that aren't worn or carried.

Magic Circle

3rd-level algiz rune

Casting Time: 1 minute
Range: 10 feet
Components: V, S, M (holy water or powdered silver and iron worth at least 100 gp, which the spell consumes)
Duration: 1 hour

You create a 10-foot-radius, 20-foot-tall cylinder of magical energy centered on a point on the ground within range that you can see. Glowing runes appear wherever the cylinder intersects with the floor or other surface.

Choose one or more of the following types of creatures: celestials, elementals, fae, fiends, or undead. The circle affects a creature of the chosen type in the following ways:

- The creature can't willingly enter the cylinder by nonmagical means. If the creature tries to use teleportation or interplanar travel to do so, it must first succeed on a Charisma saving throw.

- The creature has disadvantage on attack rolls against targets within the cylinder.

- Targets within the cylinder can't be **charmed, frightened**, or possessed by the creature.

When you cast this spell, you can elect to cause its magic to operate in reverse, preventing a creature of the specified type from leaving the cylinder and protecting targets outside it.

Major Image

3rd-level dagaz rune

Casting Time: 1 action
Range: 120 feet
Components: V, S, M (a bit of fleece)
Duration: Concentration, up to 10 minutes

You create the image of an object, a creature, or some other visible phenomenon that is no larger than a 20-foot cube. The image appears at a spot within range that you can see, and lasts for the duration. It seems completely real, and has sounds, smells, and temperature appropriate to the thing depicted. You can't create sufficient heat or cold to cause damage, a sound loud enough to deal thunder damage or deafen a creature, or a smell that might sicken a creature (like a troglodyte's stench).

If you are within range of the illusion, you can use your action to move the image to any other spot within range. As the image changes location, you can alter its appearance so that its movements appear natural for the image. For example, if you create an image of a creature and move it, you alter the image so that it appears to be walking. Similarly, you can cause the illusion to make different sounds at different times, even making it carry on a conversation.
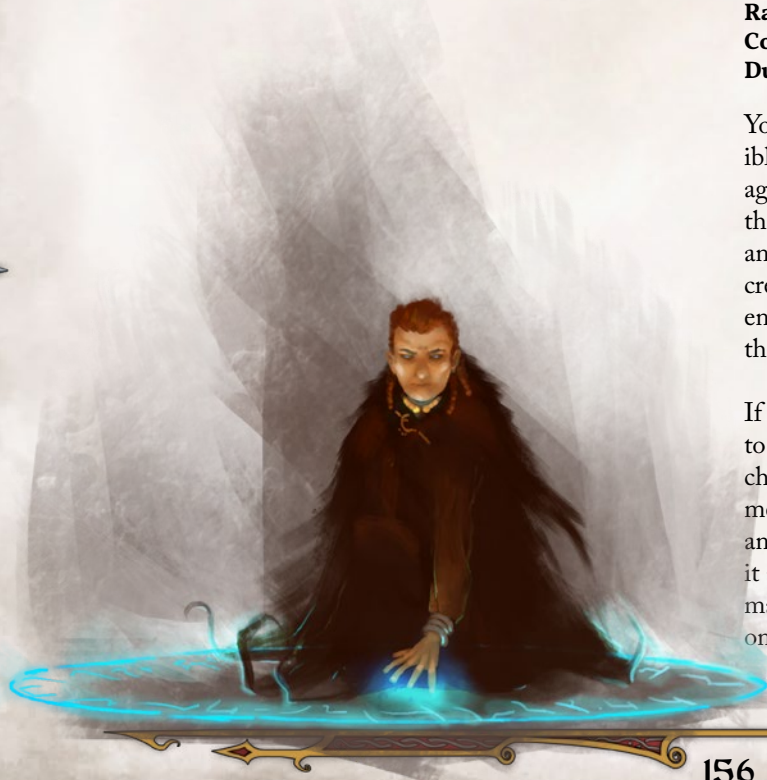
Because things pass through it, physical interaction with the image reveals it to be an illusion. A creature using its action to examine the image determines that it is an illusion with a successful Intelligence (Investigation) check against your spell save DC. If a creature discerns the illusion for what it is, the creature can see through the image, and its other sensory qualities become faint to the creature.

Mass Word of Vigor
3rd-level jera rune

Casting Time: 1 bonus action
Range: 60 feet
Components: V
Duration: Instantaneous

As you call out words of restoration, up to six creatures of your choice within range that you can see regain vigor equal to 1d4 + your spellcasting ability modifier. This spell has no effect on undead or constructs.

Nondetection
3rd-level algiz rune

Casting Time: 1 action
Range: Touch
Components: V, S, M (a pinch of diamond dust worth 25 gp sprinkled over the target, which the spell consumes)
Duration: 8 hours

For the duration, you hide a target that you touch from ansuz rune magic. The target can be a willing creature or a place or an object no larger than 10 feet in any dimension. The target can't be targeted by any ansuz rune magic or perceived through magical scrying sensors.

Plant Growth
3rd-level gebo rune

Casting Time: 1 action or 8 hours
Range: 150 feet
Components: V, S
Duration: Instantaneous

This spell channels vitality into plants within a specific area. There are two possible uses for the spell, granting either immediate or long-term benefits.

If you cast this spell using 1 action, choose a point within range. All normal plants in a 100-foot radius centered on that point become thick and overgrown. A creature moving through the area spends 4 feet of movement for every 1 foot it moves.

You can exclude one or more areas of any size within the spell's area from being affected.

Casting this spell over 8 hours enriches the land. The casting impacts 1d4×0.5 acres, and crops yield twice their usual amount of food in that zone. This doesn't lower the manpower required to bring in the harvest! Under normal sustained cultivation, it takes 3-4 acres of farmland to yield enough to feed one person on an ongoing basis.

Protection from Energy
3rd-level algiz rune

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Concentration, up to 1 hour

For the duration, the willing creature you touch has resistance to one damage type of your choice: acid, cold, fire, lightning, or thunder.

Remove Curse
3rd-level algiz rune

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Instantaneous

At your touch, all curses affecting one creature or object end. If the object is a cursed magic item, its curse remains, but the spell breaks its owner's attunement to the object so it can be removed or discarded.

Revivify
3rd-level jera rune

Casting Time: 1 action
Range: Touch
Components: V, S, M (diamonds worth 300 gp, which the spell consumes)
Duration: Instantaneous

You touch a creature that died within the last minute. That creature returns to life stable, without the **injured** condition, and at their Wound Maximum; the caster chooses whether the target also regains consciousness. This spell can't return to life a creature that died of old age, nor can it restore any missing body parts.

Sending

3rd-level thurisaz rune

Casting Time: 1 action
Range: Unlimited
Components: V, S, M (a short piece of fine copper wire)
Duration: 1 round

You send a short message of twenty-five words or less to a creature with which you are familiar. The creature hears the message in its mind, recognizes you as the sender if it knows you, and can answer in a like manner immediately. The spell enables creatures with Intelligence scores of at least 1 to understand the meaning of your message.

You can send the message across any distance and even to other planes of existence, but if the target is on a different plane than you, there is a 5 percent chance that the message doesn't arrive.

Sleet Storm

3rd-level ehwaz rune

Casting Time: 1 action
Range: 150 feet
Components: V, S, M (a pinch of dust and a few drops of water)
Duration: Concentration, up to 1 minute

Until the spell ends, freezing rain and sleet fall in a 20-foot-tall cylinder with a 40-foot radius centered on a point you choose within range. The area is heavily obscured, and exposed flames in the area are doused.

Slick ice covers the ground in the area, making it difficult terrain. When a creature enters the spell's area for the first time on a turn or starts its turn there, it must make a Dexterity saving throw. On a failed save, it falls **prone**.

If a creature is concentrating in the spell's area, the creature must make a successful Constitution saving throw against your spell save DC or lose concentration.

Slow

3rd-level gebo rune

Casting Time: 1 action
Range: 120 feet
Components: V, S, M (a drop of molasses)
Duration: Concentration, up to 1 minute

You alter time around up to six creatures of your choice in a 40-foot cube within range. Each target must succeed on a Wisdom saving throw or be affected by this spell for the duration.

An affected target's speed is halved, it takes a –4 penalty to Threat DC and Dexterity saving throws, and it can't use reactions. On its turn, it can use either an action or a bonus action, not both. Regardless of the creature's abilities or magic items, it can't make more than one melee or ranged attack during its turn.

If the creature attempts to cast a spell with a casting time of 1 action, roll a d20. On an 11 or higher, the spell doesn't take effect until the creature's next turn, and the creature must use its action on that turn to complete the spell. If it can't, the spell is wasted.

A creature affected by this spell makes another Wisdom saving throw at the end of its turn. On a successful save, it is no longer slowed.

Stinking Cloud

3rd-level ehwaz rune

Casting Time: 1 action
Range: 90 feet
Components: V, S, M (a rotten egg or several skunk cabbage leaves)
Duration: Concentration, up to 1 minute

You create a 20-foot-radius sphere of yellow, nauseating gas centered on a point within range. The cloud spreads around corners, and its area is heavily obscured. The cloud lingers in the air for the duration.

Each creature completely within the cloud at the start of its turn must make a Constitution saving throw against poison. On a failed save, the creature spends its action that turn retching and reeling. Creatures that don't need to breathe or are immune to poison automatically succeed on this saving throw.

A moderate wind (at least 10 miles per hour) disperses the cloud after 4 rounds. A strong wind (at least 20 miles per hour) disperses it after 1 round.

Tongues
3rd-level ansuz rune

Casting Time: 1 action
Range: Touch
Components: V, M (a small clay model of a ziggurat)
Duration: 1 hour

This spell grants the creature you touch the ability to understand any spoken language it hears. Moreover, when the target speaks, any creature that knows at least one language and can hear the target understands what it says.

Water Breathing
3rd-level gebo rune (ritual)

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a short reed or piece of straw)
Duration: 24 hours

This spell grants up to ten willing creatures you can see within range the ability to breathe underwater until the spell ends. Affected creatures also retain their normal mode of respiration.

Wind Wall
3rd-level thurisaz rune

Casting Time: 1 action
Range: 120 feet
Components: V, S, M (a tiny fan and a feather of exotic origin)
Duration: Concentration, up to 1 minute

A wall of strong wind rises from the ground at a point you choose within range. You can make the wall up to 50 feet long, 15 feet high, and 1 foot thick. You can shape the wall in any way you choose so long as it makes one continuous path along the ground. The wall lasts for the duration.

When the wall appears, each creature within its area must make a Strength resisted damage save against 2d4 bludgeoning damage as it is thrown into the air and lands on the ground (in the same space). Armor does not protect, even if magical—this is falling damage.

The strong wind keeps fog, smoke, and other gases at bay. Small or smaller flying creatures or objects can't pass through the wall. Loose, lightweight materials brought into the wall fly upward. Arrows, bolts, and other ordinary projectiles launched at targets behind the wall are deflected upward and automatically miss. (Boulders hurled by giants or siege engines, and similar projectiles, are unaffected.) Creatures in *gaseous form* can't pass through it.

Special Spells

The following spells are listed as part of the abilities of NPCs or foes. They include higher level spells (up to 5th level), or those from classes not in the Introductory Set.

Cone of Cold
5th-level thurisaz rune

Casting Time: 1 action
Range: Self (60-foot cone)
Components: V, S, M (a small crystal or glass cone)
Duration: Instantaneous

A blast of cold air erupts from your hands. Each creature in a 60-foot cone must make a Constitution resisted damage save against 4d8 cold damage.

A creature killed by this spell becomes a frozen statue until it thaws.

At Higher Levels. Casting the spell with a 7th level slot does 5d8 damage, while a 9th level slot does 6d8.

Creation
5th-level dagaz rune

Casting Time: 1 minute
Range: 30 feet
Components: V, S, M (a tiny piece of matter of the same type of the item you plan to create)
Duration: Special

You pull wisps of essential material from the branches of Yggdrasil to create a nonliving object of vegetable matter within range: soft goods, rope, wood, or something similar. You can also use this spell to create mineral objects such as stone, crystal, or metal. The object created must be no larger than a 5 ft. cube, and the object must be of a form and material that you have seen before.

The duration depends on the object's material. If the object is composed of multiple materials, use the shortest duration.

Material	Duration
Vegetable matter	1 day
Stone or crystal	12 hours
Precious metals	1 hour
Gems	10 minutes
Adamantine or mithral	1 minute

Using any material created by this spell as another spell's material component causes that spell to fail.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the cube increases by 5 feet for each slot level above 5th.

Eldritch Blast
Thurisaz rune cantrip

Casting Time: 1 action
Range: 120 feet
Components: V, S
Duration: Instantaneous

A beam of crackling energy streaks toward a creature within range. Make a swift spell attack against the target. If it hits, the target takes 1d4 force damage: it draws from the unformed energy of Yggdrasil through your realm bond.

The spell creates more than one beam when you reach higher levels: two beams at 5th level, three beams at 11th level, and four beams at 17th level. You can direct the beams at the same target or at different ones. Make a separate attack roll for each beam.

Fire Bolt
Thurisaz rune cantrip

Casting Time: 1 action
Range: 120 feet
Components: V, S
Duration: Instantaneous

You hurl a mote of fire at a creature or object within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 fire damage. A flammable object hit by this spell ignites if it isn't being worn or carried. This spell's damage increases by 1d10 when you reach 5th level (2d10).

Greater Invisibility
4th-level dagaz rune

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Concentration, up to 1 minute

You or a creature you touch becomes **invisible** until the spell ends. Anything the target is wearing or carrying is **invisible** if it is on the target's person. Attacking, casting spells, or other activity that ends the 2nd-level *invisibility* spell does not end this spell.

Ice Storm

4th-level thurisaz rune

Casting Time: 1 action
Range: 300 feet
Components: V, S, M (a pinch of dust and a few drops of water)
Duration: Instantaneous

A hail of rock-hard ice pounds to the ground in a 20-foot-radius, 40-foot-high cylinder centered on a point within range. Each creature in the cylinder must make a Dexterity resisted damage save against 2d6 bludgeoning and 2d6 cold damage. Armor protects against each effect separately.

Hailstones turn the storm's area of effect into difficult terrain until the end of your next turn.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the bludgeoning damage increases by 1d6 for each slot level above 4th.

Jump

1st-level gebo rune

Casting Time: 1 action
Range: Touch
Components: V, S, M (a grasshopper's hind leg)
Duration: 1 minute

You touch a creature. The creature's jump distance is tripled until the spell ends.

Prestidigitation

Gebo rune cantrip

Casting Time: 1 action
Range: 10 feet
Components: V, S
Duration: Up to 1 hour

This spell is a minor magical trick that novice spellcasters use for practice. You create one of the following magical effects within range:

- You create an instantaneous, harmless sensory effect, such as a shower of sparks, a puff of wind, faint musical notes, or an odd odor.
- You instantaneously light or snuff out a candle, a torch, or a small campfire.
- You instantaneously clean or soil an object no larger than 1 cubic foot.
- You chill, warm, or flavor up to 1 cubic foot of nonliving material for 1 hour.
- You make a color, a small mark, or a symbol appear on an object or a surface for 1 hour.

- You create a nonmagical trinket or an illusory image that can fit in your hand and that lasts until the end of your next turn.

If you cast this spell multiple times, you can have up to three of its non-instantaneous effects active at a time, and you can dismiss such an effect as an action.

Shillelagh

Gebo rune cantrip

Casting Time: 1 bonus action
Range: Touch
Components: V, S, M (mistletoe, a shamrock leaf, and a club or quarterstaff)
Duration: 1 minute

The wood of a club or quarterstaff you are holding is imbued with nature's power. For the duration, you can use your spellcasting ability instead of Strength for the attack and damage rolls of melee attacks using that weapon, and the weapon becomes magical with no bonus. The damage die is unchanged.

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ETERA

The world on which Torengar, Tanalor, and the rest of the lands of **Dragon Heresy** are located is called Etera. It exists in one of the Nine Realms: Midgard, which sits in the middle branches of Yggdrasil, the World Tree of Norse legend.

YGGDRASIL AND THE NINE REALMS

The pathway between worlds, Yggdrasil maps the ever-shifting flows of magic through the Nine Realms. One moves through the realms by tapping into and following the flows of magic, by being transported by Heimdallr's Bifrost, or by stepping through a dimensional rift.

The Nine Realms touched by Yggdrasil, the World Tree, are described below.

REALMS OF THE GODS

The highest branches of Yggdrasil reach into the heavens, touching the realms in which dwell the most powerful beings in the universe.

Asgard. Asgard is the home of the Aesir and the seat of power of Woden Allfather. It is a place of peace and refuge for the Aesir in a chaotic universe, and the gods dwell there when not performing needed works elsewhere. Transit between Asgard and the Realms of the Field is achieved via the Bifrost—a powerful teleportation circle over which Heimdallr of Asgard stands eternal watch.

Alfheim. This plane or dimension is the realm of the Archfae and the home of at least the Winter Court. The Summer Court was located here until the unification of the summer fae with the Aesir at some point in the distant past. This plane is not the pocket dimensions of the lesser fae (Svartalfheim), though access to that realm is much easier from Alfheim than other places.

Jotenheim. The demesne of the Elder Dragons, the "giant's home" is where they undertake journeys of mind and spirit as they slumber on their hoards. Even in their sleep, they are active—and very dangerous—in Jotenheim, their power as great as their motives and desires are mysterious. Encounters with ancient and Elder Dragons should be expected here. The Elder Dragons conquered the realm, taking it from the giants; the Aesir and their peoples still refer to it by the old name.

REALMS OF THE FIELD

The middle branches of Yggdrasil contain the realms in which the powerful lords of creation play their games—the playing fields of the gods. Etera is one such world, and many others may exist.

Midgard. This is the physical world, the home of Etera. The sun, moon, and the world are considered part of Midgard. The astral realm of pure thought, weaves through the Realms of the Field like vines through the branches of a tree. Formally part of Midgard, the astral realm cannot exist without the thoughts, perceptions, and guidance of the living minds.

Vanaheim. There is some mystery concerning Vanaheim. The association of some of the Aesir, such as Yngvi Lifegiver and Valfreya with magic, nature, and the cycles of winter and summer is the cause: Is Vanaheim the realm of magic itself, or is it related to the natural phenomena of the world and the spirts of places and things called forth that are not souls and elementals? A distinct minority feel Vanaheim consists of parallel worlds, similar to Midgard but different in some ways. The ethereal plane, the realm of alternates and interconnectivity between the physical and other, is part of Vanaheim.

Muspelheim. The plane of fire is home to the fiends. Individually, the Gods are much more powerful than the lords of the tyrann and kvoldomur that rule over Muspelheim. Yet the fiends of Muspelheim are far more numerous than the Aesir, Elder Dragons, and Archfae, and they pose a real threat to Midgard.

REALMS OF THE SPIRIT

Here are the ephemeral planes of spirit, imagination, and archetype, in which the constituent parts of the Nine Realms first took form.

Hel. This is the realm of death, over which Halja has dominion (but she commutes to work, and most often residing in Asgard). The souls of the departed not selected to dwell in Asgard

awaiting Woden and Valfreya's need are found here. Necromancers contact and touch Hel to create undead.

Niflheim. The realm of "ice," a cold and inhospitable space, Niflheim emerged first from the great void of *ginnungagap*, and gave the realm its name. It is filled with creatures of ice and frozen stasis. Other elemental essences also dwell here. This is where the fire, earth, water, ice, air and other elemental forces and archetypes originated.

Svartalfheim. The "Dark Elf Home," this is where the fae create their pocket dimensions and personal realms. It is *also* an ethereal plane, but one accessible primarily to the fae. Most other realms and worlds can be reached from here.

The Aesir

Broadly, the history of Etera is the manifestation of the conflict and games of three powers of celestial might: The Aesir of Asgard, the Winterfae of Alfheim, and the Elder Dragons of Jotenheim. The fiends wish to be counted among those contenders as well.

not in form, through Etera on their own business, where they may dally and consort with all manner of purposes.

As celestial beings, they take on any aspect they desire. When they appear before a worshipper, their shape personifies and exaggerates the traits that the worshipper expects to see—Donnar, before a human cleric, would be a towering man with a brusque and jovial manner, rippling muscles and bright red hair, his hammer Mjolnir crackling with power. For a dwarf, he appears dignified, his intensity like the pressure of a mountain. Mjolnir is inscribed in High Runic, its weight and might seen and felt as a distortion in the air.

> ## Inspiration and Derivation
>
> The Aesir are inspired by, and in many cases taken directly from, Old Norse legends. They are the protectors of Etera, and safeguard the destiny of the peoples of the world against the predations of the dragons, fae, and fiends.
>
> ***Dragon Heresy*** is a roleplaying game, not a work of Old Norse scholarship. In all cases, from the names of creatures, gods, and realms to the purpose and purview of each Aesir, the text errs on the side of making it interesting. For example, Baldur and Hodur, often simply portrayed as an innocent victim and blind rube, are instead warlike and fierce in their respective areas. This is supported by lesser-known stories—but they're more interesting that way.

Much like the humans of Torengar and the dwarves of Barakthel, the Aesir's societal structure is relatively "flat." Woden is the first among equals, ruler of the Aesir—but only because Ziu voluntarily stepped aside in deference to his wisdom. The other Gods and Goddesses are one giant extended family—some by birth, some by marriage—each showing great respect for the domains that others represent.

Woden Allfather plays a long game. His clerics contend that everything happening under Yggdrasil does so according to Woden's plan, or at least with his knowledge. The Aesir, the children and relations of Woden, watch over the Nine Realms and their peoples.

Asgard

The home of the Aesir is Asgard, the eternal realm, which is said to sit in the highest branches of Yggdrasil. It is a place of towering beauty and noble halls. It is possible to journey there by magic if Heimdallr allows it, or by requesting he extend the Bifrost Bridge to bring you there (most such pleas are ignored).

The Aesir as a People

The Aesir are gods. But they are also a race of beings—mighty celestials with wants and needs, passions and drives. Fallible and imperfect, the Aesir are neither omniscient nor omnipresent. Except, perhaps, Woden.

They are proud, mighty, and intense, with idiosyncrasies relating to their spheres of influence. They are given to great jests, and bouts of ritual insults. Many walk, shapeshifted in size if

Not all Aesir are Woden, Heimdallr, Valfreya, and Donnar. There are other strata. The Greater and Lesser Aesir are the retainers, servants, messengers, and henchmen of the High Aesir (the gods). Though they serve the High Aesir for many reasons, they are still mighty beings—a Greater Aesir could slay any adult dragon, and would stand a good chance, in single combat, with an ancient one.

Below the Lesser Aesir are the Valkyries and Einherjar. The Einherjar are elevated spirits of deceased warriors chosen by the Aesir and collected by the Valkyries to fight on the Aesir's behalf when called. While *technically* undead, they are affected by magic as celestials.

Aesir: Extended Family

While the prime movers (so to speak) have fully-detailed clerical domains, many Aesir that don't get top billing have important roles. Some are listed here, with their area of influence, grouped into the domains with which they are primarily

associated. The entity in bold is considered the patron of the domain. Alternate names are provided to differentiate the associations made in the game from real-world history and myth; the names given in *Dragon Heresy* are sometimes less common ones.

If a cleric wants to build a domain based around another deity—go right ahead! Work it out with the GM, borrow from other sources, and have fun.

Death and Judgment
Perhaps death is a jealous mistress, but there are very few patrons of death and judgment.

- **Halja (Hel)**—Queen of Hel, the Norse underworld
- Elli—Goddess of old age

Trevinuric
There is no patron of the Trevinuric way. If two were said to have more influence, they would be Yngvi and Gefiun. Yngvi maintains substantial influence with his sister, Valfreya.

- Dagur—God of the daytime
- Dellingr—God of dawn
- Ostara (Ēostre)—Goddess of spring
- Gefiun (Gefjon, Gefion, Gefjun)—Goddess of agriculture, fertility, abundance, and prosperity
- Jorth (Jord, Fjorgyn, Hlothynn, Fold, Grund)—Goddess of the Earth
- Mahni (Máni)—God of the Moon
- Nott (Nátt, Natt)—Goddess of night
- Siv (Sif)—Goddess of the harvest, grain, and the earth
- Sowlo (Sunnion, Sol, Siwilla)—Goddess of Sun
- Thruthr (Thrud, Thruer)— Goddess of the heath, of willows, of trees, flowers and the grass
- Yngvi Lifegiver (Freyr, Frey, Frej)—God of fertility and prosperity

Fate and Destiny
As patrons of Fate, the Norns virtually rule alone in this domain; others will not touch it. Vé has a place here tied to the sister of the past, and is accorded respect as one of the forces behind the creation of the universe.

- **Norns**—Three sisters of fate; the past, present, and future
- Vé—patron of that which is sacred, one of the three creators of the cosmos (with Woden and Vili)

Fluidity and Change
There's only one Loki. Unless he's casting illusions; then there are many of him.

- **Loki**—Trickster and god of mischief. Wife: Sigyn (also called Saeter)

Justice, War, Sacrifice and Fairness
Ziu was overlord of the gods before voluntarily stepping aside in favor of the foresight of Woden.

- **Ziu** (Tiw, Tyr)—God of war; god of the skies
- Forseti—God of justice, peace and truth. Child of Nanna and Baldr

Knowledge, Foresight, and Wisdom
Other avatars of wisdom and right-thinking support Woden in his domain.

- **Woden** (Odin, Oðinn)—The "All Father", God of war, wisdom, poetry, and magic. Husband of Valfreya
- Kvasir—God of inspiration
- Mimir (Minthi, Mime)—God of wisdom and memory
- Snotra—Goddess of prudence
- Ver (Vor)—Goddess of wisdom, awareness, caution (and possibly paranoia)

Magic, Love, Beauty, and Transcendence
Transient or ephemeral, art, love, beauty, lust, and relationships have many facets, and many patrons.

- **Valfreya** (Freyja, Frigg, Frigga)—Goddess of love, fertility, magic, and battle. Wife of Woden Bragi—God of poetry, music and the harp Husband of Iduna
- Highnir (Hoenir, Hænir)—god of silence, spirituality, poetry, passion, battle frenzy, and sexual ecstasy
- Lofn—Goddess of arranged marriages and forbidden loves
- Sjofn—Goddess of marriage, love, and relationships

ETERA

The Broken Coast

Barathnel

Reithur Sea

The Grey Marshes

Granite Halls

Tanalor

Northwatch
Midgard
Northpoint
Kingspoint

Torengar

Khaya

Broushu
Ezimbe
Imbo
Stedhandel

Armuli

Briopna

Inyoka

Inqaba

Vesturham Range

Svetiliste

Frostharrow

Drelkina Range

Alfheim Range

Alfusorf Range

Storeid

Neveri
(steppes)

The High Plateau

Morevel

Zerkalo
Blatha Lake

Fennu Lake

Intbriki

Shenho Lake

Jiagong

Shenshui Lake

Renewal, Healing, Youth, and Springtime

While Iduna is the patron of this domain, some of the other Aesir make fine influences for physicians, clerics, and even paladins (there are definitely Paladins of Baldur kicking around Torengar).

- **Iduna** (Ithunn, Ithund)—Goddess of eternal youth, life, and rejuvenation. Wife of Bragi
- Baldur (Beldegir, Baldr)—God of the aggressive protection of beauty, innocence, peace, and rebirth/resurrection.
- Eir—Valkyrie and/or goddess of healing and medical skill
- Nerthus—Goddess of celebration and hospitality, and peace

Seafaring and Commerce

The Aesir exert strong influence here due to the importance of seafaring, commerce, and raiding to the dwarves and humans of Torengar.

- **Njorðr** (Njorð)—God of sea, wind, fish, and wealth. Married (estranged, really) to Skaði Ran (Rán, Rahnar)—Goddess of death on the sea, her consort is the giant Aegir
- Var (Vár, Vor)—Goddess of contracts, oaths, and agreements

Storms, Lightning and Thunder; Strength and Protection

For reasons of their own, Donnar and his son take a personal interest in the protection of humankind and the dwarves. Those who respect a strong arm wielded for good bend knee to them.

- **Donnar** (Thor, Tunor, Thonar)—God of strength, storms, thunder, and battle; protector of mankind
- Magni—God of strength, son of Donnar and Jarnsaxa, his mistress
- Moði—God of Bravery, son of Donnar and Sif, his wife

Warding, Protection, and Messenger

Those who stand watch, those who send warning to others, and those who give shelter to the needful all find representation here.

- **Heimdallr** (Rig, Hallinskithi, Heimdall, Gullintanni, Vindler, Idrig)—Watchman and messenger of the gods; he who sounds the battle-horn
- Hermod (Hermothur)—Heroic messenger of the gods; patron of bravery and stamina Hlyn (Hlín)—Goddess of protection, shelter, and consolation after loss

Winter and Righteous Revenge Justice and Judgment

Torengar, Tanalor, and Barakthel are cold and harsh, but filled with opportunities for glory.

- **Skaði** (Skathi, Ylsa)—Goddess of winter, righteous vengeance, and the hunt. Estranged wife of Norðr
- Hodur (Hod, Hoder, Hothr)—The blind God of perseverance in struggle, and patron of those who kill in battle Valli (Váli, Woli)—God of revenge, patron of judicial combat (and assassins: Valli was born to slay Hodur)
- Vítharr (Vidar)—God of the forest, patron of avengers, and god of silence
- Wulthuz (Olerus, Ullr)—God of skiing, winter, and archery

History of Etera

Six kingdoms, realms, or empires, plus Tanalor and the unclaimed wilderness and mountains between the high plateau and the Frostharrow, comprise the lands of Etera.

Tanalor is the name of the large region north and east of Torengar. It is bounded in the west by the Frostharrow, a towering and icy mountain range that is itself an extension of the Vesturham mountain range marking the western border of Torengar. It blends into a lower chain of mountains, referred to as the Granite Halls, that lie 300-400 miles beyond Northpoint. From there, Tanalor stretches 400 miles east to the hazardous region known as The Broken Coast, home of the great rifts and all manner of fiends and horrible creatures. The Broken Coast is bounded offshore by a range of active and angry volcanoes.

It is not necessary to know the millennia-long history of the continent on which the adventurers seek their fortunes. What is necessary are mighty thews, a keen intellect, well-chosen spells, nerves of steel, and good judgment.

Both the GM and the players can benefit from being aware of what transpired in the past. The lands that became Torengar and Tanalor have seen their fair share of strife and blood brought on by the power of the leyferðs, magical nexus points (See *Ley Lines and Leyferðs*).

Reign of Dragon Queens

Tens of thousands of years ago, the dragons arrived on Etera, conquering and establishing lairs all over the world. Millennia after their first arrival, an ancient dragon discovered a leyferð, thus revealing the pathway to Jotenheim. Her power grew immensely, and she became the first Elder Dragon. Other dragons made the journey, and in time, dragons utterly ruled Etera from their seat of power in Tanalor—and conquered Jotenheim as well, casting out the giants.

The **eðlafólk** and fiðrildar—dragonkin far removed from the shape and power of elder and ancient dragons—were the dragons' instruments and minions in the world. The dragons' rare and powerful ormur and wyrmling spawn ranged far and wide, wreaking uncontrolled havoc. Humans and other races of the world were enslaved, to both serve and be consumed (physically and magically) by their draconic masters.

As dragons grew ancient, and desired to undertake the physical, spiritual, and mental journeys that would enable them to undertake the transition to Elder Dragons, each needed a leyferð of their own. In their wandering searches for the leyferðs, dragons eventually encountered the Winterfae.

The tasty, tasty Winterfae.

Harrowing of the Winterfae

While an Archfae is on par with an Elder Dragon, and easily a match for an ancient one, most of the more common Winterfae and Alfar were not.

The armies of the Elder Dragons were large, and the absolute control that the dragon queens (*drekidrottning*) exerted over their spawn created a unified hierarchy under each. The fae of Etera were being eradicated, their armies devoured (sometimes literally).

The Winterfae, whose culture and methods included playful disinterest and magical journeys, were not up to the challenge the dragons presented. Their birthrates were too low, and their efforts too scattered compared to the supernaturally coordinated efforts of the dragon empire.

They were driven back to their natural strongholds in the mountains beyond the Frostharrow, where the dragons had first discovered the fae, and it looked to be where the fae of Tanalor would meet their end, as had the giants before them.

The Birth of the High Elves (2000 years pre-Shattering)

A few powerful Winterfae realized they needed larger numbers, and more formidable warriors, than hordes of trolls, goblins, and sprites. They created fell monstrosities, slowing the dragons' advance, but the breeding and maturation cycle of the most powerful of the fae was too slow to match losses. The remaining Winterfae grew cautious and withdrawn, denying their minions much-needed leaders and champions.

Some Winterfae who saw this realized still more needed to be done. They needed something else.

The humans of Etera were the mental, psychic, and physical playthings of faerie. Their fierce spirit and fast breeding cycles—not to mention often-surprising cunning—were great assets. A group of Winterfae, later known *às a ciall*, combined great magic with great alchemy, and created a fae/human hybrid. These creatures lived ten times a human span and bred more rapidly than alfar. They retained the haughty beauty of their Winterfae creators, and much of their magical aptitude as well.

The *às a ciall* were thrilled. The rest of the fae viewed these new creations as heretical abominations; with typical back-handed insult they were called High Elves (elfàrd). The fae ostracized the elfàrd, some going so far as to kill them on sight. Alfar and Winterfae were driven mad by the blasphemous mixing of mortal and immortal.

Whatever they thought about this heresy—it worked. The elfàrd warriors and mages were a powerful new force in the dragon-fae war. The battle lines pushed outward from the mountainous homes of the fae, slowly stabilizing. Finally, the Winterfae and their allies had enough effective physical and magical mass to counter the dragonkin and their **eðlafólk** and fiðrildi armies.

Two millennia would pass, with movement in the dragon and fae territories seldom occurring. Though both still sought ultimate victory, immortal leaders—the Elder Dragons and the Winterfae—led both armies; for them, time was not a primary concern.

Shattered Epoch

The *às a ciall*, having sinned once, felt no reluctance to do so again. Desperate times, after all. They gathered as many of the remaining Winterfae as they could persuade, as well as powerful elfàrd and human arcanists, and formed a great magical circle, tapping into a strong leyferð.

The spell caused a backlash through the ley lines in Etera, sending a pulse of power throughout Yggdrasil. This occult surge broke every leyferð in Etera, causing them to lose cohesion.

The effects of the breaking of the leyferðs, known as The Shattering, were devastating to the dragons, and fatal to most of the magic circle as well. The Elder Dragons were trapped in Jotenheim or beyond, and lost the psychic domination of their spawn. After Shattering (AS) is the marker for Eteran dates..

Every ancient and adult dragon was suddenly an independent and ambitious actor. The dragons lost the advantage of perfect, instant communication, unified strategy and timing, and shared goals. The results were militarily predictable.

Dragon Wars (1–3067 AS)

The Shattering instigated the creation of hundreds of mini-states, each with their own goals—much like the human lands. Everywhere in Etera, dragons fought Winterfae, or each other. The individual dragon clans, once restrained in their dislike of each other by the power and will of the Elder Dragons, were now either disinterested or hateful toward each other. Many chose hate.

Tanalor Twisted (3057–3067 AS)

As the wars dragged on, an ancient dragon from the Grey Marshes named *Nithoggr* came across a fiend. The dragon had no desire to devour the rancid being. Instead, the two conversed. The minor kvoldomur brokered a pact between his master, a true demon-lord (*kvolkonungr*), and the dragon. The depredations of the powerful creature were widespread, and Nithoggr became known as the black death, *Svartadauði* His control over the Grey Marshes was absolute.

Through *Svartadauði*, the kvolkonungr caused a huge rending cataclysm off the northeastern coast of Tanalor (now the Broken Coast). The remaining dragons and Winterfae all tried to close the tears and portals connecting Muspelheim with Midgard directly, bypassing Yggdrasil and the Bifrost.

They were mostly successful: three rifts remain. Though warded with powerful magic, tyrann and kvoldomur use these portals into Muspelheim to enter the world; even Heimdallr cannot stop them.

The losses suffered by all sides during the twisting of Tanalor brought an end to the dragon wars. The Winterfae withdrew to their mountains, safe at last, to rebuild their numbers and their own domains.

Kingdoms at War (3068–3789 AS)

With the power of the dragons broken, the fae retreated to the mountains west of the Frostharrow. In the ensuing instability, the humanoid races—all of them, including the once-enslaved eðlafólk and their lesser allies the fiðrildar—carved out ever-shifting kingdoms throughout Etera.

For over 700 years, petty kingdoms and would-be empires rose and fell, replaced by new realms ruled by ambitious warlords. Towns and cities rose and were razed, and countless fortresses and citadels, both above ground and below, were built and overthrown.

It was during this period that the nation of Brousha stabilized, with five dominant human clans exerting control and influence over this area.

Dwarven Pax Barakthel (3790–4768 AS)

For thousands of years the dwarves of Reiður Island had lived apart from the rest of Etera, keeping to themselves throughout the reign of the dragonlords. This kept them isolated but unmolested.

Leading a growing faction that held it was time for the isolation of the dwarves to end, the dwarf-lord Barakthel and his queen Audreyn were elevated to power by the dwarvish council of elders. Barakthel was a warrior and arcanist of great ability, while Audreyn, had no equal as a crafter of stone and wood. The two reshaped Barakthel as their ideas found fertile ground. The dwarf kingdom, and the island itself, were both renamed Barakthel.

Audreyn oversaw the creation of a mighty navy. With Barakthel in command, the stone brigades entered eastern Etera to force a peace. Their strongest presence was felt in the lands that would become Torengar. The jarls of wealthy domains contracted with dwarvish builders to erect great castles and strong halls in their cities. The nobles that held or conquered the fortresses became the founders of the great houses.

The forces of Barakthel stabilized and exploited a resource-rich area on the continent itself. A great port and trading city—Stedhandel—was built to bring lumber, metal ingots, and other important goods from continental Barakthel to the island. This drew traders and merchants from many races. The realms of Arnulf and Brionnu formed as dwarvish isolationism gradually reasserted itself; the dwarves left the continent, returning to Barakthel.

Incursions of monsters and armies of **eðlafólk**, fiðrildar, and goblins—plus sea-borne raids and invasions from the Sahuagin realm in and around the Broken Coast—were constant threats. Using her magical and mundane talents (with thousands of human and dwarvish craftsman and laborers), Audreyn directed construction of a mighty wall that followed and reinforced the natural barrier of the Jotunnain river. When vast mineral wealth

was discovered in the hills north of the Jotunnain, the wall was diverted to enclose them. A great keep, Northwatch, anchored the wall in the north, where the river emerged from an impassible gorge. Midgard, a city based on mining and crafts, grew in the shadow and shelter of the wall. Where the Jotunnain River met the Reiður Sea another great city grew: Northpoint.

For nearly a thousand years, the dwarves exerted influence over eastern Etera, bringing a relative peace to the land.

Rise of Torengar

The dwarves and humans, working together, had stabilized and begun to cultivate the lands east of the Vesturham mountain range. A heavy garrison at the northern border kept the southern part of the region safe. The pieces were in place for the formation of Torengar.

City-state of Iyiling (later Kingspoint) (4769–5371 AS)

The city-state of Iyiling grew wealthy and prosperous as a trade center. The dwarves favored it due to a large and well-protected natural harbor, while its position at the mouth of two large and easily-traveled rivers—the Blith and the Freyr, made it the focus of much commercial energy. The growth of the city was also aided by the fact that the lands between the Blith and Vidir rivers were intensely fertile, producing bounteous crops sufficient to sustain and greatly increase the population.

Iyiling grew as a trading, shipbuilding, and lumber center, and by 5370 its population had grown to 18,000, then and now the largest city in the region.

Alliance of Torengar (5372–5373 AS)

While the city-state of Iyiling grew wealthy through commerce and agriculture, the Torengar family to the southwest possessed vast mineral and lumber resources, mostly south of the Great Barrier River (the Sortalmaa). Home to many monstrosities, and claimed by no human clans, the forest south of the Stortalmaa came to be called the Forest of Death.

The family prospered, occupying three cities in the south—Hvammr, Kross, and the main city of Langvigi, site of a great fortress that gave the city its name (The Long Hall). In 5372 AS, the Iyiling and Torengar houses, encouraged by the dwarves, concluded an agreement that shaped the future of Etera. Dozens of Iyiling and Torengur nobles intermarried, and alliances were formed between key other houses.

The Great Consolidation: Krail I (5374–5557 AS)

In 5374, Krail of Torengar came to power in Langvigi at the age of 16. Already a talented and capable warrior and scholar, he held council with the dwarves and his extended family. Despite the natural protection of the Great Barrier river in the south and the artificial deterrent of Audreyn's Wall in the north, Etera east of the Vesturham Range would only be safe under a common ruler with a common purpose. Those that would not become allies would be conquered.

The houses of Reykir and Vithisholl allied immediately with the Torengar families in the South, and the dwarves of Barak-thel bolstered Krail's forces with mercenaries and siege-masters. The onslaught was unstoppable. In many cases, it was not even opposed—many jarls allied with Torengar of their own will. The oaths and reciprocal duties of fealty were, relatively speaking, light compared to the cost of maintaining constant vigilance against human and monster incursions.

The largest and most valuable city in the realm remained the city-state of Iyiling, and Krail made his seat of government there. By the end of his reign, it was known as Kingspoint, and remains the family seat of House Iyiling.

When Krail was welcomed into Valhalla at the age of 83, the realm was loosely held. The following century saw rebellion and some warfare, but in the end Torengar was stable and prosperous, extending from the Jotunnain River in the north to the Stortalmaa in the south, and from the Reiður Sea to the nigh-impassable Vesturham Range.

Neveri Incursions (5558-5776 AS)

The first incursions of the Neveri clans from the southwest were easily-repulsed raids. In what became a ritual, every spring the Neveri would attempt to push into the valuable southern lands, laying waste to the villages and towns built there. Bit by bit, they pushed farther into Torengar, sometimes with success, but usually meeting a grisly end in the great swamp.

Much of the military strength of Torengar has been gradually pulled south to buttress the frontier. The nobles grew restless, and the power of House Iyiling and their allies in House Torengar waned. In 5745 AS, for the first time in nearly 200 years, the crown had to suppress a rebellion inside its borders as the houses of Stokkseyri and Melstad revolted.

Despite offers of negotiation and peace, the raids and warfare continue. The forests and mines south of the Great Barrier River are too tempting a prize to give up.

TORENGAR

Risastorheim Forest

Leitha

Hafoss Lake

Leitha Falls

Otti Forest

Greniheim Forest

Rosgarth Ruins

Northwatch

Endalaus Forest

Stutt Lake

Isfjall

Lake Odin

Nethanfoss

Wodenain (Odin River)

Stuttain

Einmana Forest

Audrevn's Wall

Midgard

Mosfell

Jotunnain (Jotunn River)

Hafura Forest

Sleipnisain (Sleipnir River)

Melstad

Hvalr

Wodenain

Hestur Lake

Stokkseyri

Draptroll

Smahaeth Forest

Vopnferth

Wodenain (Odin River)

Northpoint

Leira

HAETTA BAY

Vallan

Kaldran

RAVEN'S BAY

Ridderhus

Freysain (Freyr River)

Reykvigi

Freysain (Freyr River)

Saela Forest

Blithain (Blith River)

Kingspoint

KING'S BAY

N
W E
S

Willinghall

Skogain (Skogur River)

Stafholl

Hofteigr

Isa (Is River)

Reynveil

Miklaholl

REITHUR SEA

Arheimr Forest

Isaferth

MIKILL BAY

Altaskogara (Altaskogur River)

Vidra (Vidir River)

Skarth

Vidira (Vidir River)

Hvammr

Hindrunain (Hindrun River)

Jarn Forest

Barnaa (Barna River)

Vithisholl

Reykir

Dvergura (Dvergur River)

Amasela Forest

KHAYA BAY

Eydileggingara (Eydilegging River)

Kross

Langvigi

Khaya

Bardagar Forest

Barrier Swamp

Sithastavon Forest

Storafnaa

Engenhla River

Haethara (Haethir River)

Haedgara (Haedgur River)

(Great Barrier River)

Forest of Death

0   20   40   60
Miles

MODERN TORENGAR (5777 AS)

Krail II of House Torengar came to power in 5749, and immediately strengthened the influence of the royal house. He seized on the bold idea of solving many problems at once: lack of resources, issues on the northern border, and ridding the lands of fractious adventurers and bandits.

In 5777, the following proclamation appeared in every city, town, and large village in Torengar:

"By decree of King Krail II, all lands of Tanalor east of the Frostharrow, from the Gray Marshes in the south to the Granite Halls in the north, and as far east as the Broken Coast, are to be reclaimed and purged of bandits, brigands and any fell creatures found within. Any person who carves out a portion of this land for him or herself and holds it against the forces of chaos and predation for a period of one year shall be granted possession of that land, for him or herself and any future heirs, in perpetuity, with appropriate title bestowed by the will of the king, and all rights and responsibilities attached thereto."

TORENGAR

Land Area. Approximately 100,000 square miles.

Most adventures begin in Torengar. King Krail's proclamation that all who can conquer and hold lands in Tanalor will be recognized as jarls caused adventurers to flock northward.

BRIEF HISTORY

Torengar as an independent realm dates to approximately 5384, ten years after Krail I led the allied houses of Torengar, Iyiling, Reykir, and Vithisholl to victory. After a brief period of consolidation and stability, the Neveri nomads attacked from the southwest in a never-ending series of raids that has drained Torengar's resources (both military and economic) ever since.

Presently, Torengar is feeling the strain of 200 years of attacks. The long deployments of garrison forces have given rise to banditry and unrest, especially in the northern part of the country. Incidents of incursions and raids by the dragonkin and fae near Audreyn's Wall have worsened the pressure on the ruling house.

PEOPLE AND SOCIETY

Torengar is a majority-human realm. After the collapse of the dragon empire, their human thralls fled south. They had come from all over the world, a blending of small populations held captive in service to the dragons and their forces. Moving south out of Tanalor, they settled in suitable places in what would become Torengar.

The culture and society of Torengar is heavily influenced by the dwarves of Barakthel, with a hefty dose of inspiration from the Aesir, as well as some of the cultures that dominated the early stable settlements.

Population

The population of Torengar numbers more than 5 million souls, comprising nearly a million families. The highest population density is clustered in the middle of the realm, between the Freyr River in the north and the Vidir River to the south. The area between the Blith River and the Is River is particularly fertile and lush.

There are 88 large towns and cities containing the urbanized population of Torengar. Of these 88, only 29 contain more than 8,000 people, with the remaining supporting 3,000-8,000. The urban dwellers represent 13% of the population.

Growing Up in Torengar

A child becomes a part of adult society at the age of 10. Children are fostered or apprenticed at this age, and begin to master trades (as early as age five they accompany their parents doing work tasks). At 16 they can formally inherit property and title, and a Torengur is considered an adult at that age, with adult responsibilities.

Marriage, commonly entered into between the ages of 16 and 22, is only lawful between adults. Political marriages or marriages arranged between families looking to secure access to certain skills or relationships are common, though any prospective bride or groom can refuse. This is done in private, to prevent loss of face and grave insult.

Political marriages are not always filled with passion and swooning; much like the Aesir, a certain amount of extracurricular activity is observed and even tolerated. Children born of such liaisons are not formally part of a family unless accepted by both husband and wife. Influenced by dwarvish culture, where the craft-bond is more important than that the parent-bond, this sort of adoption happens more regularly than one would think.

Even if not accepted into the chain of property inheritance—which is a matter of discretion for the parents anyway—the strong tradition of fostering children nicely accommodates this happenstance. Adoption as a formal member of the family must occur before the child's 16th year.

Divorce is possible in Torengar, and may be initiated by either party or the families of those parties, and is most often granted

for three causes: violence (in the past, this was only for 'mortal insults,' which were as severe as they sound), extreme poverty, or one party trying to physically relocate the family without agreement from the other party. Broadly speaking, these three are called Violations of the Body, Violations of the Soil (land being a synonym for wealth), and Violations of the Hearth.

Hierarchy

There are only three formal levels of social status in Torengar. Provided they have the wits and power to hold it, both men and women may occupy any level with equal status.

Thralls. Slaves and outcasts, many thralls are indentured or have been made such for the commission of crimes or failure to pay a debt. A person can also be made a thrall if they challenge another to judicial combat and lose. Accepting thralldom for a time is a common penance for losing and helps keep false challenges down. Thralls have the status of valuable objects, yet can own property themselves. The status of a thrall depends greatly on that of the karl the thrall serves; some karls are brutally repressive, others much more benevolent.

Karls. The majority of Torengur citizens fall into the freeholder, or karl, rank. They own and maintain a small plot of land and meet their monthly duty to their lord. Particularly well respected or wealthy karls may be known by the informal title thegn.

Jarls. Based on the size of their domain and the monthly duty they can afford to pay to the king (who is a member of the jarl social strata), these chiefs and warlords are subdivided into several strata. The lowest rank of jarl is the riddar, the equivalent of a landed knight or mayor of a village or small town. Above the riddar is the herra, whose domain might include five or six villages or a medium-sized town. Still above those are the jarls, and above those the high jarls, or hajarls, whose annual duty to the king is more than 1.4 million gold pieces.

There is mobility between thrall and freeholder status; jarl status is much more complicated—Torengar is fairly thoroughly settled.

Government

The government of Torengar is feudal. The head of the royal household is the chief of the high lords, and to the royal family are owed the duties that fall to landholders. From this pool of funds, the royal family looks after the kingdom at large, including being the only party allowed to maintain a free-standing military force of greater than 500 soldiers (see *Military*).

The power of the royal line is limited by the relatively equal status of other hajarls and jarls in the social structure. The commitments to the defense of Torengar have been so great In the past 200 years that the disposable income of the royal line is limited relative to feudal duties.

Each jarl has the right and duty to administer their lands under the laws and traditions of Torengar. So long as a freeholder's land-duty is paid (averaging 3 gp per month, though this varies based on the quality of the land), their hearth and lands are their own.

Two parallel and mutually respected systems of judicial practice exist in Torengar: that of the nobility (the ministerial courts), and that of the clerics. Disputes are usually worked out between adults (it is legally impossible to have a "dispute" with a child; their parents are responsible until they are of age). The clerical and ministerial courts provide less-violent outlets for resolving difficult situations.

Disagreeing parties are expected to work things out themselves. Whether an issue is resolved by challenge (anything from a drinking contest, to a battle of insults, to judicial combat) or by discussion is up to the participants. Clerical and civic outlets exist should the dispute threaten to affect more than just those directly involved.

Judicial duels and trial by combat are formal traditions in Torengar. There is a large body of unwritten custom regarding not only the fights themselves, but the responsibilities of the victorious party should the loser be killed. For matters of reputation, slander, or simple disagreement escalated beyond normal bounds, responsibility can include adopting or fostering the deceased party's family. For matters where the duel proves or disproves guilt in a crime, those responsibilities do not fall to the victor. This moderates the number and kinds of disputes ultimately resolved by fights to the death.

Economy

Torengar's economy is varied and strong—its many resources are managed and husbanded effectively by its people.

Decorative Rock. The quarries of Torengar yield rich and textured granite, marble, and other stones. Some of the more valuable stones are only found in the southern reaches of the Frostharrow, making them risky (and thus expensive and prized) to acquire.

Food. The "breadbasket" of Torengar, the lands between the Freya and Vidir rivers are extremely fertile. Only in years of the most profound drought (rare due to Torengar being coastal with favorable winds) is there insufficient food to balance shortfalls elsewhere. The coasts and rivers abound with supplies of fish, balancing out the protein needs otherwise provided by food animals.

Iron and Steel. The mines near Midgard, as well as the hills near Stokkseyri, provide ample iron ores. Some of these rich deposits were discovered relatively recently, and Torengar is in transition from an iron-poor to a metal-rich realm. The city of Vopnferð (Weapon's Crossing) is a major center of crafting expertise in arms and armor.

Precious metals. Gold, silver, copper, and platinum is mined in the Vesturham Range, but some of the best finds have been west of the Vesturham, along the Alfaskogur River. The presence of high-grade deposits here makes it tempting to Neveri raiders; there are still some oft-ravaged towns (and the utter ruin of one large city) in the region west and south of Hvammr.

Timber. The realm is ringed by lush forests—dense hardwood forests in the south, extending beyond the borders of Torengar into the unclaimed Forest of Death and Skaldagar forests. Pine, aspen, poplar, and spruce are tended and harvested in the north; they make excellent shield woods.

Communications and Transportation

The nobility of Torengar maintains roads and trails between major cities, supporting trade and troop movements. Typical travel at a casual pace in good weather is 12 miles per day (see **Travel Pace**).

While these roads see substantial traffic, the bulk of goods are transported by water—the rivers of Torengar are navigable for much of their lengths, providing convenient routes for the movement of goods.

Communication takes the form of messenger services—including the Royal Post and the Riders of Midgard. The Royal Post, counted on to transport messages or small items at the best possible speed from place to place, exists in every major city and many of the towns. Interfering with a Postman is a criminal offense; on the other hand, a rider can be dismissed for repeatedly failing to meet standards for timely message delivery.

The Riders of Midgard have a far more daunting task. These brave men and women keep the three towns and the Keepers who stand watch on Audreyn's Wall apprised of the movement of fell creatures and other threats. Because the shortest distance between Northwatch Keep, Midgard, and Northpoint passes through the as-yet untamed Endalaus Forest, this is a very dangerous job.

Military

The forces of Torengar are heavily deployed in the south of the realm. The strength of the kingdom is garrisoned against the Neveri clans in five or six large armies, each of which consists of up to 10,000 troops led by as many as 400 nobles of riddar or herra status. These are the mobile forces at Torengar's command. To deal with marauding bands of nomads slipping into Torengar on raids, garrison troops in the south are far stronger than usual.

The signature Torengur unit is the berserker infantryman. The usual compliment of light and heavy infantry, a smattering of cavalry (nobles due to the expense of the horses and equipment), and dwarvish-trained siege experts make up the bulk of forces. Unlike in Storean, there is no strong tradition of large forces of archers, but there is no lack thereof either.

The prevalence of river transport and the importance of the coastal trade to the economy—plus the need to protect against raids and assaults by the Sahuagin from the Broken Coast and Grey Marshes—provide Torengar with a skilled seagoing force for raiding and war.

Each fleet of ships is owned and provisioned by a jarl or thegn (with permission from his jarl). Raids into Brousha, Arnulf, and Brionnu are considered great sport.

The Torengur are very good at maintaining a disciplined garrison in an army. Standards of sanitation, rigorous manuals for establishing and maintaining camp, and well-known and brutal discipline for violations of the property and persons of the freeholders in whose lands they must live, are all ruthlessly and consistently maintained.

Relationships with Other Nations

Of the realms of Etera, Torengar is actively at war with the Neveri, though most of the country would just as soon see it end.

Torengar maintains active and friendly relations with its cultural and economic trading partners, Storean and Barakthel. The lands of Inthriki and Morevel are distant enough to be neutral at best, as reaching them requires crossing 200 or more miles of hostile grassland. The Torengur trade with and raid Brionnu and Arnulf in equal measure.

Brousha is a difficult case. They are fine trading partners, but the principle of voluntary obligation and the seeming impermanence of trade and military agreements—and the not inconsequential reputation of Broushans as light-fingered thieves—make relations neutral to wary, but not overtly hostile.

BARAKTHEL

Land Area: 82,000 square miles.

The Dwarven realm of Barakthel is both powerful and secretive. The primary interactions that the peoples of Torengar have with the dwarves comes from trade with Stedhandel via Brionnu and Arnulf, contract engineering and construction teams, and adventuring dwarves questing into Tanalor.

The dwarves have exercised profound influence over eastern Etera, providing the nudges (and shoves) that caused Torengar to exist in the first place.

BRIEF HISTORY

Barakthel—formerly Reiður Island—is the ancestral homeland of the dwarves. After Barakthel and Audreyn reshaped the nature of the dwarves' interactions with Etera nearly 2,000 years ago, the modern realm of Barakthel was born.

PEOPLE AND SOCIETY

The dwarves live in a complex structure of family and craft.

Population

The population numbers are unknown—while the land area of Barakthel would normally support a population of perhaps 2/3 that of Torengar, no one can say how deeply the dwarves have delved, and rumors and writings of vast underground cities and resources beneath the surface of Barakthel make the upper bound of the population impossible to determine.

Growing Up in Barakthel

The core relationship unit of the dwarves is not the biological family, but the teacher-student bond (see **Dwarf**). The taboos and traditions existing among family members in human lands seem to be analogous to those among teaching circles in the dwarf lands.

A child born to dwarvish parents on the island of Barakthel may spend up to 25 years with them—no small amount of time. During that period, they learn the basic life skills of any dwarf, including training in the basics of craft, rune-knowledge, and fighting skills.

When it is time, the dwarf adolescent is placed with an appropriate teacher (*kennari*), and another four or five decades are spent learning and mastering an appropriate craft. Once children earn their *merki*, the certification of adult status, they ply their craft and enter dwarf society to work, live, and marry as they wish.

Hierarchy

Similar to the lands of Torengar that the dwarves influenced, the hierarchy of Barakthel is relatively "flat." The highest level is the High Council, which steers the affairs of all dwarves. The craft-masters and council members are held in very high regard by dwarvish society.

Below that are the adult dwarves, who form circles and societies based on networks of crafters and makers. Networks of crafters with common skills share one sort of kinship bond, akin to that of close family. When several different crafts are required to produce a finished object (woodworking and metalworking and enchantment to make a magical axe, for example), a different sort of bond is respected, more similar to "in-laws."

Lower still are the Omerktur, the unmarked—who are more than capable of participating and assisting in dwarvish society, as they are fully grown and as old as most human adults. These unmarked students serve the same function as thralls in Torengar, but with far more respect and status.

GOVERNMENT

The governance of the dwarves is directed by the High Council of Barakthel, a relatively large body comprised of older and highly accomplished masters of crafting, lore, and war. Each craft selects a representative, and they are responsible for what might be considered the long-term strategy for the dwarves.

More locally, each craft governs itself and the conduct of its members. The dwarves tend to be an orderly folk, and each craft forms guidelines and ethics appropriate to both the craft and dwarvish society as a whole.

ECONOMY

The dwarves are a self-sufficient people, and existed for thousands of years with little to no external trade. The creation of Barakthel as a realm with an outward-leaning stance increased the dealings with other kingdoms.

The dwarves are master crafters, especially in stone and metal. Their work is highly prized. The pieces that are created in preparation for the *aldurverk*—the process by which a dwarf proves adulthood—are exported as trade goods, while the workings of adult dwarves are valued luxuries.

The dwarves are master sailors—they define the concept. Their ships and navigation tools are also sought after.

The dwarfs' primary method of gathering funds on the continent is through services. Anyone that can afford to do so employs them for construction projects involving stone and metal—dwarvish fortifications are highly valued. Dwarves are also hired as mercenaries, and there are many (small) units of dwarvish warriors providing stalwart service on the southern border.

Communications and Transportation

Mostly, the dwarves communicate by sea. Fast, uniquely-built sailing ships with multiple masts and odd rigging are seen plying the waves from Stedhandel to Barakthel. A dwarvish messenger vessel is one of the surest ways to get information from place to place.

The dwarves also use magic for important communications, especially between the continent and the island councils. Dwarvish naval units are rumored to make extensive use of magical communications in addition to signal flags and mirror signals for fleet operations.

Military

There is no question that when the dwarves seek to deploy force, they can do so. They have moved mighty armies into Etera in the past, especially during the rise of Torengar.

The primary forces that the dwarves deploy are heavy infantry, units of crossbowmen, siege experts, and sailors and marines (who use both crossbows and magic in their naval actions). When dwarves deploy archers, they tend to use short, powerful bows fashioned from odd metals, though these are never offered for sale (one way or another, such bows that wind up in non-dwarf hands make it back into dwarf control).

Relationships with Other Nations

In simplest terms, Barakthel focuses almost solely on Torengar, with a healthy dollop of crafting trade with Brionnu and Arnulf. They indulge in a hearty distrust of fae-born Storean, and maintain formal but not cordial relationships with everyone else. They do have a healthy appreciation for Broushan jewelry and similar luxury items—they are cunningly made and have a very different aesthetic than dwarvish make, which delights the dwarves.

Locations in Tanalor

There are a few regions in Tanalor meriting special attention.

Settlements

The most likely place to find settlements is directly north of Torengar. Eðlafólk dwell in above-ground villages which can be quite sizable, though not as built up or formally organized as human settlements. They also occupy natural cave formations, preferring those that have underground water supplies and are naturally wet or at least humid—they prefer swampy terrain, and their settlements grow more numerous as one gets closer to the Grey Marshes.

Fiðrildar prefer underground complexes, and though tribes and clans may have issues with each other, several occupy, or create, sometimes-extensive cities.

Ruins

Tanalor was once completely settled, though not in the usual human manner. The dragon empire was far-flung, and its heart was in Tanalor. Mighty cities full of many kinds of dragonkin, and slave populations from many species, populated the land, but thousands of years of war and neglect, building and rebuilding, left ruins of all sizes.

In western Tanalor, north and west of Northwatch, these ruins are overrun with goblins and similar creatures.

The GM can drop any of these locations pretty much anywhere, especially ruins and dungeons. Settlements follow the lands and terrain of the dominant creatures of the area.

Dungeons

These underground locations are more plentiful than one would think. Smaller warrens are often the abodes of creatures favoring cool and dim or dark living conditions. Other creatures take advantage of cave complexes or tunnel complexes left over from long-dead ormur or other burrowers.

Most of these underground locations are not sprawling complexes—or at least didn't start out that way. Some are very, very large, even if they contain only a few rooms, due to the gargantuan size of their creators—the great dragons of old. These may have started with a single sleeping chamber of prodigious size, but slowly expanded to house the dragon's various servants,

including whole armies of **eðlafólk**, fiðrildar, and half-dragons. Some complexes have been re-occupied.

Old Leyferðs and Landvaettir

Many dungeons were sited on top of old leyferðs before the Shattering displaced them. These locations were steeped in power for thousands of years. Some of them have become almost alive, or contain powerful spirits or embodiments of the place's essence. They go by many names—genus loci, landvaettir, armathr, spamathr, and bergbui, to name a few—and they have…issues. After being sustained so long by the flows of power from the leyferðs, these spirits were suddenly cut off. Some withered and ceased to exist.

Some got angry. Very angry. Angry enough to animate the spirits of restless dead, or even create or attract undead creatures such as ghouls, skeletons, vaettr, and reiðr.

The power of these creatures, and the power of the places they inhabit, serves as a call to all sorts of beings. Some feed off that energy, eventually consuming the spirit while becoming powerful in turn. Others are cowed by it and drawn to it, even worshipping it as a divinity (some minor fae do this).

The Broken Coast

The east cost of Tanalor was left a shattered and jagged landscape during the Shattering and the formation of the devilrifts. The coastline is wild, rocky, and peppered with active geological areas—volcanoes, geysers, hot springs, and other features.

The abode of the remaining fire giants, the Broken Coast has also become a home and breeding ground for fiends and elementals of all sorts. It is a dangerous, forbidding land, with sulfurous and toxic water, and acidic, dangerous gas clouds lingering in the air.

The Frostharrow

The Frostharrow is a continuation of the Vesturham mountain range forming the western boundary of Torengar. The peaks grow taller, more rugged, sharper, and sheathed in ice. The area between the mountains and the low places is frequently glaciated year-round.

There are tremendously valuable stone quarries in the Frostharrow, and it is said that one of the largest diamonds ever found came from that region. It is a cold, unfriendly place—and the beginning of the lands that belong undeniably to the Winterfae.

The Domstollinn, Tyr's fabled Hall of Judgement, is situated in the Frostharrow, far to the north and west of Isfjall. Its location

is roughly known, but it is shrouded in glamour and the way there cannot be found without one of the *Tyrstakn*.

The Granite Halls

The Granite Halls represent the final stretch of the extensive line of mountains forming the spine of Etera. Blocky and magnificent, if lower and not always entombed in ice like the Frostharrow, the Granite Halls are the domains of the frost and stone giants.

The Granite Halls are not only a mountain range, but a great city of stone hewn out of living rock. The dwarves of Barakthel speak of it in hushed and reverent tones, telling stories of those that visited the city and came away with great treasure.

The Great Rifts

While most areas of Tanalor might simply be lands to fight over, or perhaps share between the various powers of the world, the great rifts represent an existential threat to Torengar, and perhaps all of Etera.

When the great dragon *Svartadauði*, who was once named Nithoggr, bound himself to a demon-lord of Muspelheim, he set off a chain of events that led to the formation of the devilrifts, three great chasms that tore open the Nine Realms.

These rifts lead to Muspelheim, the home of the tyranns and kvoldomur. They are of Yggdrasil, though utterly evil. The tyrann seek to conquer and rule all of Etera. The great rift in the north leads to the lands of the kvoldomur within Muspelheim. These creatures seek nothing less than the destruction of the World Tree itself, and to taint the Well of Fate.

The Grey Marshes

The rivers flowing out of the glacial melts of the Frostharrow and the runoff from the Granite Halls all collect in one basin—an area of fen, swamp, and bog known as the Grey Marshes.

The Grey Marshes is the home to Svartadauði, the only known active ancient true dragon. This mighty black dragon has not been seen for decades, even centuries. But he is known to lair in that swamp. The Grey Marshes are teeming with dragonkin of various kinds, and even the eðlafólk, who worship dragons and serve their needs, will only go so close. Ridding Etera of Svartadauði would surely be an epic saga!

Foes

This chapter contains a substantial list of creatures with which to challenge the players. These creatures serve as obstacles to be avoided, or foes to be conquered.

Obstacles and Opposition

Etera is a large and complex place, populated by many different creatures. Each may be an obstacle (something to be avoided), a foe (something to be fought), or even a potential ally or benefactor.

Foes presents these creatures as a sampling of the many kinds of life (and unlife) encountered as the adventurers quest to gain wealth, renown, and power. It is, first and foremost, a list of critters and opposition. Use it for inspiring encounters and as a source for adventures. Each creature entry notes appearance, habitat, and behavior, suggesting different methods for presenting and resolving encounters.

Foes can be used to flesh out a preconceived plot element. A segment of an adventure might feature fae raiding into the north of Torengar, or fiends infiltrating a noble house. The book provides tools for filling out the cast of characters and dangerous scenery.

Some of the creatures prefer specific geographies and climates. You may only encounter certain creatures in the frozen reaches of high mountains, in forests, or even in the water. Paying attention to habitat and ecosystem makes the world of Etera come alive to the players, as the kinds of life they encounter meet their expectations, creating a believable world for them to explore.

Leverage the value of using expectations and linkages in both reinforcing and contradicting ways.

Where there are fiðrildar, there are likely eðlafólk, and where both exist, there may well be true dragons. While bands of humanoid fae (goblins and the like) may raid indiscriminately into Torengar, they are just as frequently directed by an Alfar or Winterfae with a purpose.

Contradict expectations by creating atypical interactions between creature types. Hobgoblins are being pushed out of their usual pocket dimensions and sylvan haunts by an incursion of fiends or giants. One expects to find a diverse and vibrant population of flora and fauna in a wild forest, and the absence of those things might point to the result of an undead plague or a disease. Fae and dragons are suddenly cooperating with each other…what could cause that but some sort of existential threat?

Creature Behavior

Some creatures are intelligent and act of their own volition. Others are nearly mindless.

Sentience, Sapience, and Personality

A creature's Intelligence, Wisdom, and Charisma scores provide game-mechanical input for skills and saving throws. They also inform the GM and players of general behavior patterns.

- **Intelligence.** Creatures with an Intelligence of 4 or lower are non-sapient. They do not reason or engage in cognition and reflection. They have rigid behavior patterns that form the basis of how they interact with the world. As a creature's Intelligence score rises, they exhibit more varied response to different challenges and stimulation. Creatures with Intelligence of 5-6 are partially sapient, exhibiting clever and unpredictable responses to challenges. At Intelligence of 7 and higher, creatures may form civilizations and develop culture. They can be bargained with, reasoned with, and likely have a language and social structure that includes the concepts of right and wrong; while strong predispositions exist for a particular type of creature, alignment by choice starts to have meaning.

- **Wisdom.** A creature's wisdom score is a stand-in for its cunning and perception. It is frequently much higher than a corresponding Intelligence score: some creatures with keen senses have advantage on checks for hearing or smell. Creatures with Wisdom scores above 6 are sentient and capable of actively perceiving and sensing

their environment. Those with Wisdom 6 or less only react to particular or extreme stimuli.

- **Charisma.** This attribute reflects personality, chumminess, and mental fortitude. Creatures with Charisma scores of 4-5 are either anti-social or are predisposed toward a fickle independence. Charisma scores of 6-7 are common for social or pack-oriented creatures that form limited bonds with other beings—even their own kind. Creatures with Charisma scores of 8 and higher engage in complicated emotional-level interactions, while those with a Charisma of 1-3 lack basic personality; creatures with such low scores are essentially executing behavioral macros.

Creatures with very low Intelligence and Charisma are instinctual, following behavior patterns unlikely to change: patterns promoting survival. Deviation from those patterns is rare, and choices are limited to options like "fight," "flight," "intimidate," and "surrender." If threatened, they may become aggressive and fight to the death, or (as in the case of wasps) pursue a threat until a certain condition is reached, and then suddenly break off.

Sentient creatures (Wisdom of 7 and higher) that have Intelligence of 3-6 and Charisma of 5-7 may be found as pets or domesticated animals depending on their dispositions. Creatures with Intelligence of 7+ and Charisma of 8+ may well become friends, have the ability to remember slights and abuses, and plan vengeance.

Creature Type

Each creature is given a type (see ***Creature Types and Where to Find Them***) that details important information about behavior. Exceptions exist and make for fun encounters, but the trends are below.

Civilized Creatures

Celestials, Dragons, Fae, Fiends (Kvoldomurs and Tyranns), Giants, and Humanoids have (with a few exceptions) civilized populations. Civilizations have a recognized hierarchy or affiliation, with social rules and structure and (most importantly) a culture that drives behavior. Dragons and their servitors (eðlafólk and fiðrildar) are fiercely territorial. Fae are hierarchical and opportunistic. Kvoldomurs exist to see the world suffer; Tyranns wish to dominate other forms of life for selfish pleasure. Encountering civilized creatures puts the adventurers in a context of relationships complicated by opposing culture and behavior (it's hard for a human to be friends with an eðlafólk; they have no cultural restriction against eating you).

These types of creatures compose and execute plans, and creatively use resources. Specifically, they form bands for attack or defense, make creative and effective use of tools (including magical tools if available), or employ creative use of spellcasting. They may practice active deception, and are familiar with the notions of truth and lies.

Motivated by enlightened self-interest, they might be amenable to bargaining and negotiations. Higher intelligence provides a longer time horizon for planning, with Intelligence scores of 16+ allowing considering strategic as well as short-term goals.

Most types of undead are sapient, aware, and evil, with some goal or drive that they pursue with canny intelligence. Zombies and Skeletons are animated corpses having more in common with beasts and monstrosities.

Beasts and Monstrosities

The fauna of Etera are concerned with survival. Foragers such as deer are interested in eating, finding shelter and safety, and generally carrying on with their lives trying to avoid becoming some predator's next meal.

Predators chase down their food to live and thrive. They may be looking to kill you and eat you, but they're not looking for a fight. Once thwarted, they do not pursue conflict, seeking to withdraw unless desperate. Exceptions exist—usually during mating season, famine, and for mothers protecting their young.

Most beasts and monstrosities are of low intelligence, and do not, as a rule, make active and effective use of tools. There are exceptions! Some predatory birds may use burning twigs (caused by lightning or other natural causes) to set fires that drive prey into their clutches, while borderline-sapients make limited use of tools. Finally, creatures like nautamaðr (bull-men) actively use weapons and kill for fun…but do not do so creatively. They locate and identify potential prey, attacking it until it is dead or the creature itself is **incapacitated**.

Ecology and Opportunistic Creatures

Plants, oozes, and fungi are mostly-immobile parts of the ecology that only react to adventurers if disturbed. Constructs placed as workers or guardians react only when provoked, or perform particular jobs (deliver this message, build this bridge, turn this millstone, kill all who approach).

These creature types have no volition, operating at barely more than a "macro" or "script" level. They are the same level of threat as a landslide, crevasse, or a storm, contended with as a barrier or obstruction, and counted on to completely lack creativity in how they go about their role.

Creature Types and Where to Find Them

Owing to the history and geography of Etera, some creatures are more likely to be found in certain parts of Torengar and Tanalor.

Beasts are non-humanoid creatures that are naturally part of the ecology. Some have a magical nature, but most are unintelligent and lack society or language. Beasts include all varieties of ordinary and giant versions of animals. Beasts are found natively throughout Etera, based on their needs and preferred (or required) habitat.

Celestials are native to the Realms of the Gods. Many of them are the servants of the Aesir, employed as messengers or agents in the mortal realm and throughout the planes. Celestials are good by nature; the exceptional celestial straying into evil is a horrifying rarity. Celestials include Aesir, Valkyries, and hofvarpnir. Celestials are usually sent to Etera or choose to visit, rather than calling it home. Valkyries are present, if hidden, any time brave deeds occur, drawn to these actions in their role as choosers of the slain.

Constructs are made, not born. Some are programmed by their creators to follow a simple set of instructions, while others are imbued with sentience and capable of limited independent thought. Statues are the iconic constructs. These creatures are found wherever arcanists ply their skills.

Dragons are large reptilian creatures of ancient origin and tremendous power. Highly intelligent and innately magical, true dragons conquered and hailed from Jotenheim, and once lived and ruled throughout Etera. They still hold substantial sway in a vast swath of Tanalor centered on a band stretching from Midgard in the south to the northernmost devilrift in the northeast. One of the only ancient true dragons known to be active (not trapped in meditation) is *Svartadauði*, who holds the Grey Marshes as his demesne. Included in this category are less powerful, intelligent, and magical creatures distantly related to true dragons, such as ormur and wyverns.

Elementals are creatures native to Niflheim. Some creatures of this type are little more than animate masses of their respective element. Others have biological forms infused with elemental energy. They are found nearly anywhere, according to their type. Elementals of cold are more likely found in and north of the Frostharrow; the volcanic regions of The Broken Coast are a good bet for fire elementals.

Fae are magical creatures closely tied to the forces of nature and entropy. They dwell in twilight groves and misty forests. Fae include hulders, pixies, and satyrs. The mountain ranges from the Frostharrow to the north and west were their natural range when the Winterfae came to Etera, and they hold sway in a region of Tanalor and Torengar roughly formed by a line straight west and north of Northwatch. Fae incursions, raids, and pocket dimensions crop up with lethal frequency in a portion of northern Torengar called The Hunted Lands (Veiddarlönd).

Fiends are evil beings native to Muspelheim. Most labor under the leadership of archtyranns and kvoldomur princes. Evil priests and mages sometimes summon fiends to the material world to do their bidding. If an evil celestial is a rarity, a good fiend is inconceivable. Fiends include kvoldomur, tyranns, and bolvaðr. Fiends are found wherever civilization thrives, as the misguided and misled summon or invite kvoldomurs and tyranns into the world, responding to whispered promises of power and influence. Increasingly, fiends enter the world directly through the devilrifts without being summoned, which is of great concern to Aesir and humanoid alike.

Giants tower over humans and their kind. Humanlike in shape, some have multiple heads (ettins) or deformities. The typically encountered varieties of true giant are hill giants, stone giants, frost giants, and fire giants. The giants dwell in the lands south of the Granite Halls, with their presence dropping off sharply as giant-land blends into the domains of the eðlafólk and fae. Some of the less intelligent variants wander into these lands, and share habitats with ogres, trolls, and other fae creatures.

Humanoids form the primary civilizations in Etera, including humans and a tremendous variety of other species. They have language and culture, few if any innate magical abilities (though most humanoids can learn spellcasting), and a bipedal form. The most common humanoid races are the ones most suitable as player characters: humans, dwarves, elves and half-elves, and gnomes. Almost as numerous but far more savage and brutal, are the fae goblinoids and draconic eðlafólk and fiðrildar. These are listed as "fae humanoid" and "dragon humanoid" in the write-ups to account for fae/dragon lineage and similarity to the other humanoid civilizations.

Monstrosities are monsters in the strictest sense—frightening creatures that are not truly natural and almost never benign. Some are the results of magical experimentation gone awry (such as owlbears), and others are the product of terrible curses. They defy categorization, and in some sense this is a catch-all category for creatures that don't fit into any other type. Monstrosities are found nearly anywhere in Tanalor, but have mostly been driven out or slain in Torengar.

Undead are once-living creatures brought to a horrifying state of undeath through the practice of necromantic magic, some unholy curse, or the residual power of a broken leyferð. Undead include walking corpses, such as blóðþrystas, vaettr, and zombies, as well as bodiless spirits, such as ghosts and liefars. They may be found anywhere where magic goes awry.

Creature Statistics

Each entry describes the appearance, habitat, behavior, and other important details about a creature. A monster's statistics, sometimes referred to as its stat block, provide essential information that you need to run the monster from a game-mechanical perspective.

Size

A monster can be Tiny, Small, Medium, Large, Huge, or Gargantuan. The **Size Categories** table shows how much space a creature of a particular size controls in combat, while the Multiplier Column gives a scaling factor that is applied to Wound Maximum, Control Maximum, and similar stats. There is no real upper limit on Gargantuan creatures, and "or larger" could mean much, much larger. *Svartadauði*, the Elder Dragon dwelling in the Grey Marshes, is said to be 300 feet long, with a wingspan of at least that measure!

Size Categories

Size	Space	Multiplier	Examples
Tiny	2 ½ by 2 ½ ft.	× ½	Hrogn, sprite
Small	5 by 5 ft.	× ¾	Giant rat, goblin
Medium	5 by 5 ft.	× 1	Human, hob, werewolf
Large	10 by 10 ft.	× 1.5	Big Grim, thurs
Huge	15 by 15 ft.	× 2	Fire giant, giant shark
Gargantuan	20 by 20 ft. or larger	× 4	Kraken, some lindorms

Modifying Creatures

Despite the versatile collection of monsters in this book, if you are at a loss finding the perfect creature for an adventure, grab and tweak an existing one. Make it more useful by borrowing traits from different creatures, or by using a template variant. Having several types of creature makes for uncertainty in the minds of players, as they'll never quite know what they're facing. Keep in mind that modifying a monster, including when you apply a template to it, might change its Challenge rating.

Type

A monster's type speaks to its fundamental nature. Certain spells, magic items, class features, and other effects in the game interact in special ways with creatures of a given type. For example, an arrow of dragon slaying deals extra damage not only to true dragons but also other creatures of the dragon type, such as dragon turtles and wyverns.

Tags

A monster might have one or more tags appended to its type. These parenthetical tags provide additional categorization for certain creatures. The tags have no rules of their own, but something in the game, such as a magic item, might refer to them. For instance, a spear that is especially effective at fighting kvoldomurs works against any monster with the kvoldomur tag.

Alignment

A monster's alignment provides a clue to its disposition in a roleplaying or combat situation. For example, a chaotic evil monster might be difficult to reason with or attack characters on sight, whereas a neutral monster might be willing to negotiate.

Some creatures can have any alignment. In other words, you choose the monster's alignment. Some monsters' alignment entries indicate a tendency or aversion toward law, chaos, good, or evil. For example, a berserker can be any chaotic alignment (chaotic good, chaotic neutral, or chaotic evil), as befits their wild nature.

Many creatures of low intelligence have no comprehension of law or chaos, good or evil. They don't make moral or ethical choices, but rather act on instinct. These creatures are unaligned. A shark that goes into a feeding frenzy isn't evil, though its actions seem so to its lunch. It's just hungry.

Threat DC, Hit DC, and Damage Reduction

A monster that wears armor or carries a shield has Threat DC, Hit DC, and Damage Reduction (DR) values listed taking this into account. A monster's Threat DC is based on 10+its Dexterity modifier, like any other creature's. The hit DC takes into account natural proficiencies and defenses—monsters that do not attempt to avoid blows may have the Hit DC equal to their Threat DC, so any threat is also a hit. Any natural or worn

armor is given a Damage Reduction value, and the source of the protection is listed in a footnote underneath the stat block.

Vigor and Wounds

The Wound Maximum for a monster is calculated the same way as it is for characters: the Constitution score, plus the Strength bonus, multiplied by a modifier related to the creature's size.

A monster usually dies or is destroyed when it exceeds its Wound Maximum. For simplicity, treat monsters with a Challenge rating of roughly half the party's level (assuming four adventurers of equal ability) as automatically failing injury rolls. They are automatically **injured** if they exceed ¼ their Wound Maximum, fall **unconscious** (if applicable) at half their Wound Maximum, and drop dead upon exceeding their Wound Maximum.

Do not apply this "auto-fail" mechanic to the morale check to see if a creature becomes **demoralized** after being wounded for less than ¼ its Wound Maximum—creatures do not automatically run away!

A monster's vigor is presented both as a die expression and as an average number. For example, a monster with 2d8 vigor has an average of 9 vigor.

A monster's size determines the die used to calculate its vigor, as shown in the *Vigor Dice by Size* table.

Vigor Dice by Size

Monster Size	Vigor Die	Average Vigor per Die
Tiny	d4	2½
Small	d6	3½
Medium	d8	4½
Large	d10	5½
Huge	d12	6½
Gargantuan	d20	10½

A monster's Constitution modifier also affects the number of vigor points it has. Multiply its Constitution modifier by the number of Vigor Dice it possesses, adding the result to the total provided by Vigor Dice. For example, if a monster has a Constitution of 12 (+1 modifier) and 2d8 Vigor Dice, it has 2d8+2 vigor (average 11).

Speed

A monster's speed tells you how far it can move on its turn at a walking pace. Creatures that have no form of ground-based locomotion have a walking speed of 0 feet.

Some creatures have one or more of the following additional movement modes.

Burrow

A monster with a burrowing speed can use that speed to move through sand, earth, mud, or ice. A monster can't burrow through solid rock unless it has a special trait allowing it to do so.

Climb

A monster with a climbing speed can use all or part of its movement to move on vertical surfaces. The monster doesn't need to spend extra movement to climb.

Fly

A monster with a flying speed can use all or part of its movement to fly. Some monsters can hover, making them hard to knock out of the air (as explained in the *flying* rules in the *Combat* chapter). Such a monster stops hovering when it dies.

Swim

A monster with a swimming speed doesn't need to spend extra movement to swim.

Ability Scores

Every monster has six ability scores (Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma) and corresponding modifiers. For more information on ability scores and how they're used in play, see *Core Mechanics*.

Saving Throws

The Saving Throws entry is reserved for creatures adept at resisting certain kinds of effects. For example, a creature that isn't easily charmed might gain a bonus on its Wisdom saving throws. Most creatures don't have special saving throw bonuses.

A saving throw bonus is the sum of a monster's relevant ability modifier and its Proficiency bonus, which is determined by the monster's Challenge rating (as shown in the *Proficiency bonus by Challenge Rating* table).

Proficiency bonus by Challenge rating

Challenge Up To…	Proficiency Bonus
CR 4	2
CR 8	3
CR 12	4

Stat Block

Every creature presented shares the same basic stat block. It is formatted to present the game-mechanically useful information in an easy-to-digest fashion. In the example block below, the components of the stat block are given letter codes and then explained.

The various powers, attacks, and other special abilities are listed in text descriptions below the monster, grouped into categories. These be unique to each creature.

Conversion

If converting monsters from related source material, it can be done in a straight-forward manner so long as the creature has a full stat block (Third Edition, 3.5 and derivatives, and Fifth Edition, certainly). Calculating the wound and control thresholds are covered in the table definitions above, and a creature's Vigor Dice and vigor are direct transcriptions from Hit Dice and hit points.

Three stats that require calculation:

Threat DC. This is 10 + the creature's Dexterity modifier. If a creature has natural cover, always-on magical boosts to Armor Class, or anything that feels like "this acts like cover, a shield, or an enhanced mobile fighting style analog" then Threat DC can be adjusted accordingly. Pay attention if the creature is wearing armor, as that can cap Dexterity bonuses, but "natural armor" will not have that effect. Note that a medium shield has a +4 impact to Threat DC in *Dragon Heresy*, and provides "half cover."

Hit DC. If the creature actively defends itself, be it actual dodge and parry, divine luck, or reactive mobility, then the Hit DC is larger than the Threat DC by 8 + the creature's proficiency bonus. If the defender has special training or posture that does not impact basic defensive mobility but does make them better at defending, nudge Hit DC upwards. An extreme example would be a guardian statue that has high weapon skills but is cemented to the floor. The Hit DC would be a result of fast magical reflexes and good ability to parry, but lack of mobility would limit Threat DC.

Attack Damage. Attacks with "normal" or "mundane" damage types—bludgeoning, piercing, and slashing—carry over as is:

STR	A	G	Defenses				
			Threat DC	Hit DC	DR	Vigor	Vigor Dice
DEX	B	H	10+H	18+H +P	S	T	U
CON	C	J	Wound Thresholds				
			Morale	Injury	KO	Death	
INT	D	K	N	O	Q	R	
WIS	E	L	Control Thresholds				
			Grab	Grapple	Restr.	Incap.	
CHA	F	M	V	W	X	Y	

Proficiency: P   **Passive Perception: --**

Transpose a 2d8+4 bludgeoning attack exactly, as well as other conventional attack types; some may be swift attacks instead of regular attacks. Attack types that call for a saving throw have their damage reduced by half (2d8 might become 1d8 or 2d4) and are usually treated as resisted spells, doing wounds on a failed save, or vigor on a successful one.

Psychic damage is a special case: treat it as full damage from the original source material, but the damage never is converted to wounds. If repeated psychic damage drives the victim to zero vigor, levels of **exhaustion** are suffered instead. See *Psychic* in the Combat chapter for details.

When in doubt, err on the side of scary. The Aesir frown on wimpy monsters.

Damage Reduction. Subtract the creature's Threat DC from its Armor Class. The remainder is likely due to armor of some sort. Take that value, and apply the Multiplier from the *Size Adjustment* table.

Example: A Large creature has DEX 16 (+3) and AC 18 due to "natural armor." That makes their Threat DC 13. The extra 5 points of Armor Class come from scales or thick hide. A medium creature would have 5 points of DR, but the creature is Large, so a size adjustment of ×1.5 is applied, and the GM records the creature of having an impressive DR 8 (round DR fractions up).

Table Entry	Monster Stat Block Definition
A	The raw Strength score for the creature. Used to calculate Control Maximum
B	The raw Dexterity score.
C	The raw Constitution score. Forms the basis for Wound Maximum.
D	The raw Intelligence score.
E	The raw Wisdom score.
F	The raw Charisma score.
G	The Strength bonus. Applies to many things, such as influencing Wound Maximum.
H	The Dexterity bonus. Increases Threat DC, influences Control Maximum, Initiative rolls, and more.
J	The Constitution bonus. Gives extra vigor points per level.
K	The Intelligence bonus.
L	The Wisdom bonus. Influences perception rolls and more.
M	The Charisma bonus. Influences morale checks to see if a creature holds fast in combat.
N	A creature taking wounds in this range needs to make a Morale Check or gain the **demoralized** condition. Calculate the upper end of the range by setting it equal to ¼ the sum of CON + the STR bonus; drop fractions.
O	A creature whose wounds fall in this range makes a Constitution check or gains the **injured** condition. Calculate the upper end of the range by setting it equal to ½ the sum of CON + the STR bonus; drop fractions.
P	The creature's Proficiency bonus. (This number is tucked in with Hit DC.) Consult the *Proficiency Bonus by Challenge Rating* table.
Q	A creature wounded into the KO (Knockout) range that fails its Constitution check gains the **unconscious** condition; success results in the **injured** condition. Calculate the upper end of the range by setting it equal to the sum of CON + the STR bonus.
R	A creature taking more wounds than its Wound Maximum risks Death and starts making Death Checks. A creature taking more wounds than double its Wound Maximum is automatically slain.
S	The damage reduction is subtracted from incoming wounds that hit the creature. It does not impact vigor loss.
T	Vigor absorbs incoming strikes and other effects without taking wounds. It represents skill, luck, and endurance.
U	The number of Vigor Dice a creature has.
V	You gain the **grabbed** condition if control points fall within this range. Creatures that are merely **grabbed** can use their reaction to perform a Brute Defense to shake off foes. Calculate the upper end of the range by setting it equal to ¼ the sum of STR + the DEX bonus; drop fractions.
W	You gain the **grappled** condition if control falls within this range. Calculate the upper end of the range by setting it equal to ½ the sum of STR + the DEX bonus; drop fractions.
X	You gain the **restrained** condition if control falls within this range. Calculate the upper end of the range by setting it equal to the sum of STR + the DEX bonus.
Y	You gain the **incapacitated** condition if control exceeds Control Maximum.

Skills

The Skills entry is reserved for monsters that are particularly effective in certain areas. A monster that ambushes from hiding and has keen senses might have bonuses to Wisdom (Perception) and Dexterity (Stealth) checks. Creatures that are particularly good grapplers will have the Strength (Athletics) skill.

A skill bonus is the sum of a monster's relevant ability modifier and its Proficiency bonus, which is determined by the monster's Challenge rating (as shown in the *Proficiency Bonus by Challenge Rating* table). Especially able monsters' skills include double proficiency bonus in some areas. True Dragons gain this benefit on Perception, and their Perception is equal to twice proficiency plus their Wisdom bonus.

Armor, Weapon, and Tool Proficiencies

Assume that a creature is proficient with all armor, weapons, and tools listed in its writeup. If you swap them out, decide whether the creature is proficient with its new equipment or is making do with found equipment.

For example, a hill giant typically wears hide armor and wields a greatclub. You could equip a hill giant with chain mail (heavy armor) and a greataxe (a martial weapon) instead, deciding that this hill giant has taken the opportunity to become proficient with his superior equipment.

A creature is not proficient in grappling unless explicitly noted as such, either through proficiency in Athletics, or an ability that indicates it is a particularly skilled and cunning grappler.

Vulnerabilities, Resistances, and Immunities

Some creatures have vulnerability, resistance, or immunity to certain types of damage. Some creatures are even resistant or immune to damage from nonmagical attacks (a magical attack is an attack delivered by a spell, a magic item, or another magical source). Additionally, some creatures are immune to certain conditions. Creatures that are resistant to damage halve the numbers rolled on damage dice (this reduces vigor loss as well). Creatures that are vulnerable to damage double the result of the damage dice.

Senses

The Senses entry notes a monster's passive Perception score and special sensory modes it might have. Special senses are described below.

Blindsight

A monster with blindsight perceives its surroundings within a specific radius without relying on sight. Creatures without eyes, such as darkmantles and gray oozes, typically have this special sense, as do creatures with echolocation or heightened senses, such as bats and true dragons.

Natural blindness is noted parenthetically, indicating that the radius of blind sight defines the maximum range of perception.

Darkvision

A monster with darkvision sees in the dark within a specific radius. The monster sees in dim light within the radius as if it were bright light, and in darkness as if it were dim light. The monster can't discern color in darkness, only shades of gray. Many creatures that live underground have this special sense.

Tremorsense

A monster with tremorsense detects and pinpoints the origin of vibrations within a specific radius, provided that the monster and the source of the vibrations are in contact with the same ground or substance. Tremorsense can't be used to detect flying or incorporeal creatures. Many burrowing creatures have this special sense. "Vibrations" include any impact (such as a footfall or dropped item) or something that would make a noise—sound counts as vibration transmitted through the air, while Tremorsense detects such things through the ground (rock or dirt).

Stealth works against Tremorsense, but you may not add your proficiency bonus unless the creature doing the sneaking also has Tremorsense.

Truesight

A monster with **truesight**, out to a specific range, sees in normal and magical *darkness*, sees **invisible** creatures and objects, automatically detects visual illusions (and succeeds on saving throws against them), and perceives the original form of a shapechanger or a creature transformed by magic. Furthermore, the monster can see into *Vanaheim* within the same range.

Walking the world with **truesight** is filled with layers of perception. You can see hovering Valkyries, polymorphed dragons and fiends, the entrances to fae pocket dimensions, ghosts and other beings hovering nearby or in *Vanaheim*, and innumerable other distractions.

Languages

The Languages that a monster speaks are listed in alphabetical order. Sometimes a monster understands a language but can't speak it, as noted in its entry. A "—" indicates that a creature neither speaks nor understands any language.

Telepathy

Telepathy is a magical ability allowing a monster to communicate mentally with another creature within a specified range. The contacted creature doesn't need to share a language with the monster to communicate telepathically with it, but it must be able to understand at least one language. Creatures without the ability to communicate via language may exchange emotions, describable in one word: "hate," "fear," "affection," etc. A creature without telepathy can receive and respond to telepathic messages but can't initiate or terminate a telepathic conversation.

A telepathic monster doesn't need to see a contacted creature and can end the telepathic contact at any time. The contact is broken as soon as the two creatures are no longer within range of each other or if the telepathic monster contacts a different

creature within range. A telepathic monster initiates or terminates a telepathic conversation without using an action. An **incapacitated** monster can't initiate telepathic contact, and any current contact is terminated.

A creature within the area of an *antimagic field* or in any other location where magic doesn't function can't send or receive telepathic messages.

Challenge

A monster's Challenge rating tells you how great a threat the monster is in direct and open conflict. An appropriately equipped and well-rested party of four adventurers should be able to defeat a monster with a Challenge rating equal to its level without suffering any deaths. For example, a party of four 3rd-level characters should find a Challenge rating 3 monster a worthy challenge, but not a deadly one. A party depleted in special abilities (spell slots in particular, but any limited resource qualifies) operates at a much lower effective level: Late-delve challenges are much more serious threats even at constant Challenge.

Monsters significantly weaker than 1st-level characters have a Challenge rating lower than 1. Monsters with a Challenge rating of 0 are insignificant except in large numbers; those with no effective attacks are worth no experience points, while those with attacks are worth 10 XP each.

Some monsters present a greater challenge than a 20th-level party can handle. These monsters have a Challenge rating of 21 or higher and are specifically designed to test player skill.

Experience Points

The number of experience points (XP) a monster is worth is based on its Challenge rating. Experience points are awarded for neutralizing the threat posed by a monster—this can mean "kill," but anything that permanently removes the threat of a monster should qualify.

Unless something tells you otherwise, a monster summoned by a spell or other magical ability is worth the XP noted in its stat block.

Experience Points by Challenge Rating

Challenge	XP
0	0 or 10
1/8	25
1/4	50
1/2	100
1	200
2	450
3	700
4	1,100
5	1,800
6	2,300
7	2,900
8	3,900
9	5,000
10	5,900
11	7,200
12	8,400

Special Traits

Special traits (which appear after a monster's Challenge rating but before any actions or reactions) are characteristics likely to be relevant in a combat encounter and that require some explanation.

Innate Spellcasting

A monster that creates magical effects through inborn or natural magic has the Innate Spellcasting special trait. Unless noted otherwise, an innate spell of 1st level or higher is always cast at its lowest possible level. If a monster has a cantrip where its level matters and no level is given, use the monster's Challenge rating.

Some innate spells have special rules or restrictions. For example, a creature innately casts the *levitate* spell, but the spell has a "self only" restriction, which means that the spell affects only the monster invoking the ability.

A monster's innate spells can't be swapped out with other spells. If a monster's innate spells don't require attack rolls, no attack bonus is given for them.

Spellcasting

A monster with the Spellcasting special trait has a spellcaster level and spell slots which it uses to cast its spells of 1st level

and higher (see **Magic**). The spellcaster level is also used for any cantrips included in the feature.

The monster has a list of spells known or prepared, and the list might also include spells from a feature in that class, such as the Divine Domain feature of the cleric. The monster is considered a member of that class when attuning to or using a magic item requiring membership in the class or access to its spell list.

A monster can cast a spell from its list at a higher level if it has the spell slot to do so. For example, a mage with the 3rd-level *lightning bolt* spell can cast it as a 5th-level spell by using one of its 5th-level spell slots.

You can change the spells that a monster knows or has prepared, replacing any spell on its spell list with a spell of the same level and from the same class list. Doing so might increase or decrease a monster's threat beyond what is suggested by its Challenge rating.

Creature Actions

When a monster takes its action, it can choose from the options in the Actions section of its stat block or use one of the actions available to all creatures, such as the Dash or Hide action, as described in Combat.

Bonus Actions
Creatures with the ability to perform bonus actions as special abilities have these options listed under Actions.

Melee and Ranged Attacks
The most common actions that a monster takes in combat are melee and ranged attacks. These can be spell attacks or weapon attacks, where the "weapon" might be a manufactured item or a natural weapon, such as a claw or tail spike. It may also be a grapple. For more information on different kinds of attacks, see **Making an Attack**.

Creature vs. Target. The target of a melee or ranged attack is usually either one creature or one target, the difference being that a "target" can be a creature or an object.

Hit. Any damage dealt or other effects that occur as a result of an attack hitting a target are described after the "Hit" notation.

Miss. If an attack has an effect that occurs on a miss, that information is presented after the "Miss:" notation.

Multiattack
A creature that can make multiple attacks on its turn has the Multiattack action. A creature can't use Multiattack when making an opportunity attack.

Ammunition
A monster carries enough ammunition to make its ranged attacks. Assume that a monster has 2d4 pieces of ammunition for a thrown weapon attack, and 4d10 pieces of ammunition for a projectile weapon such as a bow or crossbow.

Grapple
Many monsters attack by grappling, and the rules for grappling monsters are the same as for characters. Make a melee attack against the character's Threat and Hit DCs, and if successful roll damage (giving it the control damage type). Grappling damage for medium creatures is equal to the monster's hit die type plus its Strength bonus, but might be increased for skilled or powerful grapplers. Larger creatures have higher base control damage than smaller ones, based on their Size Class; a Gargantuan Ancient Dragon grapples for 4d8+8 control, while an Acolyte, a medium STR 10 humanoid, grapples for 1d8.

Monsters with important or often-used grappling attacks have their base grappling attacks explicitly listed in their write-ups. Some monsters may do injury and control with the same attack—they may bite and hold on, as an example. Treat these separately: a creature that attacked and inflicted 8 piercing and control damage would score both 8 direct piercing damage and accrue 8 control points.

Creature Reactions

If a monster can do something special with its reaction, that information is contained here. If a creature has no special reaction, this section is absent.

Limited Usage

Some special abilities have restrictions on the number of times they can be used.

X/Day. The notation "X/Day" means a special ability can be used X number of times and that a monster must finish a long rest to regain expended uses. For example, "1/Day" means a special ability can be used once and that the monster must finish a long rest to use it again.

Recharge X–Y. The notation "Recharge X–Y" means a monster can use a special ability once and that the ability then has a chance of recharging during each subsequent round of combat. At the start of each of the monster's turns, roll a d6. If the roll

is one of the numbers in the recharge notation, the monster regains the use of the special ability. The ability also recharges when the monster finishes a short or long rest.

For example, "Recharge 5–6" means a monster can use the special ability once. At the start of each of the monster's turns, it regains the use of that ability if it rolls a 5 or 6 on a d6.

Recharge after a Short or Long Rest. This notation means that a monster can use a special ability once and then must finish a short or long rest to use it again.

Limited Resources and Monsters

Abilities that are of limited use for monsters are frequently quite powerful. A dragon's breath weapon or higher-level spells or spell-like abilities are good examples. Make sure that when confronted by a hostile adventuring party, the monsters bring out their big hammers early if they can, when strategically wise.

Area effect powers such as cones or spheres should be brought to bear against any opportune group of adventurers; absolutely deploy such abilities as a party rushes through a narrow opening! Don't wait, and don't save the abilities for later unless the creature knows that it will be attacked in waves throughout the day.

Equipment

A stat block rarely refers to equipment, other than armor or weapons used by a monster. A creature that customarily wears clothes, such as a humanoid, is assumed to be dressed appropriately.

Equip monsters with additional gear and trinkets however you like, deciding how much of a monster's equipment is recoverable after the creature is slain and whether any of that equipment is still usable. A battered suit of armor made for a monster is rarely usable by someone else, for instance.

If a spellcasting monster requires material components to cast spells in its stat block, assume that it has the material components it needs.

Determine ahead of time if a monster possesses usable items in its treasure hoard (possible, if unlikely, for a Challenge 1 hoard). If a hobgoblin leader has a magical bronze axe in its hoard, it will be used in battle.

Beasts

Beasts are natural, common animals of the Eteran ecosystem. Some are a bit more oversized than what might be expected due to the natural interaction of magic and ecology. Whereas monstrosities are the result of deliberate tampering, beasts are the product of natural processes.

The beasts listed below do not represent every type of fauna found in Etera.

Each beast is given an estimate of its weight, as these creatures are frequently sought after as food animals.

Bears

Cranky and always hungry, bears are massive omnivores covered with shaggy fur. They have long and powerful limbs with large claws, short tails, short, round ears, and a dog-like muzzle. Bears huff or woof if agitated, bawl, grunt, and moan if distressed, and mumble or hum when content. They move with a loping gallop when in a hurry, or amble along when in a leisurely mood.

Bears are usually encountered alone, but females are followed by one to three cubs under her care. Mother bears are very protective of their cubs. Getting between the mother bruin and the babes can trigger an attack, although the mother will break off the attack once the threat is neutralized.

A hungry and predatory bear attacks with intent to kill, trying to quickly finish off its quarry. Bears that rely on handouts from people may attack if not fed. A bear will guard its kill and attack those who get too close. A surprised bear may attack in a half-hearted manner, where the bear leaves its victim wounded but alive once they are satisfied with their victory.

Bears avoid or ignore people; scared bears run away or defend themselves if they have nowhere to run. Baby bears cry and scream for their mommy—a very effective tactic.

Bears represent great strength and courage. They are admired and emulated by the berserker warriors of Torengar (berserker is derived from *bear shirt*), and feared by the common man. When hunted, a bear lays down false trails and doubles back on those pursuing them, which makes killing a bear a sign of valor and prowess.

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

Relentless (Recharges after a Short or Long Rest). The first time a bear is injured, it can ignore the **injured** result.

Weak Eyes. The bear has disadvantage on Wisdom (Perception) checks against stationary creatures or objects, or to identify a creature or object based only on sight. It cannot make out fine details (such as writing) and automatically fails Intelligence (Investigation) checks based only on sight.

Varieties

Two kinds of bears are found in Torengar and southern Tanalor:

Brown Bear: Brown bears live in habitats ranging from open forests to plains, mountain slopes, and tundra. They live in burrows they dig themselves, or in caves or hollow logs. Brown bears range in color from dark chocolate to honey gold.

Brown bears eat just about anything—roots, berries, grass, and grains form most of their diet. Their protein mainly comes from moths, grubs, worms and fish, rather than large animals. Brown bears raid beehives for honey and grubs. They also raid campsites to find stored food. Bears living near settlements scavenge trash heaps and garbage pits. When snow falls and temperatures drop below freezing, brown bears retreat to their burrows and sleep until spring.

Cave Bear: The largest bear, cave bears have rounded heads with short snouts. They are almost entirely herbivorous, eating a wide variety of plants and plant parts. They frequent the margins of woodlands and forests, making their dens in caves.

Bear, Brown   CR: 1 (200 XP)

Large beast, unaligned, 300 to 500 pounds
Speed 40 ft., climb 30 ft.

STR	19	+4			Defenses			
			Threat DC	Hit DC	DR	Vigor		Vigor Dice
DEX	10	0	10	20	1	34		4d10+12
CON	16	+3			Wound Thresholds			
			Morale	Injury		KO		Death
INT	3	-4	1-7	8-15		16-30		31+
WIS	13	+1			Control Thresholds			
			Grab	Grapple		Restr.		Incap.
CHA	5	-3	1-7	8-14		15-28		29+

Proficiency: +2   **Passive Perception: 13**

Skills: Athletics +6, Intimidation +6, Perception +3, Survival +3

Senses: darkvision 30 ft.

Actions

Multiattack. The bear makes two attacks: one with its bite and one with its claws.

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 1d8+4 piercing and control damage.

Claws. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 2d6+4 slashing or control damage.

Bear, Cave

CR: 2 (450 XP)

Large beast, unaligned, 500 to 1000 pounds
Speed 40 ft., swim 30 ft..

STR	22	+6
DEX	10	0
CON	16	+3
INT	3	-4
WIS	13	+1
CHA	5	-3

Defenses

Threat DC	Hit DC	DR	Vigor	Vigor Dice
10	20	2	42	5d10+15

Wound Thresholds

Morale	Injury	KO	Death
1-8	9-16	17-33	34+

Control Thresholds

Grab	Grapple	Restr.	Incap.
1-8	9-16	17-33	34+

Proficiency: +2 **Passive Perception:** 13

Skills: Athletics +8, Intimidation +8, Perception +3, Survival +3

Senses: darkvision 30 ft.

Actions

Multiattack. The bear makes two attacks: one with its bite and one with its claws.

Bite. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 1d8+6 piercing and control damage.

Claws. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 2d6+6 slashing or control damage.

Boar

These wild swine have long legs, large tusks, upright ears, straight tails, compact and muscular bodies, and are covered by thick, shaggy, bristly hair. Like pigs, they have small, beady eyes, cloven hooves, and a flexible pad on the end of their nose. They grunt to communicate and squeal when alarmed or excited. Young boars are striped, but become a uniform gray-brown as they mature.

Boars are most common in broad-leaf forests with plenty of oak and beech trees, but inhabit a wide range of habitats, from mountains and swamps to scrub and deserts. They make shelters by cutting grass or gathering branches and piling them up in a heap; the entire boar family rests underneath.

Wild boars are fast and nimble creatures that flee from danger if possible. A cornered, trapped, or wounded boar attacks, as does a sow defending her piglets, or a male in rut. They burst from cover and slash with their tusks as they run past, knocking over their assailant. A frightened boar runs away, but an aggressive one charges if its foe is still moving.

Led by the oldest and wisest sow, female boars and their piglets live in groups called sounders. Males leave their sounder when they reach maturity, leading solitary lives outside of rutting season.

Boars mainly eat acorns and beech-mast, but they consume all variety of vegetable matter, mushrooms, carrion, and small animals. They locate food by smell. They root through soil to excavate underground food, overturning the surface layer like a plow.

Boars are a favorite hunting quarry. Their flesh is tender and succulent and they provide exciting sport with the thrill of real danger. Boars represent the virtues of a warrior; killing a boar signals strength and courage. On the other hand, boars are a serious nuisance to farmers, rooting through their fields and destroying crops. In Torengar, boars symbolize the storm, fertility, and the harvest, and are commonly represented in funerary arrangements. They are sacred animals of Ziu, Valfreya, and Woden.

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

Relentless (Recharges after a Short or Long Rest). The first time a boar is injured, it can ignore the **injured** result.

Weak Eyes. The boar has disadvantage on Wisdom (Perception) checks against stationary creatures or objects, or to identify a creature or object based only on sight. It cannot make out fine details (such as writing) and automatically fails Intelligence (Investigation) checks based only on sight.

Varieties

Giant Boar. Formidable foes, these huge, mostly-solitary animals represent the ultimate hunting challenge. Their family groups are smaller, owing to their great size. Males are more aggressive than their smaller cousins, seeing only the largest predators (such as giants) as a real threat.

BOAR

CR: 1/4 (50 XP)

Medium beast, unaligned, 130 to 220 pounds
Speed 50 ft.

STR	14	+2
DEX	11	0
CON	14	+2
INT	4	-3
WIS	12	+1
CHA	7	-2

Defenses

Threat DC	Hit DC	DR	Vigor	Vigor Dice
10	20	1	13	2d8+4

Wound Thresholds

Morale	Injury	KO	Death
1-4	5-8	9-16	17+

Control Thresholds

Grab	Grapple	Restr.	Incap.
1-3	4-7	8-14	15+

Proficiency: +2   **Passive Perception:** 13

Skills: Athletics +4, Intimidation +4, Perception +3, Survival +3

Senses: darkvision 30 ft.

Actions

Tusk. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 1d6+2 slashing damage.

Charge. If the boar moves toward a target and threatens it with a tusk attack on the same turn, the target takes an extra 1d6 slashing damage. The boar simultaneously shoves its target to knock it **prone** or push it; the target makes a Strength (Athletics) check with a DC 14 to resist. Small sized or smaller creatures are at disadvantage, large size or larger creatures are at advantage.

BOAR, GIANT

CR: 2 (450 XP)

Large beast, unaligned, 300 to 500 pounds
Speed 50 ft.

STR	17	+3
DEX	10	0
CON	16	+3
INT	4	-3
WIS	7	-2
CHA	7	-2

Defenses

Threat DC	Hit DC	DR	Vigor	Vigor Dice
10	20	2	42	5d10+15

Wound Thresholds

Morale	Injury	KO	Death
1-7	8-14	15-28	29+

Control Thresholds

Grab	Grapple	Restr.	Incap.
1-6	7-12	13-25	26+

Proficiency: +2   **Passive Perception:** 13

Skills: Athletics +5, Intimidation +5, Perception +3, Survival +3

Senses: darkvision 30 ft.

Actions

Charge. If the boar moves toward a target, attacks it with its tusks, and meets the Threat DC, the target takes an extra 2d6 slashing damage. The boar simultaneously shoves its target to knock it **prone** or push it; the target makes a Strength (Athletics) check with a DC 15 to resist. Medium sized or smaller creatures are at disadvantage, huge size or larger creatures are at advantage.

Tusk. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 2d6+3 slashing damage.

Cave Lion

Cave lions are big, tawny cats with robust builds and tufted tails. The males have a short mane around their necks. They live in open areas—plains, scrub, and sparse woodland.

Cave lions live in prides of to up to a dozen cats. Most are related females and their cubs. One male, or a pair or trio of brothers, stays with the pride, having fought off all challengers. Prides defend their territory from other prides, announcing their presence with loud coughing roars.

Cave lions are nocturnal, doing most of their hunting at night. They hunt in groups, driving their prey into ambush. The lions single out the most vulnerable victim if there are multiple targets (use the lion's Insight skill for this). Females do more hunting in open areas and against smaller prey, while the males hunt under cover or assist when tackling larger and more powerful victims. A hunting lion drags its victim down with its claws and then makes a called shot to the neck with its bite.

Cave lions rarely intentionally hunt people, but anyone out after dark in lion territory risks being taken as a target of opportunity. They are a far greater threat to livestock.

Females retreat when threatened, although they aggressively protect their cubs if the cubs cannot escape. Males are fearless in defense of their pride, charging any who threaten. Lions are also protective of their kills, requiring a successful Intimidation skill check to get a pack of lions to back down from a carcass.

Fuzzy Sight. The lion has difficulty making out fine visual details (such as writing) and has disadvantage on Intelligence (Investigation) checks based only on sight.

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

Leap. The lion can double the distance it covers when it jumps. It can treat a standing jump as a running jump.

Pinpoint Hearing. The lion can determine the location of anything that it can hear. It can attack and defend against anything it can hear without regard to whether or not it can see it.

Cave Lion

CR: 1 (200 XP)

Large beast, unaligned, 400 to 600 pounds
Speed 45 ft.

STR	20	+5
DEX	13	+1
CON	13	+1
INT	3	-4
WIS	12	+1
CHA	7	-2

Defenses

Threat DC	Hit DC	DR	Vigor	Vigor Dice
11	21	0	26	4d10+4

Wound Thresholds

Morale	Injury	KO	Death
1-6	7-13	14-27	28+

Control Thresholds

Grab	Grapple	Restr.	Incap.
1-7	8-15	16-31	32+

Proficiency: +2   **Passive Perception:** 13

Skills: Athletics +7, Insight +3, Intimidation +7, Perception +3, Stealth +3, Survival +3

Senses: blindsight 5 ft., darkvision 60 ft.

Actions

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 1d8+5 piercing and control damage.

Claws. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 2d6+5 slashing and control damage.

Pack Tactics. A lion can Help a fellow pride member in combat as a bonus action. This bonus action can only aid an ally to hit in combat.

Pounce. If the lion moves toward a target, attacks it with its claws, and meets the Threat DC, the target is knocked down unless they win a contest of Strength (Athletics) or Dexterity (Acrobatics) vs. the lion's Strength (Athletics) skill (or assume DC 17 for an average roll). Huge sized or larger creatures have advantage on the contest. The lion can make one bite attack against its target as a bonus action.

Cave Lioness

CR: 1 (200 XP)

Large beast, unaligned, 300 to 500 pounds
Speed 50 ft.

STR	18	+4
DEX	14	+2
CON	13	+1
INT	3	-4
WIS	12	+1
CHA	7	-2

Defenses

Threat DC	Hit DC	DR	Vigor	Vigor Dice
12	22	0	26	4d10+4

Wound Thresholds

Morale	Injury	KO	Death
1-6	7-12	13-25	26+

Control Thresholds

Grab	Grapple	Restr.	Incap.
1-7	8-15	16-30	31+

Proficiency: +2 **Passive Perception: 13**

Skills: Athletics +6, Insight +3, Perception +3, Stealth +4, Survival +3

Senses: blindsight 5 ft., darkvision 60 ft.

Actions

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 1d8+4 piercing and control damage.

Claws. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 2d6+4 slashing and control damage.

Pack Tactics. A lion can Help a fellow pride member in combat as a bonus action. This bonus action can only aid an ally to hit in combat.

Pounce. If the lioness moves toward a target, attacks it with its claws, and meets the Threat DC, the target is knocked down unless they win a contest of Strength (Athletics) or Dexterity (Acrobatics) vs. the lioness' Strength (Athletics) skill (or assume DC 16 for an average roll). Huge sized or larger creatures have advantage on the contest. The lioness can make one bite attack against its target as a bonus action.

Deer

Alert and wary, deer are timid creatures hunted for food or sport. Their long necks, long legs, and large ears give them an elegant and graceful appearance. Males grow antlers on their heads starting in spring, reaching full size by the fall mating season, after which they are shed to grow again the next year.

Deer are active at night, spending the day resting under cover, chewing their cud. Most deer are found in woodlands, forests, brushy areas, meadows, glens, and swamps.

Deer are rarely a threat to people, but will fight to protect their fawns. A cornered deer, or one attacked in melee combat, lashes out with their front hooves. Sharp hooves are their primary offensive weapon. During the rut, stags may attack without provocation using their antlers. Usually deer avoid confrontation, running swiftly and clearing barriers as high as 12 to 15 feet when jumping. Restraining or grappling a deer results in blind panic as the animal struggles to escape.

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

Leap. The deer can double the distance it covers when it jumps. It can treat a standing jump as a running jump.

Native Habitat. Deer can move through overgrown vegetation, brush, thickets, and other natural plant growth as if it were not difficult terrain. Reindeer can move through deep snow and over ice as if it were not difficult terrain, and moose move through mud and wade through water as if it were not difficult terrain, instead.

Weak Eyes. The deer has disadvantage on Wisdom (Perception) checks against stationary creatures or objects, or to identify a creature or object based only on sight. It cannot make out fine details (such as writing) and automatically fails Intelligence (Investigation) checks based only on sight.

Varieties

Fallow Deer: The fallow deer is a medium-sized deer of the woods, known for white spots on its coat even as an adult. The bucks have broad, flattened antlers.

Red Deer: A larger deer of the uplands, red deer migrate to lower areas in winter. Although primarily forest dwellers, they can be found in moors and open areas. The males sport large branched antlers, roaring loudly during the rut to announce their presence and claim their harem. In fall and winter, they develop shaggy coats.

Deer, Fallow
CR: 0 (10 XP)

Medium beast, unaligned,
Speed 60 ft.

			Defenses				
STR	11	0	Threat DC	Hit DC	DR	Vigor	Vigor Dice
DEX	16	+3	13	22	0	4	1d8
CON	12	+1	Wound Thresholds				
INT	3	-4	Morale	Injury	KO	Death	
			1-3	4-6	7-12	13+	
WIS	14	+2	Control Thresholds				
CHA	6	-2	Grab	Grapple	Restr.	Incap.	
			1-3	4-7	8-14	15+	

Proficiency: +2	Passive Perception: 12

Skills: Athletics +2, Acrobatics +5, Intimidation +2 (bucks only), Perception +4, Stealth +5, Survival +4

Senses: darkvision 30 ft.

Actions

Charge (only with antlers). If the deer moves toward a target, attacks it with its antlers, and meets the target's Threat DC, the target is knocked down unless they win a contest of Strength (Athletics) or Dexterity (Acrobatics) vs. the deer's Strength (Athletics) skill (or assume DC 12 for an average roll). Targets of lower size than the deer have disadvantage on the contest; larger creatures have advantage.

Evasive. The deer can take the dodge action as a bonus action as long as it moves and does not attack.

Hooves. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 1d4 bludgeoning damage.

Ram (only with antlers). Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 1d4 bludgeoning and control damage.

Deer, Red or Reindeer
CR: 1/4 (50 XP)

Large beast, unaligned,
Speed 60 ft.

			Defenses				
STR	16	+3	Threat DC	Hit DC	DR	Vigor	Vigor Dice
DEX	14	+2	10	20	0	13	2d10+2
CON	12	+1	Wound Thresholds				
INT	3	-4	Morale	Injury	KO	Death	
			1-5	6-11	12-22	23+	
WIS	14	+2	Control Thresholds				
CHA	6	-2	Grab	Grapple	Restr.	Incap.	
			1-6	7-13	14-27	28+	

Proficiency: +2	Passive Perception: 14

Skills: Athletics +4, Acrobatics +4, Intimidation +4 (stags only), Perception +4, Stealth +4, Survival +4

Senses: darkvision 30 ft.

Actions

Charge (only with antlers). If the deer moves toward a target, attacks it with its antlers, and meets the target's Threat DC, the target takes an extra 2d4 bludgeoning damage, and is knocked down unless they win a contest of Strength (Athletics) or Dexterity (Acrobatics) vs. the deer's Strength (Athletics) skill (or assume DC 14 for an average roll). Targets of lower size than the deer have disadvantage on the contest; larger creatures have advantage.

Evasive. The deer can take the dodge action as a bonus action as long as it moves and does not attack.

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

Ram (only with antlers). Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 2d4+3 bludgeoning and control damage.

Horse

Horses are common beasts of burden and mounts, found in all settled lands as the primary means of transportation other than one's own feet. They are elegant creatures and fast runners. They stay alert for danger, and run rather than fight when spooked.

Horses are grazers, requiring access to pasture or hay provided in their stalls. Working horses are fed grain, allowing longer working hours and less time grazing. They need plentiful clean water. In captivity, their hooves must be cared for and properly shod for walking over hard surfaces. They require regular grooming, particularly after being ridden or worked. Horses wander off if not tethered or fenced in.

Horses gather in herds of up to a couple dozen animals. The females of wild herds are related and led by the oldest and wisest mare. A stallion wins the right to accompany the herd by fighting off all others. He runs interference when danger threatens.

Endurance Sprinter. The horse has advantage on Constitution checks to avoid exhaustion from sprinting.

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

Weak Eyes. The horse has disadvantage on Wisdom (Perception) checks against stationary creatures or objects, or to identify a creature or object based only on sight. It cannot make out fine details (such as writing) and automatically fails Intelligence (Investigation) checks based only on sight.

Varieties

Draft Horse: A large, sturdy horse used for traction, they are a favorite for pulling plows, carts, and carriages.

Mule: Mules are crosses between a donkey and a horse. They are valued for their superior endurance, patience, and minimal food and care requirements. They display a more independent temperament than horses.

Pony: Ponies are small horses, used as light draft animals or as riding animals for small or lightweight people. Sturdy and robust, they can survive in more marginal habitats than most horses.

Riding Horse: The most common variety of horse, fast and agile riding horses are favored by light and medium cavalry, particularly horseback archers.

War Horse: These large, athletic horses are bred for strength, speed, and aggressiveness. They are used by heavy cavalry, particularly armored warriors trained to charge with lances. Usually stallions are used for mounted combat, resulting in headstrong beasts. War horses require years of training to overcome their instinct to flee danger.

Horse, Draft
CR: 1/4 (50 XP)

Large beast, unaligned, 1800 to 2000 pounds
Speed 40 ft.

STR	22	+6
DEX	10	0
CON	12	+1
INT	3	-4
WIS	11	0
CHA	7	-2

Defenses

Threat DC	Hit DC	DR	Vigor	Vigor Dice
10	20	0	19	3d10+3

Wound Thresholds

Morale	Injury	KO	Death
1-6	7-13	14-27	28+

Control Thresholds

Grab	Grapple	Restr.	Incap.
1-8	9-16	17-33	34+

Proficiency: +2   **Passive Perception:** 10

Skills: Perception +2   **Senses:** darkvision 30 ft.

Actions

Hooves. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 1d8+6 bludgeoning damage.

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 1d6+6 bludgeoning and control damage.

Horse, Riding
CR: 1/4 (50 XP)

Large beast, unaligned, 800 to 1300 pounds
Speed 60 ft.

STR	19	+4
DEX	10	0
CON	12	+1
INT	3	-4
WIS	11	0
CHA	7	-2

Defenses

Threat DC	Hit DC	DR	Vigor	Vigor Dice
10	20	0	13	2d10+2

Wound Thresholds

Morale	Injury	KO	Death
1-6	7-12	13-24	25+

Control Thresholds

Grab	Grapple	Restr.	Incap.
1-7	8-14	15-28	29+

Proficiency: +2   **Passive Perception:** 10

Skills: Perception +2   **Senses:** darkvision 30 ft.

Actions

Hooves. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 1d8+4 bludgeoning damage.

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 1d6+4 bludgeoning and control damage.

Horse, War

CR: 1/2 (100 XP)

Large beast, unaligned, 1300 to 1600 pounds
Speed 60 ft.

STR	20	+5
DEX	12	+1
CON	13	+1
INT	3	-4
WIS	12	+1
CHA	7	-2

Defenses

Threat DC	Hit DC	DR	Vigor	Vigor Dice
11	21	0	19	3d10+3

Wound Thresholds

Morale	Injury	KO	Death
1-6	7-13	14-27	28+

Control Thresholds

Grab	Grapple	Restr.	Incap.
1-7	8-15	16-31	32+

Proficiency: +2   **Passive Perception:** 11

Skills: Athletics +7, Perception +2   **Senses:** darkvision 30 ft.

Trampling Charge. If the horse moves toward a target, attacks with its hooves, and meets the target's Threat DC, the target is knocked down unless they win a contest of Strength (Athletics) or Dexterity (Acrobatics) vs. the horse's Strength (Athletics) skill (or assume DC 15 for an average roll). Targets of lower size than the horse have disadvantage on the contest; larger creatures have advantage. If the target is **prone**, the horse can make another attack with its hooves against it as a bonus action.

Actions

Hooves. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 2d6+5 bludgeoning damage.

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 1d8+5 bludgeoning and control damage.

Mule

CR: 1/8 (25 XP)

Large beast, unaligned, 300 to 1000 pounds
Speed 40 ft.

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

Defenses

Threat DC	Hit DC	DR	Vigor	Vigor Dice
10	20	0	11	2d8+2

Wound Thresholds

Morale	Injury	KO	Death
1-6	7-12	13-25	26+

Control Thresholds

Grab	Grapple	Restr.	Incap.
1-6	7-13	14-27	28+

Proficiency: +2   **Passive Perception:** 10

Skills: Perception +2   **Senses:** darkvision 30 ft.

Sure-Footed. The mule has advantage on Strength and Dexterity saving throws made against being knocked **prone**.

Actions

Hooves. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 1d8+4 bludgeoning damage.

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 1d6+4 bludgeoning and control damage.

Pony

CR: 1/8 (25 XP)

Large beast, unaligned, 350 to 600 pounds
Speed 60 ft.

STR	17	+3
DEX	10	0
CON	13	+1
INT	3	-4
WIS	11	0
CHA	7	-2

Defenses

Threat DC	Hit DC	DR	Vigor	Vigor Dice
10	20	0	11	2d8+2

Wound Thresholds

Morale	Injury	KO	Death
1-6	7-12	13-24	25+

Control Thresholds

Grab	Grapple	Restr.	Incap.
1-6	7-12	13-25	26+

Proficiency: +2   **Passive Perception:** 10

Skills: Perception +2, Survival +2   **Senses:** darkvision 30 ft.

Actions

Hooves. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 1d6+3 bludgeoning damage.

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 1d4+3 bludgeoning and control damage.

Pike

Toothy, streamlined ambush predators, pike are aggressive freshwater fish lurking in weeds and behind cover waiting for prey to swim by. They have an olive-green body with yellow spots and a yellow belly, with a long face full of needle sharp teeth that grip on to anything they bite. Pike are found in cool, sluggish freshwater rivers, streams, ponds, and lakes.

Pike lunge out to snatch prey up in their jaws, maneuvering until it can be swallowed whole. Once it has a victim, pike do not attack another until it swallows what it already caught. Pikes cannot tear food apart, and do not attack creatures too large to swallow.

Pike are territorial and cannibalistic. They defend their hunting territories from all other pikes, eating smaller challengers. Only during breeding season do they tolerate each other's presence, and then only at breeding grounds.

Pike are common game fish, easily caught with a rod and lure or bait. A normal size pike weighs between half a pound and 10 pounds. They have many small bones, making smaller pike difficult to prepare without long cooking times.

Cold Blooded. In cold weather, the pike has disadvantage on all ability checks and attack rolls, and others have advantage on attack rolls against it. In freezing weather, the pike is **incapacitated**.

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

Low Endurance. The pike has disadvantage on Constitution checks to avoid exhaustion when sprinting.

Slippery. The pike has advantage on any attempt to escape from a grapple.

Water Breathing. The pike only breathes underwater.

Varieties

Giant Pike. Very large pike that inhabit the deep, cold reaches of freshwater lakes fed by swift streams, these large fish are aggressive fighters and make tasty meals if caught. They are large enough to take a medium-sized humanoid with some difficulty.

Monstrous Pike. Lurking in deep lakes and rivers, a monstrous pike can swallow a human or elf whole. These fish are likely to snatch up any swimmers, and may aggressively ram boats to turn them over and feast on the occupants.

Pike

CR: 0 (0 XP)

Tiny beast, unaligned,
Speed 0 ft., swim 50 ft.

STR	4	-3
DEX	12	+1
CON	10	0
INT	2	-4
WIS	14	+2
CHA	4	-3

Defenses

Threat DC	Hit DC	DR	Vigor	Vigor Dice
11	21	0	1	1d4–1

Wound Thresholds

Morale	Injury	KO	Death
-	1	2-3	4+

Control Thresholds

Grab	Grapple	Restr.	Incap.
-	1	2	3+

Proficiency: +2 **Passive Perception: 14**

Skills: Perception +4, Stealth +3, Survival +4

Senses: blindsight 5 ft.

Actions

Bite. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 1d4–1 piercing and control damage. If the pike attacks with advantage, it does 1d3–1 extra damage. It does not get the other bonuses of a rogue's sneak attack.

Chase. The pike can take a dash action as a bonus action.

Swallow Whole. To swallow a victim, the pike first grapples it until it is **incapacitated**. Creatures one size class smaller than the pike take one minute to swallow. Those two size classes smaller are swallowed in one action. Creatures three sizes smaller or more are swallowed with a bonus action. Pikes cannot swallow creatures of their same size class or larger. Swallowed prey is **incapacitated**, begins to suffocate, and takes 1 point of acid damage as wounds each round (armor doesn't protect).

Pike, Giant
CR: 1 (200 XP)

Large beast, unaligned,
Speed 0 ft., swim 50 ft.

STR	18	+4
DEX	12	+1
CON	14	+2
INT	2	-4
WIS	14	+2
CHA	4	-3

Defenses
Threat DC	Hit DC	DR	Vigor	Vigor Dice
11	21	2	60	8d10+16

Wound Thresholds
Morale	Injury	KO	Death
1-6	7-13	14-27	28+

Control Thresholds
Grab	Grapple	Restr.	Incap.
1-7	8-14	15-28	29+

Proficiency: +2   **Passive Perception: 14**

Skills: Perception +4, Stealth +3, Survival +4

Senses: blindsight 15 ft.

Actions

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 2d6+4 piercing and control damage. If the pike attacks with advantage, it does 1d6 extra damage. It does not get the other bonuses of a rogue's sneak attack.

Chase. The pike can take a dash action as a bonus action.

Swallow Whole. To swallow a victim, the pike first grapples it until it is **incapacitated**. Creatures one size class smaller than the pike take one minute to swallow. Those two size classes smaller are swallowed in one action. Creatures three sizes smaller or more are swallowed with a bonus action. Pikes cannot swallow creatures of their same size class or larger. Swallowed prey is **incapacitated**, begins to suffocate, and takes 1 point of acid damage as wounds each round (armor doesn't protect).

Pike, Monstrous
CR: 2 (450 XP)

Huge beast, unaligned,
Speed 0 ft., swim 50 ft.

STR	24	+7
DEX	12	+1
CON	18	+4
INT	2	-4
WIS	14	+2
CHA	4	-3

Defenses
Threat DC	Hit DC	DR	Vigor	Vigor Dice
11	21	4	76	8d10+32

Wound Thresholds
Morale	Injury	KO	Death
1-12	13-25	26-50	51+

Control Thresholds
Grab	Grapple	Restr.	Incap.
1-12	13-25	26-50	51+

Proficiency: +2   **Passive Perception: 14**

Skills: Perception +4, Stealth +3, Survival +4

Senses: blindsight 15 ft.

Actions

Bite. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 2d10+7 piercing and control damage. If the pike attacks with advantage, it does 1d10 extra damage. It does not get the other bonuses of a rogue's sneak attack.

Chase. The pike can take a dash action as a bonus action.

Swallow Whole. To swallow a victim, the pike first grapples it until it is **incapacitated**. Creatures of the same size class as the pike but less Strength are swallowed in ten minutes. Creatures one size class smaller than the pike take one minute to swallow. Those two size classes smaller are swallowed in one action. Creatures three sizes smaller or more are swallowed with only a bonus action. Pikes cannot swallow creatures of their same size class with the same or higher Strength, or creatures of larger size. Swallowed prey is **incapacitated**, begins to suffocate, and takes 1 point of acid damage as wounds each round (armor doesn't protect).

Rat

Wherever civilization goes, rats follow, eating people's food, living under their roofs and inside their walls, chewing and gnawing on property, and fouling places with their waste. They stow aboard ships, infest granaries, and emerge at night from their hiding places to swarm the streets of cities. Universally despised, they are hunted with cats, ferrets, terriers, traps, and poison. Yet even this barely keeps their numbers in check.

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

Pinpoint Hearing. The rat can determine the location of anything that it hears, attacking and defending against it regardless of visual tracking.

Tunnel Crawler. The rat can move through spaces as small as 2 inches without squeezing. It can squeeze through spaces as small as 1 inch. Giant rats increase this to 1 foot and six inches, respectively.

Weak Eyes. The rat has disadvantage on Wisdom (Perception) checks against stationary creatures or objects, or to identify a creature or object based only on sight. It cannot make out fine details (such as writing) and automatically fails Intelligence (Investigation) checks based only on sight.

Varieties

Giant Rat: Whether a separate breed, or merely rodents of unusual size, some rats have become as large as dogs. These monstrous rodents lurk in the neglected areas of cities, where they form ravenous packs that attack and devour pets, children, and even adults if strength in numbers and advantage are on their side.

Plague: Rats are notorious for hosting plague. Contact with a plague rat, its carcass, or spending time in rat-infested areas requires a DC 10 Constitution save. On a failure, symptoms begin in 2d4 days. Fever, headaches, cramps, and lumpy swellings on the armpit, neck, and groin indicate infection. Once infected, a DC 20 Constitution save is made every day. On a success, the victim recovers. On a failure, the victim gains a level of **exhaustion** and is still infected.

Rat
CR: 0 (10 XP)

Tiny beast, unaligned,
Speed 20 ft., Climb 20 ft.

STR	2	-4
DEX	15	+2
CON	11	0
INT	2	-4
WIS	10	0
CHA	6	-2

Defenses
Threat DC	Hit DC	DR	Vigor	Vigor Dice
10	19	0	1	1d4–1

Wound Thresholds
Morale	Injury	KO	Death
—	1	2	3+

Control Thresholds
Grab	Grapple	Restr.	Incap.
—	—	1	2+

Proficiency: +2 Passive Perception: 14

Skills: Acrobatics +4, Intimidation -2, Perception +2, Stealth +4, Survival +2

Senses: blindsight 5 ft., darkvision 30 ft.

Actions

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 1d2–1 piercing damage.

Rat, Giant
CR: 1/8 (25 XP)

Small beast, unaligned, 20 to 40 pounds
Speed 30 ft.

STR	7	-2
DEX	15	+2
CON	11	0
INT	2	-4
WIS	10	0
CHA	6	-2

Defenses
Threat DC	Hit DC	DR	Vigor	Vigor Dice
12	22	0	7	2d6

Wound Thresholds
Morale	Injury	KO	Death
1	2-3	4-6	7+

Control Thresholds
Grab	Grapple	Restr.	Incap.
1	2-3	4-6	7+

Proficiency: +2 Passive Perception: 10

Skills: Acrobatics +4, Intimidation 0, Perception +2, Stealth +4, Survival +2

Senses: blindsight 5 ft., darkvision 60 ft.

Actions

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 1d4+2 piercing damage.

Pack Tactics. A rat can Help an ally in combat as a bonus action. This bonus action can only aid an ally to hit in combat.

Rat, Swarm

CR: 1/4 (50 XP)

Medium swarm of Tiny beasts, unaligned,
Speed 30 ft.

STR	9	-1
DEX	15	+2
CON	11	0
INT	2	-4
WIS	10	0
CHA	6	-2

Defenses

Threat DC	Hit DC	DR	Vigor	Vigor Dice
12	22	0	24	7d8–7

Wound Thresholds

Morale	Injury	KO	Death
1-2	3-5	6-10	11+

Control Thresholds

Grab	Grapple	Restr.	Incap.
1-2	3-4	5-9	10+

Proficiency: +2   **Passive Perception: 10**

Skills: Acrobatics +4, Intimidation +1, Perception +2, Stealth +4, Survival +2

Resistances: bludgeoning, piercing, slashing

Immunities: charmed, frightened, grappled, injured, paralyzed, petrified, prone, restrained, stunned

Senses: blindsight 5 ft., darkvision 60 ft.

Actions

Bites. Melee Weapon Attack: +4 to hit, reach 0 ft., one target in the swarms space. Hit: 2d4 piercing damage, or 1d4 piercing damage if the swarm has more wounds than half its Wound Maximum.

Shark

Teardrop-shaped sharks with large crescent tails, triangular fins, and gaping mouths full of rows upon rows of saw-edged triangular teeth inhabit the cold waters near Torengar and Tanalor. These are among the fastest and most athletic fish in the ocean. Sharks are agile, twitchy, and capable of great acrobatic leaps.

Sharks have a remarkable sense of smell, used to track prey in open waters. As they get close, they detect their quarry by sight, motion-induced pressure waves, or the natural energy field surrounding all living things. In the open ocean they frequently circle before coming in for attack, then ambush their victims from behind or below with a sudden rush. Vigorous resistance or a good show of force can drive off an aggressive shark.

Blood Frenzy. The shark has advantage on melee attack rolls against any creature that has taken wounds.

Endurance Sprinter. The shark has advantage on Constitution checks to avoid exhaustion from sprinting.

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

Water Breathing. The shark only breathes underwater.

Varieties

Giant Shark: A massive shark that feeds on whales and walruses, the giant shark is not above snacking on humanoids now and then. It attacks boats and small ships, perhaps mistaking them for whales or a rival.

Mackerel Shark: Mackerel sharks feed on abundant shoals of fish in the rich waters of the eastern ocean—not only mackerel, as their name implies, but also salmon, cod, halibut, tuna, and herring, as well as squid. Humanoids are not a normal part of their diet, but more adventurous mackerel sharks might decide to sample something new if given the opportunity.

White Shark: These sharks prey on seals, dolphins, and large fish, and scavenge whale carcasses. They migrate long distances, but hunt near shore where they surprise their prey by lunging up from below. White sharks do not like the taste of humanoids, but most of them don't know that until they take a bite. Very hungry white sharks may eat their victims despite the taste.

Sið Shark. Ghosting through the waters undetected and invisible, the Sið shark is innately magical. The organs that detect the energy fields surrounding all living beings are used to project, as well as detect, energy. The Sið hunts and kills using a variant of the *lightning bolt* spell, and uses an innate *invisibility* when approaching prey. The Sið shark hunts any living creature, especially those with magical abilities.

Shark, Giant
CR: 5 (1,800 XP)

Huge beast, unaligned, swim 50 ft.

STR	25	+7
DEX	11	0
CON	21	+5
INT	2	-4
WIS	10	0
CHA	4	-3

Defenses

Threat DC	Hit DC	DR	Vigor	Vigor Dice
10	21	4	126	11d12+55

Wound Thresholds

Morale	Injury	KO	Death
1-14	15-28	29-56	57+

Control Thresholds

Grab	Grapple	Restr.	Incap.
1-12	13-25	26-50	51+

Proficiency: +3 — Passive Perception: 13

Skills: Athletics +10, Intimidation +10, Perception +3, Stealth +3

Senses: blindsight 30 ft. (underwater only)

Actions

Bite. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 3d10+7 slashing and control damage.

Chase. The shark can take a dash action as a bonus action.

Shark, Mackerel
CR: 1/2 (100 XP)

Medium beast, unaligned, 100 to 300 pounds, swim 60 ft.

STR	14	+2
DEX	13	+1
CON	13	+1
INT	2	-4
WIS	10	0
CHA	4	-3

Defenses

Threat DC	Hit DC	DR	Vigor	Vigor Dice
11	21	1	22	4d8+4

Wound Thresholds

Morale	Injury	KO	Death
1-3	4-7	8-15	16+

Control Thresholds

Grab	Grapple	Restr.	Incap.
1-3	4-7	8-15	16+

Proficiency: +2 — Passive Perception: 12

Skills: Athletics +4, Intimidation +4, Perception +2, Stealth +3

Senses: blindsight 30 ft. (underwater only)

Actions

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 1d8+2 slashing and control damage.

Chase. The shark can take a dash action as a bonus action.

Shark, White
CR: 2 (450 XP)

Large beast, unaligned, 1000 to 2500 pounds, swim 50 ft.

STR	23	+6
DEX	13	+1
CON	15	+2
INT	2	-4
WIS	10	0
CHA	4	-3

Defenses

Threat DC	Hit DC	DR	Vigor	Vigor Dice
11	21	2	45	6d10+12

Wound Thresholds

Morale	Injury	KO	Death
1-7	8-15	16-31	32+

Control Thresholds

Grab	Grapple	Restr.	Incap.
1-9	10-18	19-36	37+

Proficiency: +2 — Passive Perception: 12

Skills: Athletics +8, Intimidation +8, Perception +2, Stealth +3

Senses: blindsight 30 ft. (underwater only)

Actions

Bite. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 2d8+6 slashing and control damage.

Chase. The shark can take a dash action as a bonus action.

Shark, Sið
CR: 2 (450 XP)

Medium beast, unaligned, 100 to 200 pounds, swim 80 ft.

STR	12	+1
DEX	15	+2
CON	13	+1
INT	3	-4
WIS	10	0
CHA	4	-3

Defenses

Threat DC	Hit DC	DR	Vigor	Vigor Dice
12	22	1	28	5d8+5

Wound Thresholds

Morale	Injury	KO	Death
1-3	4-7	8-14	15+

Control Thresholds

Grab	Grapple	Restr.	Incap.
1-3	4-7	8-14	15+

Proficiency: +2 — Passive Perception: 12

Skills: Athletics +3, Intimidation +3, Perception +2, Stealth +4

Senses: blindsight 30 ft. (underwater only)

Innate Spellcasting. *Invisibility* (at will), *lightning bolt*

Actions

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 1d8+2 slashing and control damage.

Chase. The shark can take a dash action as a bonus action.

Lightning Bolt. The Sið shark casts a *lightning bolt* with a 30' range and 5' width. Anything in the bolt's area makes a resisted damage save versus Constitution, taking 4d6 wounds on a failed save, or as vigor if successful. Recharges on a 6.

Viper

Vipers are usually less than 2 feet long with a pattern of spots, saddles, bands, or zigzag lines in shades of brown or gray. They are slow moving and thick bodied, with a broad triangular head.

Vipers are among the most cold-tolerant of the snakes, found out of their burrows even in snow. Vipers habitats range from rocky hills to moors, glades, heaths, meadows, scrubland, cliff sides, ravines, hedge rows, rock walls, open woodland, orchards, gardens, and the edges and clearings of dense woodland.

Although vipers don't attack unless provoked, they are common wherever there is shelter, a sunny place to bask, and rodents to eat. This draws them to farms, where they crawl into houses, hiding under firewood or rocks. They strike the hands of those who turn over or pick up their homes, slither into boots left out for the night, and bask on sunny trails where they are trod upon and retaliate with a venomous bite. Sometimes vipers gather in huge swarms by the thousands to mate or visit their traditional over-wintering dens. Falling among a swarm leads to multiple bites as the frightened vipers strike out at those disturbing them. Swarms have all the normal traits of vipers, plus the Swarm trait.

Viper

CR: 1/8 (25 XP)

Tiny beast, unaligned,
Speed 10 ft., swim 10 ft.

			Defenses				
STR	2	-4	Threat DC	Hit DC	DR	Vigor	Vigor Dice
DEX	16	+3	13	23	0	3	1d4+1
CON	13	+1	Wound Thresholds				
INT	2	-4	Morale	Injury	KO	Death	
WIS	10	0	1	2-3	4-5	6+	
CHA	3	-4	Control Thresholds				
			Grab	Grapple	Restr.	Incap.	
			—	1	2	3+	

Proficiency: +2   **Passive Perception:** 12

Skills: Perception +2, Stealth +5, Survival +2

Senses: blindsight 5 ft., tremorsense 60 ft.

Camouflage. The viper has advantage on Dexterity (Stealth) checks while moving 5 ft. or less in natural terrain.

Cold Blooded. In cold weather, the viper has disadvantage on all ability checks and attack rolls, and others have advantage on attack rolls against it. In freezing weather, the viper is **incapacitated**.

Diminutive. The viper is small enough that it can occupy another creature's space, and vice versa.

Keen Smell. The viper has advantage on Wisdom (Perception) checks that rely on smell. It uses this ability to track people, creatures, and anything else that leaves an odor.

Low Endurance. The viper has disadvantage on Constitution checks to avoid exhaustion when sprinting.

Slither. A viper moves at full speed across difficult land terrain, and cannot be stuck or mired due to terrain. This does not apply to difficult terrain created by being in another creature's space. The viper moves through spaces as small as 2 inches without squeezing, and squeezes through spaces as small as 1 inch.

Weak Eyes. The viper has disadvantage on Wisdom (Perception) checks against stationary creatures or objects, or to identify a creature or object based only on sight. It cannot make out fine details (such as writing) and automatically fails Intelligence (Investigation) checks based only on sight.

Well Hidden. Even when making no attempt to hide, it requires a DC 10 check to see an unmoving viper in the open in natural terrain.

Actions

Bite. Melee Weapon Attack: +5 to hit, reach 0 ft., one target in the viper's space. Hit: 1d4 poison damage, armor protects at full value. If wounds are scored, the target must make a DC 10 Constitution saving throw or gain one level of the **exhaustion** condition and take an additional 1d4 poison damage.

Viper, Swarm

CR: 2 (450 XP)

Medium swarm of Tiny beasts, unaligned,
Speed 10 ft., swim 10 ft.

STR	8	-1
DEX	16	+3
CON	13	+1
INT	1	-5
WIS	10	0
CHA	3	-4

Defenses

Threat DC	Hit DC	DR	Vigor	Vigor Dice
14	24	0	44	8d8+8

Wound Thresholds

Morale	Injury	KO	Death
1-3	4-6	7-13	14+

Control Thresholds

Grab	Grapple	Restr.	Incap.
1-3	4-6	7-12	13+

Proficiency: +2   **Passive Perception: 10**

Skills: Perception +2, Stealth +5, Survival +2

Resistances: bludgeoning, piercing, slashing

Immunities: charmed, frightened, grappled, injured, paralyzed, petrified, prone, restrained, stunned

Senses: blindsight 5 ft., tremorsense 60 ft.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm moves through any opening large enough for a tiny viper. The swarm need not make injury saving throws, but is automatically dispersed when it exceeds its Wound Maximum.

Actions

Bites. Melee Weapon Attack: +5 to hit, reach 0 ft., all creatures in the swarm's space. Hit: 2d6 poison damage, armor protects at full value. If wounded, the target makes a DC 10 Constitution saving throw, gaining 1d4 levels of **exhaustion** and taking an additional 2d6 poison damage on a failed save. If the swarm has suffered more wounds than half its Wound Maximum, poison damage is reduced to 1d6.

Wolf

These wild canines are skilled coursing predators that have been feared and hated for their depredations on livestock, occasional attacks on people, and relationship to Fenris. Large, rangy, covered in shaggy hair, with upright ears and intimidating yellow eyes, the wolf has an unnerving intensity. They walk with an easy lope, and use penetrating, eerie howls to establish pack boundaries or contact each other over long distances. They growl and snarl in threat, and whine in distress or to show submission.

Wolves are found in most environments, from arctic tundra to towering forest to arid scrub. Persecuted near human settlements, wolves are rarely found close to inhabited areas. Harsh winters send desperate wolves into fields and towns, and wandering young adults looking to establish a pack and territory pass through towns and cities.

Wolves hunt by roaming over large territories, searching for food by sight and smell, and following a promising scent trail for dozens of miles. Once contact is made, they run prey to exhaustion. Wolves evaluate potential prey to determine the most vulnerable (use the wolves' Insight skill to allow the wolves an idea of the health and capabilities of their targets). They cut that individual off from the rest of the herd, driving it to where its compatriots cannot help. Circling, wolves in front feint and dodge, allowing others to dart in from behind and attack the rear and flanks. Once several wolves have bitten their victim, the others pile on to drag it down, eating while it is still alive. Wolves do not usually attack a group of healthy humans or similar-sized humanoids. A lone person far from help, a group of small sized humanoids, or a tired and hurt adventuring party might tempt the wolves to try for some easy dinner.

A wolf pack is ruled by an alpha male and female. The alphas do not permit other pack members to breed. Other adults in the pack are usually grown offspring from previous seasons. All members of the pack help feed the cubs and procure food for the rest of the pack. Highly territorial, wolves attack to kill any other wolf or dog they find encroaching on their territory. When a subordinate pack member feels the urge to start a family of its own, it either strikes out on its own to find a mate and territory elsewhere, or challenges the reigning pack alpha of the same sex for its position.

Wolves can be tamed, but are never domestic animals. They retain a willful and independent nature, destructive of houses and property with their chewing and scent marking. Nonetheless, they consider their owners as pack, and fight and die for them if necessary.

Endurance Sprinter. The wolf has advantage on Constitution checks to avoid exhaustion from sprinting.

Fuzzy Sight. The wolf has difficulty making out fine visual details (such as writing) and has disadvantage on Intelligence (Investigation) checks based only on sight.

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

Pinpoint Hearing. The wolf can determine the location of anything that it can hear, attacking and defending regardless of whether it can see it.

Varieties

Dire Wolf: Larger than normal wolves, dire wolves target larger, more powerful prey using the same pack tactics of their smaller brethren. They attack humanoids if they are hungry.

Wolf

CR: 1/4 (50 XP)

Medium beast, unaligned, 80 to 100 pounds
Speed 60 ft.

STR	10	0	Defenses				
			Threat DC	Hit DC	DR	Vigor	Vigor Dice
DEX	15	+2	12	22	1	11	2d8+2
CON	12	+1	Wound Thresholds				
INT	3	-4	Morale	Injury	KO	Death	
			1-3	4-6	7-12	13+	
WIS	12	+1	Control Thresholds				
			Grab	Grapple	Restr.	Incap.	
CHA	7	-2	1-3	4-6	7-12	13+	
Proficiency: +2			Passive Perception: 13				

Skills: Athletics +3, Insight +3, Intimidation +3, Perception +3, Survival +3

Senses: darkvision 30 ft.

Actions

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 1d8+2 piercing and control damage.

Chase. The wolf can take a dash action as a bonus action.

Pack Tactics. A wolf can Help a fellow pack member in combat as a bonus action. This bonus action can only aid an ally to hit in combat.

Wolf, Dire

CR: 1 (200 XP)

Large beast, unaligned, 400 to 600 pounds
Speed 60 ft.

STR	17	+3	Defenses				
			Threat DC	Hit DC	DR	Vigor	Vigor Dice
DEX	15	+2	12	22	2	37	5d10+10
CON	15	+2	Wound Thresholds				
INT	3	-4	Morale	Injury	KO	Death	
			1-6	7-13	14-27	28+	
WIS	12	+1	Control Thresholds				
			Grab	Grapple	Restr.	Incap.	
CHA	7	-2	1-7	8-14	15-28	29+	
Proficiency: +2			Passive Perception: 13				

Skills: Athletics +5, Insight +3, Intimidation +5, Perception +3, Survival +3

Senses: darkvision 30 ft.

Actions

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 2d6+3 piercing and control damage.

Chase. The wolf can take a dash action as a bonus action.

Pack Tactics. A wolf can Help a fellow pack member in combat as a bonus action. This bonus action can only aid an ally to hit in combat.

Rabid Wolves

Some wolves carry rabies. Anyone bitten by a rabid wolf must succeed on a DC 12 Con save or become infected. 1d3 months later, they express the symptoms of rabies, taking one level of **exhaustion** per day. The victim becomes paranoid and terrified, attacking out of fright. If the victim bites anyone, that person may also contract rabies. Rabies can be cured by magical spells and other effects that cure disease, but infected individuals cannot recover on their own.

Wolf Spider (Giant)

Wolf spiders are drab colored, fast moving spiders. Solitary, they are most active at night. During the day, they rest in a burrow lined with silk. If a spider detects the vibrations of prey coming close, it bursts out to grab it. Females carry their egg sac attached to the end of their abdomen. When spiderlings hatch, they ride on their mother's back until their first moult.

Alert, and with better eyesight than most spiders, wolf spiders wait for prey to come close, or surprise and catch it while roaming. Grabbing the prey with the front legs, the spider bites with its fangs to deliver venom. The venom dissolves the insides of their prey, allowing the spider to suck out the liquefied remains.

Most wolf spiders are diminutive things, whose outstretched legs wouldn't span a human's hand. Alone, these are utterly harmless, shy creatures that only eat small bugs. Under rare conditions, they gather in swarms that might injure a person. Of more concern are the giant varieties, notorious for chasing down people and livestock to feed upon.

Wolf Spider, Giant

CR: 1/4 (50 XP)

Medium beast, unaligned,
Speed 40 ft., climb 40 ft.

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

Defenses

Threat DC	Hit DC	DR	Vigor	Vigor Dice
12	22	1	11	2d8+2

Wound Thresholds

Morale	Injury	KO	Death
1-3	4-7	8-14	15+

Control Thresholds

Grab	Grapple	Restr.	Incap.
1-3	4-7	8-14	15+

Proficiency: +2   **Passive Perception: 13**

Skills: Perception +3, Stealth +4, survival +3

Senses: blindsight 20 ft., darkvision 60 ft., tremorsense 60 ft.

Cold Blooded. In cold weather, the spider has disadvantage on all ability checks and attack rolls, and others have advantage on attack rolls against it. In freezing weather, the spider is **incapacitated**.

Fuzzy Sight. The wolf spider has difficulty making out fine visual details (such as writing) and has disadvantage on Intelligence (Investigation) checks based only on sight.

Keen Touch and Smell. The spider has advantage on Wisdom (Perception) checks that rely on touch or smell.

Low Endurance. The spider has disadvantage on Constitution checks to avoid exhaustion when sprinting.

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

Actions

Multiattack. The wolf spider makes two attacks: one with its grapple and one with its bite.

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 1d6+1 piercing and control damage and 1d6 poison damage. If wounded, the target makes a DC 11 Constitution saving throw, taking an additional 1d6 poison damage and 1 level of **exhaustion** on a failed save.

Chase. The wolf spider can take a dash action as a bonus action.

Grapple. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 1d8+1 control damage.

Wolf Spider, Swarm
CR: 1/2 (100 XP)

Medium swarm of Tiny beasts, unaligned,
Speed 15 ft., climb 15 ft.

STR	3	-4
DEX	14	+2
CON	10	0
INT	1	-5
WIS	12	+1
CHA	3	-4

Defenses

Threat DC	Hit DC	DR	Vigor	Vigor Dice
12	22	0	22	5d8

Wound Thresholds

Morale	Injury	KO	Death
1	2-3	4-6	7+

Control Thresholds

Grab	Grapple	Restr.	Incap.
1	2	3-5	6+

Proficiency: +2   **Passive Perception: 13**

Skills: Perception +3, Stealth +4, survival +3

Senses: blindsight 10 ft., darkvision 60 ft., tremorsense 60 ft.

Resistances: bludgeoning, piercing, slashing

Immunities: control, charmed, frightened, grabbed, grappled, injured, paralyzed, petrified, prone, restrained, stunned

Diminutive. The individual spiders are small enough that they can occupy another creature's space, and vice versa. They can move through spaces as small as 1 inch wide, and squeeze through spaces as small as 3/8 inch wide.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny insect. It need not make injury saving throws, but is automatically dispersed when it exceeds its Wound Maximum.

Actions

Bites. Melee Weapon Attack: +5 to hit, reach 0 ft., one target in the swarm's space. Hit: 2d4 piercing damage and 2d4 poison damage, or 1d4 piercing damage and 1d4 poison damage if the swarm has more wounds than half its Wound Maximum. If wounded, the target makes a DC 11 Constitution saving throw, taking an additional 2d4 poison damage and 1d2 levels of **exhaustion**, or 1d4 poison damage and 1 level of **exhaustion** if the swarm has more wounds than half its Wound Maximum, on a failed save.

Chase. The wolf spider swarm can take a dash action as a bonus action.

Dragons

One of the three major factions vying for control of Tanalor and Etera, Dragons loom large in saga and adventure. Many are intelligent, capable of conversation and long-range scheming. Others are more animalistic, cunning, and dangerous.

True Dragons

The true dragons, or *dreki*, are the winged dragons of legend. They grow to be very large, very intelligent, and are intensely magical. They possess the breath weapons that are the signature feature of a true dragon. These mighty creatures seek to control the land surrounding their lairs, collect treasure, and—for the adult and ancient dragons—wander far afield on astral and ethereal journeys. They and their kin dominated Etera for uncounted years, and even successfully conquered Jotenheim, taking it from the giants.

The Shattering disrupted the social and cultural order of the great dragons. The Elder Dragons' connections with their spawn were severed, leaving them free to act independently for the first time in Eteran history. Unmoored from their traditional society and war strategy, even the eðlafólk and fiðrildar were left to fend mostly for themselves as the dragons waged war on both the Winterfae and each other. The aftermath saw far fewer dragons tromping and gliding around Tanalor, but those that remain are mighty foes.

Lindorms

Lindorms (also called ormur) are lesser dragon-spawn. Fetid progeny of the great dragons, birthed in chaos, lindorms slither and crawl through fens, wastelands, and untamed places. Prolific and venomous, these squirming reptilian monsters threaten settlements near borderlands, sometimes swimming, flying, or crawling into settled areas to attack livestock, poison wells, blight crops with their noxious slime, and devour the occasional farmhand or maiden.

Lindorms' venomous bites cause wounds and the **exhaustion** condition. After each long rest, the victim of a lindorm's venom makes a saving throw: a success reduces the victim's **exhaustion** by one level. The wounds heal normally. Spells such as *protection from poison* and *lesser restoration* remove **exhaustion** due to poison, but not damage already caused. Lindorms are immune to conditions and damage from dragon venom, but not from poison in general unless stated otherwise in their stat block.

The covetousness that lies at the heart of every lindorm makes them natural guardians. Those that have more than bestial intelligence collect treasure hoards. Others guard objects or places, such as a spring, castle, or ancient tree. This proclivity gives them disadvantage on any *geas* spell saves to act as a guardian—many are set to guard treasures by powerful wizards, and even the Aesir sometimes use powerful lindorms to protect a remote sacred site.

Generic Lindorm Powers

Lindorms have many abilities in common, which are listed here and referred to in each creature's writeup to avoid duplication.

Ambush Attack. If the lindorm attacks with advantage, it does extra damage. It does not get the other bonuses of a rogue's sneak attack.

Crawl. The lindorm's normal means of locomotion is crawling. Crawling costs no extra movement, and being **prone** does not impose any particular restrictions on the lindorm.

Camouflage. The lindorm has advantage on Dexterity (Stealth) checks while moving 5 ft. or less in natural terrain.

Hold Breath. Most lindorms can hold their breath for longer than most warm-blooded creatures.

Keen Sight. The lindorm has advantage on Wisdom (Perception) checks that rely on sight.

Keen Smell. The lindorm has advantage on Wisdom (Perception) checks that rely on smell. It can use this ability to track people, creatures, and anything else that leaves an odor.

Slither. Slithering lindorms are called orma (singular: ormur). An ormur moves at full speed across difficult land terrain, and cannot be stuck or mired due to terrain. This does not apply to the difficult terrain created by being in another creature's space. The ormur can move through spaces as small as one-quarter its size without squeezing, and squeezes through spaces one-eighth its size.

Swallow Whole. A lindorm's usual motivation in combat is to get food, or to defend itself or something it cares about. A hungry lindorm grabs enough to eat, then retreats with its prize. Lindorms rip apart any prey of their own size or larger into more manageable chunks—this requires first killing the victim and doing more than two times the Wound Threshold with its teeth and claws. Prey this size is usually eaten where it falls. A lindorm grabbing a victim one size class smaller can run off with it, but it takes at least a minute to swallow (usually whole after it is killed). Victims two sizes smaller are swallowed whole with one action once **incapacitated** or rendered **unconscious**. Victims three or more sizes smaller are swallowed whole as a bonus action once **incapacitated** or made **unconscious**. Swallowed prey is **incapacitated**, begins to suffocate, and takes 1 point of acid damage as wounds each round (armor doesn't protect). It usually takes a single victim of one size smaller than the

lindorm to sate it, or 8 that are two sizes smaller, or 64 which are three sizes smaller.

Tunnel Crawler. The lindorm crawls through spaces as small as half its size without squeezing. It squeezes through spaces as small as one quarter its size.

Water Lurker. When in the water, the lindorm has advantage on Dexterity (Stealth) checks,

Wrap. If the lindorm has any control points on its foe, it can make a constrict attack as a bonus action. It can immediately spend these points to cause injury.

Alger Ormur (Crushing Worm)

A coiling, serpentine dragon, the alger ormur's thick scales coat its body, with hardened bony plates along its back. The craggy head has jaws lined with jutting snaggly teeth, and a forked tongue flicks in and out of its mouth. Many varieties have crests, frills, or other decorations, and they come in an assortment of colors that blend in well with their environment.

Alger orma lurk in thickets, swamps, and rocky jumbles; anywhere likely to impede the mobility of its prey while its slender, elongated form and low ground pressure let it move freely. They are excellent swimmers, found in lakes or ponds, and easily climb up walls, sheer cliffs, and tall trees to strike from above.

An alger ormur tracks prey by scent trail, striking from ambush to envelop its victim in a muscular embrace, then squeezing the life out of it while ripping with its venomous fangs. A typical surprise attack occurs while the ormur is under cover—partially buried, hidden by brush, under the water's surface near shore, or from an overhanging branch. The ormur strikes, dragging its victim back to be wrapped up in its coils. The ormur squeezes once it immobilizes the victim, converting control to damage until the victim's heartbeat and breathing stop.

If harassed, the ormur retreats down crevices or burrows where antagonists can't follow, or to difficult terrain where it has mobility advantage. If escape is impossible, the ormur coils and rears, growling, spitting, and hissing, while striking at anyone who comes too close. If engaged in close combat it wriggles and grapples while biting repeatedly.

Alger Ormur Powers

All alger orma have the following powers:

Ambush attack, Camouflage, Hold Breath (30 minutes), **Keen Smell, Slither, Swallow Whole**.

ALGER ORMUR, HUGE   CR: 4 (1100 XP)

Huge dragon (lindorm), unaligned,
Speed 20 ft., swim 20 ft., climb 20 ft.

STR	24	+7
DEX	14	+2
CON	22	+6
INT	5	-3
WIS	12	+1
CHA	6	-2

Defenses				
Threat DC	Hit DC	DR	Vigor	Vigor Dice
12	23	10	82	7d10+42

Wound Thresholds			
Morale	Injury	KO	Death
1-14	15-29	30-58	59+

Control Thresholds			
Grab	Grapple	Restr.	Incap.
1-13	14-26	27-52	53+

Proficiency: +3   **Passive Perception:** 13

Skills: Intimidation +10, Perception +4, Stealth +5, Survival +4

Senses: blindsight 20 ft., darkvision 60 ft., tremorsense 120 ft.

Alger Ormur Powers

Ambush attack (2d6), **Camouflage**, **Hold Breath** (30 minutes), **Keen Smell, Slither, Swallow Whole, Wrap**.

Actions

Multiattack. The ormur can attack once with its bite and once with constriction. It can simultaneously constrict up to two previously grabbed creatures of large size or smaller.

Bite. Melee Weapon Attack: +10 to hit, reach 15 ft., one creature. Hit: 2d6+7 piercing and control damage and 1d10 poison damage. If wounded, the target makes a DC 15 Constitution saving throw, taking an additional 1d10 poison damage and 1d4 levels of **exhaustion** on a failed save.

Constrict. Melee Weapon Attack: +10 to hit, reach 5 ft., one creature. Hit: 4d6+7 control damage.

ALGER ORMUR, LARGE

CR: 2 (450 XP)

Large dragon (lindorm), unaligned,
Speed 20 ft., swim 20 ft., climb 20 ft.

STR	20	+5	
DEX	14	+2	
CON	18	+4	
INT	5	-3	
WIS	12	+1	
CHA	6	-2	

Defenses

Threat DC	Hit DC	DR	Vigor	Vigor Dice
12	22	6	66	7d10+28

Wound Thresholds

Morale	Injury	KO	Death
1-8	9-17	18-34	35+

Control Thresholds

Grab	Grapple	Restr.	Incap.
1-8	9-16	17-33	34+

Proficiency: +2   Passive Perception: 13

Skills: Intimidation +7, Perception +3, Stealth +4, Survival +3

Senses: blindsight 15 ft., darkvision 60 ft., tremorsense 90 ft.

Alger Ormur Powers

Ambush attack (1d6), **Camouflage**, **Hold Breath** (30 minutes), **Keen Smell**, **Slither**, **Swallow Whole**, **Wrap**.

Actions

Multiattack. The ormur can attack once with its bite and once with constriction. It can simultaneously constrict up to two previously grabbed creatures of medium size or smaller.

Bite. Melee Weapon Attack: +7 to hit, reach 10 ft., one creature. Hit: 1d8+5 piercing and control damage and 1d6 poison damage. If wounded, the target makes a DC 13 Constitution saving throw, taking an additional 1d6 poison damage and 1d3 levels of **exhaustion** on a failed save.

Constrict. Melee Weapon Attack: +7 to hit, reach 5 ft., one creature. Hit: 2d8+5 control damage.

ALGER ORMUR, MEDIUM

CR: 1 (200 XP)

Medium dragon (lindorm), unaligned,
Speed 20 ft., swim 20 ft., climb 20 ft.

STR	16	+3	
DEX	14	+2	
CON	14	+2	
INT	5	-3	
WIS	12	+1	
CHA	6	-2	

Defenses

Threat DC	Hit DC	DR	Vigor	Vigor Dice
12	22	4	52	7d10+14

Wound Thresholds

Morale	Injury	KO	Death
1-4	5-8	9-17	18+

Control Thresholds

Grab	Grapple	Restr.	Incap.
1-4	5-9	10-18	19+

Proficiency: +2   Passive Perception: 13

Skills: Intimidation +5, Perception +3, Stealth +4, Survival +3

Senses: blindsight 10 ft., darkvision 60 ft., tremorsense 60 ft.

Alger Ormur Powers

Ambush attack (1d6), **Camouflage**, **Hold Breath** (30 minutes), **Keen Smell**, **Slither**, **Swallow Whole**, **Wrap**.

Actions

Multiattack. The ormur can attack once with its bite and once with constriction. It can simultaneously constrict up to two previously grabbed creatures of small size or smaller.

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 1d6+3 piercing and control damage and 1d4 poison damage. If wounded, the target makes a DC 11 Constitution saving throw, taking an additional 1d4 poison damage and 1d2 levels of **exhaustion** on a failed save.

Constrict. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 1d10+3 control damage.

Dragon (True)

For millennia, true dragons were the undisputed masters of most of Etera. They are beings of elemental ferocity, stunning beauty, and powerful magic. While the culture and scope of the dragon empire is detailed in the chapters on the history of Etera, this section deals with them as adversaries.

Description

Many varieties of dragon live in Etera, but the "true" dragons are all of a kind. They are highly intelligent, fiercely ambitious, and, after the Shattering broke the telepathic bonds forming the backbone of their social hierarchy, occasionally wildly chaotic and independent.

True dragons are the undisputed top of the draconic pyramid, especially as they grow in age and power.

Appearance

Each dragon's appearance is unique, yet shares common properties and conformational variations.

Every true dragon has a powerful body, a long tail (that may or may not have spikes or other dangerous growths on it), four primary limbs, and two graceful wings resembling those of a bat.

Every dragon has a powerful exhalation attack—their dreaded breath weapon—that lays waste to whole units of men and beasts at a time.

The dragon's scales grow thick and hard, and are patterned in stripes, whorls, and other configurations like those of snakes. Each scale can be a different color, each with the sheen and reflectivity of beaten metal, and coloration of nearly any shade and hue—some are even iridescent.

Sometimes a single color—or flavor of colors—predominates. *Svartadauði*, dragon of saga and story, is said to be nearly all black, his muted colors mirroring his evil intentions. Others might be mostly red, orange, copper, and gold, shimmering like the piled treasure they sleep upon. Dragon coloring is as varied as that of snakes or cats, and no two are the same.

Most dragons have a single neck and head, but some dragons with several have been encountered; each head may have its own unique breath weapon.

Dragons sport a bewildering variety of bony or otherwise sharp and dangerous-looking growths: horns, crests, spikes, and plates. Each dragon's head grows in a unique pattern.

Habitat

Dragons used to live throughout Etera, but their largest concentration was in Tanalor, where the leyferðs clustered. After the Shattering, they ranged outward during the dragon wars, and were eventually beaten back into Tanalor.

They can be found nearly anywhere in Tanalor, with certain exceptions. They travel into the lands north and west of Northwatch, to the bounds of the Frostharrow, but not for long. That is the stronghold of the Winterfae, and the enmity between dragon and fae is legendary. They also exercise great caution near the Grey Marshes, the demesne of *Svartadauði*, one of the only known ancient dragons still active. Those venturing into his lands become vassals, prisoners, or victims.

Behavior

Dragons are proud, haughty, intelligent, and aggressive. Not all are inherently cruel, but they tend to be quite selfish and acquisitive. Those that grow out of their wyrmling state to adulthood are some of the most powerful creatures in Etera, and their ambitions and plans match that power in scope and subtlety.

They view themselves as the natural apex of civilization on Etera, but since the Shattering have seen that status challenged (successfully) by the Winterfae, dwarves, and humans.

That does not sit well with them.

Dragon Life-Cycle and Template

All dragons start their lives as wyrmlings, hatching from eggs already fully intelligent and dangerous. As they age, they grow in size and power.

Each dragon is unique. To generate a dragon, first choose an age template. The templates listed give the base values for each type, and die rolls modify that template.

Attributes. Each dragon adds a random amount to the average statistics presented on the age-based template. Roll for each attribute.

Attribute	Modification
STR	1d6–3
DEX	1d4–1
CON	1d4–1
INT	3d4–8
WIS	—
CHA	1d4–2

Extra Heads. Roll 3d4–9, minimum of 0. That is the number of extra heads the dragon has.

Breath Weapon. Roll 2d10 for each head, and consult the following table. The breath weapon influences the damage resistance, with each dragon being resistant to all damage types it delivers.

2d10	Breath Weapon
2	Necrotic
3	Radiant
4-5	Thunder
6-8	Acid
9-11	Fire
12-14	Poison
15-17	Cold
18	Control
19	Lightning
20	Force

True Dragon Wyrmling CR: 3 (700 XP)

Medium dragon, any neutral or evil alignment,
Speed 30 ft., burrow 15 ft., fly 60 ft., swim 30 ft..

STR	16	+3			
DEX	11	0			
CON	14	+2			
INT	11	0			
WIS	11	0			
CHA	13	+1			

Defenses

Threat DC	Hit DC	DR	Vigor	Vigor Dice
10	20	5	32	5d8+10

Wound Thresholds

Morale	Injury	KO	Death
1-4	5-9	10-18	19+

Control Thresholds

Grab	Grapple	Restr.	Incap.
1-4	5-8	9-16	17+

Proficiency: +2   **Passive Perception: 14**

Skills: Perception +4, Stealth +2

Senses: blindsight 10 ft., darkvision 60 ft.

Immunities: same as breath weapon

Languages: Draconic

Age Adjustment. A new wyrmling has the stats on the template, growing and maturing over time. Older wyrmlings add up to 5 extra Vigor Dice, and +1 DR for each 2 Vigor Dice added.

Actions

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 1d8+3 piercing and control damage plus 1d4 additional damage of the same type as the dragon's breath weapon for that head.

Breath Weapon (Recharge 5–6). The dragon exhales a blast of energy that does 2d10 wounds on a failed DC 12 Dexterity save, or as vigor on a successful one.

The properties of the breath weapon depend on it's damage type:

Damage Type	Range	Shape
Acid	15'	Line
Poison	15'	Cone
Fire	15'	Cone
Cold	15'	Cone
Lightning	30'	Line

Young True Dragon
CR: 10 (5,900 XP)

Large dragon, any neutral or evil alignment,
Speed 40 ft., burrow 20 ft., fly 80 ft., swim 40 ft.

STR	20	+5			
DEX	11	0			
CON	18	+4			
INT	13	+1			
WIS	13	+1			
CHA	15	+2			

Defenses

Threat DC	Hit DC	DR	Vigor	Vigor Dice
10	21	6	133	14d10+56

Wound Thresholds

Morale	Injury	KO	Death
1-8	9-17	18-34	35+

Control Thresholds

Grab	Grapple	Restr.	Incap.
1-7	8-15	16-30	31+

Proficiency: +3   **Passive Perception:** 17

Skills: Perception +7, Stealth +5

Senses: blindsight 30 ft., darkvision 120 ft.

Immunities: Same as breath weapon

Languages: Common, Draconic

Age Adjustment. A young dragon has the stats on the template, growing and maturing over time. Add up to 3 extra Vigor Dice, and +1 DR for each Vigor Die added.

Actions

Multiattack. The dragon 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: 2d8+5 piercing and control damage plus 1d6 damage of the same type as the head's breath weapon.

Claw. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 1d10+5 slashing and control damage.

Breath Weapon (Recharge 5–6). The dragon exhales a blast of energy that does wounds on a failed Dexterity save, or as vigor on a successful one. The DC of the saving throw is 15 (8 + the dragon's proficiency bonus + the dragon's CON bonus).

The properties of the breath weapon depend on its damage type:

Damage Type	Damage	Range	Shape
Acid	5d8	30'	Line
Poison	4d8	30'	Cone
Fire	6d8	30'	Cone
Cold	5d8	30'	Cone
Lightning	6d8	60'	Line

Eðlafólk

While true dragons were the undisputed royalty of ancient dragon empires, the eðlafólk formed the yeomanry. The eðlafólk built the dragons' cities and fortresses, crafted what the dragons could not craft themselves, and were the backbone of the dragon armies as they spread their might throughout Etera.

Eðlafólk have a complex, stratified culture and society sculpted to mimic that of the dragons, as somewhat exemplified by the Dragonborn and the more violent and wild half-dragons.

The eðlafólk resemble bipedal Komodo dragons. They have sharply pointed snouts, with thick, tough skin shot through with bony inclusions that makes for good armor. They have five-fingered hands and feet, and strong, heavy tails. Both fingers and toes feature pronounced, non-retractable claws used for traction and digging out of combat. The tail, used defensively to strike and knock down foes, is as long as the rest of the body. The females are notably larger than the males, and more frequently gifted with magical abilities.

The eðlafólk range covers much of Tanalor, and settlements—and the ruins of settlements—are found almost anywhere. There are still sizeable populations in a region running 200 miles north from Northwatch, and then east to the sea. The lands surrounding the Grey Marshes are the demesne of *Svartadauði*, one of the few remaining and active ancient dragons. Grey Marsh eðlafólk have a very different temperament and behavior (treat them as lawful evil) than others.

The attitude of the eðlafólk to the non-draconic races south of Tanalor ranges from disinterested to the wary respect one gives an intelligent and dangerous predator. They are isolationist by temperament unless steered in other directions by a dragon overlord. They are territorial, seeking to remove potential threats to their lands. Their personal spaces are confining—their rooms are barely large enough to turn around in, though common spaces are larger.

Cunning but not overly intelligent, eðlafólk hew to set patterns in combat. This includes opportunistic tail lashes and formidable bites.

A troop of eðlafólk infantry lines up in a standard formation, hide or wooden shields at the ready, javelins in hand. They advance methodically, cast javelins upon reaching effective range, and then move in formation to melee range with club and shield. They knock down foes at range with their tails, and then close to strike, maul, and bite.

Eðlafólk berserkers, "the bearded ones," carry as many as four hand-axes, wielding one in each hand and throwing as needed. Their scouts, called "monitors," use short staves with odd nets on top to fling lead or stone projectiles with great force.

More intelligent than their warrior-caste counterparts, eðlafólk spellcasters, "the mysterious," use spells to support the infantry.

Caste. To best serve the true dragons, eðlafólk society was molded over millennia. There are four castes—warriors, arcanists, crafters, and laborers (including farmers and hunters). Warriors include line infantry (dragon warriors), shock troops (bearded ones), and scouts (monitors). Eðlafólk draw no distinction between arcanic and clerical magic—all eðlafólk are effectively sorcerers, with their magic stemming from the draconic bloodline itself.

Polyandry. Eðlafólk family life is structured around a single female attended by several males. Females lay clutches of eggs fertilized by any of several partners. The hallmark dominance of draconic culture—a direct psychic override of the children by the parent dragon—is culturally enforced rather than a magical or telepathic geas. It is considered bad manners to defy the head of household's wishes. Many castes are represented in a family unit, and the eðlafólk assign individual progeny to a family mentor before a hatchling is old enough to effectively communicate.

Diet. The eðlafólk are meat-eaters, requiring a lot of protein to thrive. They also cultivate and eat fruits and leafy greens. Eðlafólk happily eat other sentient races, including humans, elves, tieflings, and even fiðrildar, in a pinch. They find dwarvish flesh unsavory and indigestible.

Tail. A typical eðlafólk warrior is five to six feet from hips to nose, with a tail as long as its body. The tail is heavy and strong, but not useful for grabbing. Eðlafólk lash out to the sides and rear with their tails and, with a clear path, spin around to strike the front—the 10' reach of the tail allows an excellent defensive attack, used to either knock a foe **prone** (treat as a shove) or strike for bludgeoning damage.

Ham-fisted. The long claws on their hands interfere with fine, delicate work, and eðlafólk have disadvantage on tasks such as lockpicking. Their ornamentation favors round, polished gems. Their locks and security devices are blunt instruments, though still effective—no poison needle traps (intricate clockwork); instead find crushable glass spheres filled with acid or poison.

Their claws are used for burrowing and digging; treat this as a speed of 1 foot per turn, but it is not a combat ability. They happily use proper tools—shovels and mattocks—for that purpose.

Dragon Warrior

CR: 1/2 (100 XP)

Medium dragon humanoid, neutral,
Speed 30 ft., swim 30 ft., burrow 1 ft.

STR	15	+2
DEX	10	0
CON	13	+1
INT	7	-2
WIS	12	+1
CHA	7	-2

Defenses

Threat DC	Hit DC	DR	Vigor	Vigor Dice
14	24	3	22	4d8+4

Wound Thresholds

Morale	Injury	KO	Death
1-3	4-7	8-15	16+

Control Thresholds

Grab	Grapple	Restr.	Incap.
1-3	4-7	8-15	16+

Proficiency: +2   **Passive Perception:** 13

Skills: Perception +3, Stealth +4, Survival +5

Languages: Draconic

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

Natural Climbers. Eðlafólk do not pay extra movement costs while climbing.

Actions

Multiattack. The eðlafólk makes two melee attacks, each with a different weapon.

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

Heavy Club. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 1d6+2 bludgeoning damage.

Javelin. Melee or Ranged Weapon Attack: +4 to hit, reach 5 ft. or range 30/120 ft., one target. Hit: 1d6+2 piercing damage.

Spiked Shield. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 1d6+2 piercing damage.

Tail Strike. Melee Weapon Attack: +4 to hit, reach 10', one target. Hit: 1d8+2 bludgeoning damage. The eðlafólk may not attack a target with the tail if they attacked it with any other weapon (and vice versa).

Grapple. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 1d8+2 control damage.

Bearded One

CR: 1 (200 XP)

Medium dragon humanoid, neutral,
Speed 30 ft., swim 30 ft., burrow 1 ft.

			Defenses				
STR	18	+4	Threat DC	Hit DC	DR	Vigor	Vigor Dice
DEX	10	0	14	24	3	39	6d8+12
CON	15	+2		Wound Thresholds			
INT	7	-2	Morale	Injury	KO	Death	
WIS	12	+1	1-4	5-8	9-19	20+	
				Control Thresholds			
CHA	7	-2	Grab	Grapple	Restr.	Incap.	
			1-4	5-9	10-18	19+	

Proficiency: +2	Passive Perception: 13

Skills: Athletics +6, Perception +3, Survival +5

Languages: Draconic

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

Natural Climbers. Eðlafólk do not pay extra movement costs while climbing.

Combat Frenzy. The bearded one enters a state of hyperaggression, becoming resistant to mundane bludgeoning, piercing, and slashing damage for one minute. This ability recharges after a long rest.

Actions

Multiattack. The eðlafólk makes two melee attacks, each with a different weapon.

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

Hand Axe. Melee or Ranged Weapon Attack: +4 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 1d6+4 slashing damage.

Javelin. Melee or Ranged Weapon Attack: +4 to hit, reach 5 ft. or range 30/120 ft., one target. Hit: 1d6+2 piercing damage.

Spiked Shield. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 1d6+2 piercing damage.

Tail Strike. Melee Weapon Attack: +4 to hit, reach 10', one target. Hit: 1d8+2 bludgeoning damage. The eðlafólk may not attack a target with the tail if they attacked it with any other weapon (and vice versa).

Grapple. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 1d10+4 control damage.

Monitor

CR: 1 (200 XP)

Medium dragon humanoid, neutral,
Speed 30 ft., swim 30 ft., burrow 1 ft.

			Defenses				
STR	15	+2	Threat DC	Hit DC	DR	Vigor	Vigor Dice
DEX	14	+2	12	22	3	39	6d8+12
CON	15	+2		Wound Thresholds			
INT	7	-2	Morale	Injury	KO	Death	
WIS	14	+2	1-4	5-8	9-17	18+	
				Control Thresholds			
CHA	7	-2	Grab	Grapple	Restr.	Incap.	
			1-4	5-8	9-17	18+	

Proficiency: +2	Passive Perception: 14

Skills: Perception +4, Stealth +6, Survival +5

Languages: Draconic

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

Natural Climbers. Eðlafólk do not pay extra movement costs while climbing.

Actions

Multiattack. The eðlafólk makes two melee attacks, each with a different weapon (but not a tail strike).

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

Quarterstaff. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 1d6+2 bludgeoning damage.

Javelin. Melee or Ranged Weapon Attack: +4 to hit, reach 5 ft. or range 30/120 ft., one target. Hit: 1d6+2 piercing damage.

Staff Sling. Ranged Weapon Attack: +4 to hit, range 50/200 ft., one target. Hit: 1d6 bludgeoning damage.

Tail Strike. Melee Weapon Attack: +4 to hit, reach 10', one target. Hit: 1d8+2 bludgeoning damage. The eðlafólk may not attack a target with the tail if they attacked it with any other weapon (and vice versa).

Grapple. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 1d8+2 control damage.

The Mysterious Ones

CR: 1 (200 XP)

Medium dragon humanoid, neutral,
Speed 30 ft., swim 30 ft., burrow 1 ft.

STR	12	+1
DEX	10	+0
CON	14	+2
INT	10	0
WIS	16	+3
CHA	7	-2

Defenses

Threat DC	Hit DC	DR	Vigor	Vigor Dice
10	20	3	33	6d6+12

Wound Thresholds

Morale	Injury	KO	Death
1-3	4-7	8-15	16+

Control Thresholds

Grab	Grapple	Restr.	Incap.
1-3	4-6	7-12	13+

Proficiency: +2 | **Passive Perception: 15**

Skills: Arcana +2, Perception +5, Survival +5

Languages: Draconic

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

Natural Climbers. Eðlafólk do not pay extra movement costs while climbing.

Actions

Multiattack. The eðlafólk makes two melee attacks, each one with a different weapon (but not a tail strike).

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

Quarterstaff. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 1d6+2 bludgeoning damage.

Tail Strike. Melee Weapon Attack: +4 to hit, reach 10', one target. Hit: 1d8+2 bludgeoning damage. The eðlafólk may not attack a target with the tail if they attacked it with any other weapon (and vice versa).

Grapple. Melee Weapon Attack: +1 to hit, reach 5 ft., one target. Hit: 1d6+1 control damage.

Spellcasting. The Mysterious are 5th level spellcasters. Each day, they have 1 3rd level spell slot, and 2 each of 1st and 2nd level slots. Their spellcasting ability score is Wisdom rather than Charisma, they throw attack spells at +5, and their spell save DC is 13. A typical mysterious one knows the following spells

- *Cantrips: Acid splash, shocking grasp*
- *1st level: three of burning hands, detect magic, mage armor, magic missile, or shield*
- *2nd level: two of darkness, invisibility, shatter, or web*
- *3rd level: fireball or stinking cloud*

Fiðrildi

Draconic in origin though only distantly related to true dragons, the fiðrildi were the laborers and miners of the dragon empire, rapidly and efficiently creating tremendous tunnel complexes.

Fiðrildar are the same size as goblins or gnomes. Their skin resembles that of lizards and snakes, soft and scaly but no more protective than human flesh. Skin color tends toward browns, greys, and greens, and fiðrildar blend in well in dim light. They have snake-like tails, blunt, somewhat pointed snouts resembling the green basilisk lizard, but are distinctly bipedal.

The fiðrildar lay eggs, and breed extremely fast. They are also quickly "used up" by assigned tasks (mining, tunneling, and labor). Not quite a slave race, fiðrildar are the underclass in the draconic hierarchy: dragons, eðlafólk, and finally fiðrildar. However, fiðrildar ranked above the former slave races of the dragon empire (humans and others); their racial memory retains this superiority.

Fiðrildar are natural and prolific miners and tunnelers. They create complicated warrens and mazes, the entrances and corridors set with nasty and mischievous traps. They line their personal sleeping areas with soft branches, ferns and evergreens, and straw. They are omnivorous and not picky about what they eat, including the flesh of other humanoids.

Fiðrildar are often accompanied by other creatures, most frequently eðlafólk, providing guidance and direction to these flighty creatures. They are intelligent enough to follow a plan for an underground mine or habitation, but not enough to organize it on their own. They are mischievous and clever, rather than intelligent. In hostile situations, fiðrildar attack in a pressing swarm, or hold back and set traps and ambushes to attack from a position of superiority.

Fiðrildar are very sensitive to sunlight, hiding indoors or underground during the day.

FIÐRILDI

CR: 1/8 (25 XP)

Small dragon humanoid (fiðrildi), lawful evil,
Speed 30 ft.

STR	7	-2
DEX	15	+2
CON	9	-1
INT	8	-1
WIS	7	-2
CHA	8	-1

Defenses				
Threat DC	Hit DC	DR	Vigor	Vigor Dice
12	22	0	5	2d6–2

Wound Thresholds			
Morale	Injury	KO	Death
1	2	3-5	6+

Control Thresholds			
Grab	Grapple	Restr.	Incap.
1	2-3	4-6	7+

Proficiency: +2   **Passive Perception:** 8

Senses: darkvision 60 ft.   **Languages:** Common, Draconic

Sunlight Sensitivity. While in sunlight, the fiðrildi has disadvantage on attack rolls and Wisdom (Perception) checks that rely on sight.

Pack Tactics. The fiðrildi has advantage on attack rolls against a creature if at least one of the fiðrildar'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: 1d4+2 piercing damage.

Sling. Ranged Weapon Attack: +4 to hit, range 30/120 ft., one target. Hit: 1d4+2 bludgeoning damage.

Grapple. Melee Weapon Attack: +0 to hit, reach 5 ft., one target. Hit: 1d6–2 control damage.

SLIME ORMUR (SLIME WORM)

Eel-like slithering things, slime orma have elongated coiling bodies slick and glistening with their secretions; a slime ormur's body is coated in a caustic slime that burns on contact.

Slime orma lurk in stagnant waters and deep pools, infesting swamps, languid rivers, and placid lakes. Some tolerate salt water, dwelling in estuaries, coast-lines, and even the open sea. Except in the most drenched and humid environments, slime orma are never found far from water. On rainy nights they crawl from one pool or watercourse to the next, possibly raiding nearby farms or villages.

Like all lindorms, slime orma are voracious predators and indiscriminate scavengers. They latch on to prey with rows of needle teeth, coiling and writhing all over it to coat it in acrid secretions while tearing off chunks to swallow. They hunt from the water's edge by ambush, or track and chase down victims who have entered the water.

Ormur slime fouls the waters it inhabits, leading to blighted rivers and poisoned wells. Their slime trails kills vegetation along their land paths. The slime ormur must keep its skin moist or it dries out and dies.

Slime orma gather in large numbers where food is plentiful, although larger ormur sometimes dine upon their smaller brethren. Otherwise, they live solitary lives except for brief couplings during mating season. A gravid female lays many tens of fist sized eggs under water, then coils about them to protect them from harm. She attacks anything getting too close, but cannot be lured far from her nest. The mother leaves when the hatchlings squirm free, and the hatchlings swarm together in a squirming, slimy mass for some time.

Slime Ormur Powers

All slime orma have the following powers:

Ambush attack, Keen Smell, Slither, Swallow Whole, Water Lurker.

Caustic Slime. Direct contact with a slime ormur inflicts acid damage. Unarmed melee and grappling attacks on the ormur incur this damage, as does any attack by the ormur that touches (meets the Threat DC) its target.

Slippery. The slime ormur has advantage on any attempt to escape from a grapple.

Water Breather. The slime ormur can breathe underwater as well as in air.

Water dependency. The slime ormur only gains the benefit of a rest if it is in water.

SLIME ORMUR, HUGE
CR: 4 (1100 XP)

Huge dragon (lindorm), unaligned,
Speed 15 ft., swim 30 ft., climb 15 ft.

STR	24	+7
DEX	14	+2
CON	22	+6
INT	1	-5
WIS	12	+1
CHA	3	-4

Defenses
Threat DC	Hit DC	DR	Vigor	Vigor Dice
12	23	0	82	7d10+42

Wound Thresholds
Morale	Injury	KO	Death
1-14	15-29	30-58	59+

Control Thresholds
Grab	Grapple	Restr.	Incap.
1-13	14-26	27-52	53+

Proficiency: +3   **Passive Perception: 13**

Skills: Intimidation +10, Perception +4, Stealth +5, Survival +4

Senses: blindsight 20 ft., darkvision 60 ft.

Immunities: acid

Slime Ormur Powers

Ambush attack (2d6), **Caustic Slime** (2d6 damage), **Keen Smell, Slippery, Slither, Swallow Whole, Water Breather, Water dependency, Water Lurker.**

Actions

Multiattack. The ormur attacks once with its bite and once with its coils. It can simultaneously coil around up to two previously grabbed creatures of large size or smaller.

Bite. Melee Weapon Attack: +10 to hit, reach 15 ft., one creature. Hit: 2d6+7 piercing and control damage and 1d10 poison damage. If wounded, the target makes a DC 15 Constitution saving throw, taking an additional 1d10 poison damage and 1d4 levels of **exhaustion** on a failed save.

Coil. Melee Weapon Attack: +10 to hit, reach 5 ft., one creature. Hit: 1d12+4 control damage.

SLIME ORMUR, SWARM
CR: 2 (450 XP)

Medium swarm of Tiny dragons (lindorm), unaligned,
Speed 15 ft., swim 15 ft.

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

Defenses
Threat DC	Hit DC	DR	Vigor	Vigor Dice
14	24	0	44	8d8+8

Wound Thresholds
Morale	Injury	KO	Death
1-3	4-7	8-14	15+

Control Thresholds
Grab	Grapple	Restr.	Incap.
1-3	4-7	8-15	16+

Proficiency: +2   **Passive Perception: 13**

Skills: Intimidation +3, Perception +3, Stealth +4, Survival +3

Resistances: bludgeoning, piercing, slashing

Immunities: acid, charmed, frightened, grappled, injured, paralyzed, petrified, prone, restrained, stunned

Senses: blindsight 10 ft., darkvision 60 ft.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm moves through any opening large enough for a Tiny slithering ormur. It does not make injury saving throws, but is automatically dispersed when it takes more wounds than its Wound Maximum.

Slime Ormur Powers

Ambush attack (1d6), **Caustic Slime** (1d6 damage, or 1d4 if the swarm has more than half its wound or Control Maximum), **Keen Smell, Slippery, Slither, Swallow Whole, Water Breather, Water dependency, Water Lurker.**

Actions

Multiattack. The swarm attacks simultaneously with its bites and coils.

Bite. Melee Weapon Attack: +4 to hit, reach 0 ft., one creature in the swarm's space. Hit: 1d8+1 piercing and control damage. If wounded, the target makes a DC 11 Constitution saving throw, taking 1d8 poison damage and 1d3 levels of **exhaustion** on a failed save, or half as much damage and no **exhaustion** on a successful one. If the swarm has more wounds than half its Wound Maximum, bite damage is reduced to 1d4+1 and poison damage to 1d4 and one level of **exhaustion**.

Coil. Melee Weapon Attack: +4 to hit, reach 0 ft., all creatures in the swarm's space. Hit: 1d8+1 control damage. If the swarm has more wounds than half its Wound Maximum, damage is reduced to 1d4+1.

Elementals

Elementals hail from Niflheim, the elemental realm. While most think of Niflheim as an eternal realm of ice and cold, there are many elemental archetypes and creatures from this realm, with powerful magics and deadly dangers found and summoned from there.

Most elementals are happy to remain in their home realm, and are distinctly unhappy to be called forth from that place. The pure elementals of air, water, and earth do not come willingly or exist peacefully in the world of Etera, constantly wishing to return home. The fire elementals…are more eager to remain.

Invisible Stalker

While some elementals are brought to the Realms of the Field for benign reasons, the invisible stalker is always brought for one purpose: hunting and killing some quarry.

The invisible stalker is a limited form of air elemental that sacrifices some of its cousin's offensive power (the whirlwind attack) for true invisibility (except for the exact moment it attacks). A successful DC 15 perception check reveals the "thickening" of the air that occurs when the invisible stalker uses its melee attack. It's the attack itself that is visible (and very audible!): The stalker becomes invisible again moving away from the target.

Though not always summoned to evil intent, stalkers are always brought to the Realms of the Field for lethal intent. Unlike many other creatures, an Invisible Stalker does not stop attacking its target until it is **incapacitated**—it engages its target until defeated, or its foe is broken and dead.

INVISIBLE STALKER
CR: 6 (2,300 XP)

Medium elemental, neutral,
Speed 50 ft., fly 50 ft. (hover)

STR	16	+3
DEX	19	+4
CON	14	+2
INT	10	0
WIS	15	+2
CHA	11	0

Defenses

Threat DC	Hit DC	DR	Vigor	Vigor Dice
14	25	0	104	16d8+32

Wound Thresholds

Morale	Injury	KO	Death
1-4	5-8	9-17	18+

Control Thresholds

Grab	Grapple	Restr.	Incap.
1-5	6-10	11-20	21+

Proficiency: +3   **Passive Perception:** 18

Skills: Perception +8, Stealth +10

Resistances: bludgeoning, piercing, and slashing from nonmagical attacks

Immunities: poison, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses: Darkvision 60 ft.

Languages: Auran, understands Common but doesn't speak it

Invisibility. The stalker is invisible.

Faultless Tracker. The stalker is given a quarry by its summoner. The stalker knows the direction and distance to its quarry as long as the two of them are on the same plane of existence. The stalker also knows the location of its summoner.

Relentless. The stalker never makes morale checks, attacking its victim until it is **incapacitated** or destroyed.

Actions

Multiattack. The stalker makes two slam attacks.

Slam. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 2d6+3 thunder damage.

Ice Alf

The ice alf, like the fire elemental, is one of those rare elementals that wants to be on the Realms of the Field. It is not an "alf" at all—it has no relationship to the fae, other than being of similar size to a goblin.

A time long ago, an air elemental and a water elemental met in the Frostharrow. Perhaps under the influence of the Winterfae, they combined, and from that union emerged a creature that not only embodied living ice, but wanted to see the world frozen.

The Ice Alf resembles a semi-humanoid cluster of icicles that settle naturally into a form indistinguishable from other ice formations around it when still. Ice alfs dwell near cliffs where icy runoff forms icicles and mounds of ice on the ground, taking advantage of the terrain to lay ambushes.

These elementals are "native" to the Frostharrow, but are found in any region where ice encrusts the land.

Universally hostile, ice alfs attack any warm-blooded creatures that come near. They do not attack Winterfae and Alfar, nor elves (half-elves seem to inspire no fear or aversion in them) if other potential targets are available.

Ice Alf
CR: 1/2 (100 XP)

Small elemental, neutral evil,
Speed 30 ft., fly 30 ft.

STR	7	-2
DEX	13	+1
CON	10	0
INT	9	-1
WIS	11	0
CHA	12	+1

Defenses

Threat DC	Hit DC	DR	Vigor	Vigor Dice
11	21	0	21	6d6

Wound Thresholds

Morale	Injury	KO	Death
1	2-3	4-6	7+

Control Thresholds

Grab	Grapple	Restr.	Incap.
1	2-3	4-6	7+

Proficiency: +2   **Passive Perception:** 12

Skills: Perception +2, Stealth +3

Senses: Darkvision 60 ft.

Languages: Aquan, Auran

Immunities: cold, poison, poisoned

Death Burst. When the alf dies, it explodes in a burst of jagged ice. Each creature within 5 feet makes a DC 10 Dexterity saving throw, taking 1d8 slashing damage on a failed save, or as vigor on a successful one.

False Appearance. While motionless, the alf is indistinguishable from an ordinary ice shard.

Innate Spellcasting (1/Day). The alf can innately cast *fog cloud*, requiring no material components. Its innate spellcasting ability is Charisma.

Actions

Claws. Melee Weapon Attack: +3 to hit, reach 5 ft., one creature. Hit: 1d4+1 slashing damage plus 1d4 cold damage.

Frost Breath (Recharge 6). The alf exhales a 15-foot cone of cold air. Creature in that area must succeed on a DC 10 Dexterity saving throw, taking 2d4 cold damage on a failed save, or as vigor on a successful save.

Fae

Fae are creatures embodying the spirit of nature, beyond the bounds of civilization. Wild and unspoiled locations commonly have resident fae, or an entire fae community—a grove of ancient trees may have its hulder guardian, a rock outcrop may host a lazy troll, and a clear, languid pool fed by a sparkling waterfall might house a small group of nix. Fae can personify natural processes, like the frostalf playing a symphony out of a winter blizzard, or a crew of autumn sprites painting the leaves of the trees with vibrant red and gold in preparation for wintertime.

Fae also represent wildness on a metaphorical scale—the lack of civilizing restraint and freedom of spirit, a casting off of social mores and inhibitions, and the most primitive of impulses. Beings of shadow, moonlight, magic, and mystery, fae wear glamours like clothes, breathe magic as we breathe air, and vanish from conscious perception with a thought. Chaotic and capricious by nature, fae revel in unbridled passions; the attentions of a fae are intense, frequently selfish, and always ephemeral.

Svartalfheim: Faerie Pocket Dimensions

Fae are not entirely of this world. While they walk among our wild places, they pass between realities where the boundaries of the world are weak. Most fae make their homes adjacent to our reality in Svartalfheim, connected via portals concealed in natural objects or hidden and near-forgotten elements of architecture or engineering.

The fae in control of a portal can choose to reveal the passage, which may appear as a cave, archway, finely crafted door, or fissure in bare stone. Alternately, she can hide it so that there is no external sign of anything amiss. Fae can see such passages, as can anyone using **truesight**. Otherwise, a roll against Intelligence (Investigation) is required to spot some sign of it. Those who know the rituals needed to open the portal can make it appear and allow access; knowledge of forgotten magical secrets can also be used to force the portal open—use Intelligence (Arcana) if the quester knows the Sylvan language—but to pass through, mundane defenses such as doors, locks, and guards must be overcome. The DC to find or locate a faerie portal is equal to the fae's spellcasting save DC—if not listed, this is equal to 8 + Proficiency + the largest of the fae's Intelligence, Wisdom, and Charisma bonus. Beings with fae blood, such as elves, half-elves, and fae-blooded sorcerers, have advantage on these rolls.

The rules of a faerie world are not like our own. A faerie refuge may appear as a cozy home, or you may find yourself on an enchanted island where rivers run uphill and stars fall from the sky to settle on the ground as gems. Some portals lead to the interior of a rude hut, others to entire worlds where societies of fae have lived for generations. The nature of the faerie world depends on the nature of the fae shaping it—a tiny sprite might keep a well-furnished home inside a tree knot, while a hulking troll may lurk in a few spare rock-hewn rooms and tunnels under a bridge. Generally, weaker fae have smaller secret worlds, while stronger fae, or many weaker fae acting together, stabilize larger environs. The fae who controls the faerie world can change its nature, geography, architecture, and rules by spending a whole day at work—if the world is the joint work of many fae, they need to cooperate to alter it. The world's controller may cede control of smaller sections to individual residents or groups.

Time and space are fluid in Svartalfheim. A wanderer may dally in a faerie realm for years, only to find mere moments have passed when he returns. A guest at a faerie ball may stagger out the next day, only to find that centuries have gone by and his loved ones are long dead. The world's master controls the passage of time, and only the most powerful fae can alter the flow of time as much as in the prior extreme examples. One rule appears inviolate—time may speed up or slow down, but never flows backwards or stops.

Some faerie worlds have more than one portal connecting them to the real world. The distance between these portals in faerie rarely corresponds to the distance between them in the real world.

A faerie lair can be richly furnished with luxuries, but none of it is real unless imported from the mortal realm. Things made of faerie-stuff taken into the real world vanish like dew in sunlight. One might think this merely annoying but for one important exception: food and drink.

Consumed food fades away when the eater re-enters Midgard. Flesh takes exception to material incorporated into it suddenly vanishing. Upon returning to the mortal realm, mortals take one level of **exhaustion** for every day they sustained themselves on faerie-food. Those who spent significant time in faerie have been known to crumble to dust upon setting foot on honest soil. Fiends, celestials, and fae are not affected, nor are Elder Dragons. A mortal who has partaken of a faerie feast can purge himself of its effects before entering the real world by only eating real food and drink for one week for every day he sustained himself on faerie food. **Exhaustion** recovers normally once in the mortal realm.

Fae and Iron

Iron, the hallmark of civilization, forged in fire by human hands and used to tame the wilderness, is antithetical to the wild nature of the fae. Wrought iron, cast iron, and steel all count as

iron for the purpose of affecting fae. Fae make their own weapons, tools, and armor out of wood, chipped stone, bronze, or other iron-free alloys.

Use the following guidelines for how fae creatures interact with iron:

- Fae have resistance to all mundane physical damage, taking half-damage from all non-magical bludgeoning, piercing, and slashing damage. They are also vulnerable to damage by iron; these two effects cancel each other out in the case of a fae struck by iron or steel mundane weapons.

- Fae have disadvantage on all skill checks and attack rolls while in contact with iron (including being impaled with an iron weapon or arrow left in the wound), and many fae powers (such as change shape) will not work.

- One can ward against fae by ritually brandishing iron. This is treated similarly to turning undead. Each fae makes a Charisma saving throw with a DC equal to 8 + Charisma Bonus + Proficiency bonus of the brandisher. Fae that fail have disadvantage on all skill checks, saving throws, and attack rolls if within 30' of the iron. If they succeed, they act normally.

- The fae-ward can be invoked as a ritual that takes an hour, protecting any dwelling with a threshold (you can do it on a house, but not a tent). The protection must be renewed if it rains or the threshold is disrupted.

Fae, Truth, and Oaths

Fae may be mercurial, tricksy, devious, and flighty, but their nature prevents them from stating as truth something they know to be false. A fae may make true but misleading statements, omit facts, and imply (but not directly state) something which is untrue. Additionally, fae are honor-bound to keep to the letter of their oaths and agreements. However, twisting the meaning to technically keep their word while delivering something contrary to the spirit is a time-honored fae tradition. While fae are chaotic in alignment, they should be considered lawful regarding speaking untruths and honoring the exact wording of their vows. If a fae repeats a vow three times, it is bound to that vow as if by the geas spell.

Fae Powers and Actions

The following powers, consolidated here for easy reference, are common among the fae. Their vulnerability to iron is collected here as well.

Some are actions, designed to be used in combat. Some are powers, typically used out of combat, or abilities that are always on or in the background. As an example, Confound is a combat action. Glamour, usually used out of combat, is considered a power. Elf Shot may be added to an attack, so is listed under actions.

Change Shape (Action)

As an action, the fae magically polymorphs into a creature of its size or smaller and its challenge rating or less, or back into its true form. It retains its Intelligence, Wisdom, and Charisma, its Vigor, and its traits and actions—except for armed melee attacks (if the form lacks hands for holding weapons), and natural weaponry (if the form lacks those weapons). Otherwise, it takes on the physical (but not mental or magical) traits of the creature it changes into. The fae's equipment polymorphs with it, remains carried or worn, or falls to the ground, at the fae's option.

A fae cannot change shape if in contact with iron.

Confound (Action)

The fae targets one creature within 30 feet, who must pass a Wisdom save or become temporarily confused about one fact. The DC is the fae's spellcasting DC (if no DC is listed, use 8 + Proficiency + the larger of the fae's Intelligence, Wisdom, or Charisma bonuses). Commonly used to cause a person to take a wrong turn or lose direction, or to lose track of time and not pay attention to what they are doing for up to a minute, it can also be used to make a person suffer any other simple momentary lapse the GM allows. Used in combat, it makes the target lose his next action. This is considered a charm, and creatures immune to charm are not affected by it.

Damage Resistance

Fae take half-damage from mundane bludgeoning, piercing, and slashing damage.

Elf-Shot (Action)

Any physical attack by the fae—unarmed, melee, or ranged—can inflict an additional magical malady, delivered as a touch attack if no weapon damage is to be caused. Choose from:

Elf-stroke. The attack deals extra necrotic damage. Roll a number of d6 equal to the fae's proficiency, applying this damage in addition to any weapon damage. DR subtracts from weapon damage first, and then necrotic damage.

Intoxication. The target must succeed on a Constitution saving throw against the fae's Spell Save DC or gain the **poisoned** condition for 1 hour.

Slumber. The target must succeed on a Constitution saving throw against the fae's Spell Save DC or fall **unconscious**, sleeping, for long enough to take a long rest, or until it takes damage or another creature takes an action to shake it awake.

fae Charm (Power)

Many fae can charm creatures, making them regard the fae as a trusted friend to heed and protect. The target must be in range, and the fae and the target must be able to see each other. The target gets a Wisdom saving throw against the fae's spellcasting DC (if no DC is listed, use 8 + Proficiency + the larger of the fae's Intelligence, Wisdom, or Charisma bonuses). The saving throw has advantage if the target is in combat with the Fae and its allies. The target isn't under the fae's control, but responds to the fae's requests or actions in the most favorable way it can.

Each time the fae or its allies do anything harmful to the target, it repeats the saving throw, ending the effect with a success. Otherwise, the effect lasts 24 hours or until the fae dies, is in a different realm of Yggdrasil from the target, or ends the effect as a bonus action. If a target's saving throw is successful, it is immune to the fae's charm until the next sunset.

fae Veil (Action)

By taking an action, most fae can confuse the senses, making fae hard to notice even if standing in plain sight. This requires concentration, and ends as soon as the fae attacks or casts a spell. The fae can make Dexterity (Stealth) checks to go unnoticed at a bonus of the fae's proficiency plus the bonus of the fae's spellcasting ability (usually the higher of Intelligence, Wisdom, and Charisma). A fae veil is considered a type of charm, and cannot be used on those immune to being charmed.

Advantage on rolls against charm magic allow advantage on perception rolls to see through a veil (if the fae also hides in the usual sense, the fae veil bonus must make the difference between success and failure on the first roll to allow a second roll. This does not apply if the fae is in plain sight).

Example: Llewelyn, an elf, walks her pet rokk eðla down a goblin-infested trail. Llewelyn has a Perception skill of +6 and her pet has a Perception skill of +4. Since Llewelyn is an elf, she gets advantage against charms and hence to notice veiled fae. Her pet eðla has advantage on all smell-based perception rolls. Grimshank, a goblin, hides behind a boulder, intent on causing mischief. Grimshank's Stealth skill is +4 and he gets a +3 for his veil. He rolls a 12 on the d20 for his Stealth skill check. The total DC to notice Grimshank is therefore 12+4+3=19.

Llewelyn has advantage on rolls to pierce charms and veils. She rolls 4 and 12, resulting in a total of Perception 18; not enough to pierce Grimshank's veil. The pet eðla's advantage on smell-based perception checks still applies, but the veil applies to smell, so the DC stays 19. The eðla rolls 1…and 19, for a total of 23, detecting Grimshank.

Glamour (Power)

The fae covers itself or another creature or object with a glamour that makes it seem like another creature or object of the same general size and shape. The glamour ends if the fae takes a bonus action to end it, at sunrise, or if the fae dies or the underlying subject is killed or destroyed. A fae can continually renew a glamour on itself or an object it is in contact with to avoid the termination of the effect at sunrise. The glamour fools perception rather than causing physical changes or producing a visual illusion—an observer's awareness of appearance, sound, taste, feel, and smell of the glamoured subject all conform to the changes of the glamour. A leaf glamoured to seem a gold coin feels heavy in the hand, but a stiff breeze blows it away.

Common uses for glamour are to disguise the fae's appearance, make worthless items such as nuts, leaves, or straw appear to be gold, or make a miserable hovel appear to be a luxurious cabin.

A glamour can be penetrated, and the subject underneath perceived for what it is, by taking an action and succeeding an Intelligence (Investigation) check against a DC given by the fae's Spell Save DC. Touching a glamour with iron gives advantage on this roll, as does brandishing an iron object. Once a person sees past the glamour, she discerns the underlying truth and ignores the glamour if she wishes. *Dispel magic* and similar anti-magic spells remove a glamour.

A glamour is considered a charm-like effect. Creatures immune to charm are not fooled, although they perceive both the glamoured form and the underlying object or creature. Those who have advantage against charms also have advantage to overcome a glamour.

Light Footed (Action)

The fae can take a dash or disengage action as a bonus action. Climbing does not cost the fae extra movement. Difficult terrain is treated as normal terrain. The fae leaves no tracks while using Light Footed; nor does it leave a mundane scent trail.

Magic Resistance (Power)

The fae has advantage on saving throws against spells and other magical effects. This power does not work if the fae is in contact with iron or steel.

VULNERABILITY TO IRON

Fae are vulnerable to iron, taking double damage from iron or steel weapons. Their iron vulnerability cancels out their general resistance to mundane damage types (bludgeoning, piercing, and slashing) such that iron and steel weapons do normal damage to them (a steel sword that does 1d8+2 normally does 1d8+2 vs. fae; if the sword were made of bronze, or if the weapon were instead a 1d6+3 wooden club, the fae resistance reduces rolled damage by half).

Grim

Ominous fae dogs with haunting howls, grim are used as guard animals, coursing hounds for wild hunts, and trackers. Goblinoids favor them for mounts, particularly the wolfish breeds.

The grim is a big shaggy black dog with large glowing eyes. It appear as a feral hound or a wolf, and ranges in size from that of a mastiff to a horse.

Grim roam wild lands or lonely stretches of road at night, especially during storms. They relate to fae the same way that dogs relate to humans.

Grim follow lone travellers, willfully appearing and disappearing from sight. This is a harrowing experience; it is common for the victim to meet an unfortunate end shortly thereafter. Goblinoids use them to herd victims into traps, and the Winterfae set them upon their victims for sport. If set as a guard, they first try to warn or frighten off intruders. If this fails, they attack with savagery and cunning.

Grim   CR: 1/4 (50 XP)

Medium fae, chaotic neutral,
Speed 40 ft.

STR	12	+1
DEX	17	+3
CON	12	+1
INT	10	0
WIS	13	+1
CHA	14	+2

Defenses

Threat DC	Hit DC	DR	Vigor	Vigor Dice
13	23	1	22	4d8+4

Wound Thresholds

Morale	Injury	KO	Death
1-3	4-6	7-13	14+

Control Thresholds

Grab	Grapple	Restr.	Incap.
1-3	4-7	8-15	16+

Proficiency: +2   **Passive Perception:** 13

Skills: Perception +3, Stealth +5, Survival +3

Resistances: bludgeoning, piercing, and slashing

Immunities: charmed, sleep

Senses: Darkvision 60 ft.

Languages: understands Sylvan but can't speak it

Alfar Powers

Endurance Sprinter. The grim has advantage on Constitution checks to avoid exhaustion from sprinting.

Keen Hearing and Smell. The grim has advantage on Wisdom (Perception) checks that rely on hearing or smell. It can use this ability to track people, creatures, and anything else that leaves an odor.

Pinpoint Hearing. The grim determines the location of anything it hears, attacking and defending regardless of whether it can see it.

Actions

Alfar Actions: Fae Veil (+9).

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 1d8+1 piercing and control damage.

Chase. The grim can take a dash action as a bonus action.

Pack Tactics. A grim can Help a fellow pack member in combat as a bonus action. This bonus action only aids an ally to hit in combat.

Teleport (Recharge 4–6). The grim magically teleports, along with any equipment it is wearing or carrying, up to 40 feet to an unoccupied space it sees. Before or after teleporting, the grim can make one bite attack. This ability does not work if the grim is in contact with iron.

Terror. Those who see the grim looking at them or hear its bays are overcome with a sudden foreboding of doom. The dog chooses one target within 120 feet that it sees; if the target also sees the dog they must roll a Wisdom save at DC 12. Alternately, the dog bays or howls, and all within 120 ft. make a DC 12 Wisdom save. On a failure, the target is **frightened** for one minute, or for as long as the dog follows her. A success means the grim cannot terrify that target for 24 hours. Allies of the dog are immune to this effect.

Big Grim   CR: 1/2 (100 XP)

Large fae, chaotic neutral,
Speed 40 ft.

STR	17	+3
DEX	17	+3
CON	14	+2
INT	10	0
WIS	13	+1
CHA	14	+2

Defenses

Threat DC	Hit DC	DR	Vigor	Vigor Dice
13	23	2	26	4d8+8

Wound Thresholds

Morale	Injury	KO	Death
1-5	6-11	12-22	23+

Control Thresholds

Grab	Grapple	Restr.	Incap.
1-7	8-15	16-30	31+

Proficiency: +2   **Passive Perception:** 13

Skills: Perception +3, Stealth +5, Survival +3

Resistances: bludgeoning, piercing, and slashing

Immunities: charmed, sleep

Senses: Darkvision 60 ft.

Languages: understands Sylvan but can't speak it

Alfar Powers

Endurance Sprinter. The grim has advantage on Constitution checks to avoid exhaustion from sprinting.

Keen Hearing and Smell. The grim has advantage on Wisdom (Perception) checks that rely on hearing or smell. It can use this ability to track people, creatures, and anything else that leaves an odor.

Pinpoint Hearing. The grim determines the location of anything it hears, attacking and defending regardless of whether it can see it.

Actions

> **Alfar Actions:** Fae Veil. (+9).
>
> **Bite.** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 2d6+3 piercing and control damage.
>
> **Chase.** The grim can take a dash action as a bonus action.
>
> **Pack Tactics.** A grim can Help a fellow pack member in combat as a bonus action. This bonus action only aids an ally to hit in combat.
>
> **Teleport (Recharge 4–6).** The grim magically teleports, along with any equipment it is wearing or carrying, up to 40 feet to an unoccupied space it sees. Before or after teleporting, the grim can make one bite attack. This ability does not work if the grim is in contact with iron.
>
> **Terror.** Those who see the grim looking at them or hear its bays are overcome with a sudden foreboding of doom. The dog chooses one target that it sees; if the target also sees the dog they must roll a Wisdom save at DC 12. Alternately, the dog can bay or howl, and all within 60 ft. make a DC 12 Wisdom save. On a failure, the target is **frightened** for one minute, or for as long as the dog follows him. A success means the grim cannot terrify that target for 24 hours. Allies of the dog are immune to this effect.

Goblinoids

Nasty-spirited minor fae, the goblinoids are used as thugs, minions, and troops by more powerful faerie lords. Left to their own devices, they become menaces and hooligans—doing mischief ranging from theft and cruel tricks to murder, and in large gangs, raids and warfare. Unfettered goblin bands are formed when an alfar or Winterfae forms a band for a task, and then abandons them, leaderless, when that task is completed or forgotten.

Goblinoids are a varied lot of diverse appearance. One may be green-skinned, with beady red eyes and an unnaturally wide mouth filled with shark-like teeth; another has an enormous nose making up most of its face, a hunched posture, scrawny-looking limbs, a pot belly, and an ox-tail; a third might be covered in thick fur, with snaggly protruding tusks and eyes of mismatched size.

Those not under the command of a greater fae will lair in faerie worlds made up of networks of tunnels. These can be located in nearly any terrestrial environment. They are not particularly fancy—goblinoids don't seem to have the knack or patience for creating faerie-land wonders. Instead, you have mazes full of hidden doors and secret passages, well defended with murder-holes, gates, and magic tricks.

They are mischievous and cruel. They delight in leading people into sucking bogs, getting them hopelessly lost, kidnapping people, and stealing babies. Those they capture are tormented gleefully. Some hunt alone, confounding and waylaying travelers, frolicking in their blood, and feasting on their corpses. Others roam in martial bands, raiding, burning, raping, and looting. Under the hand of a strong leader, they form the backbone of fae armies.

Goblinoids respect strength, toadying up to powerful leaders. Goblins in positions of authority love lording over underlings and abusing their position for personal gain. They are not the most reliable minions, and without supervision are easily sidetracked by mischief-making.
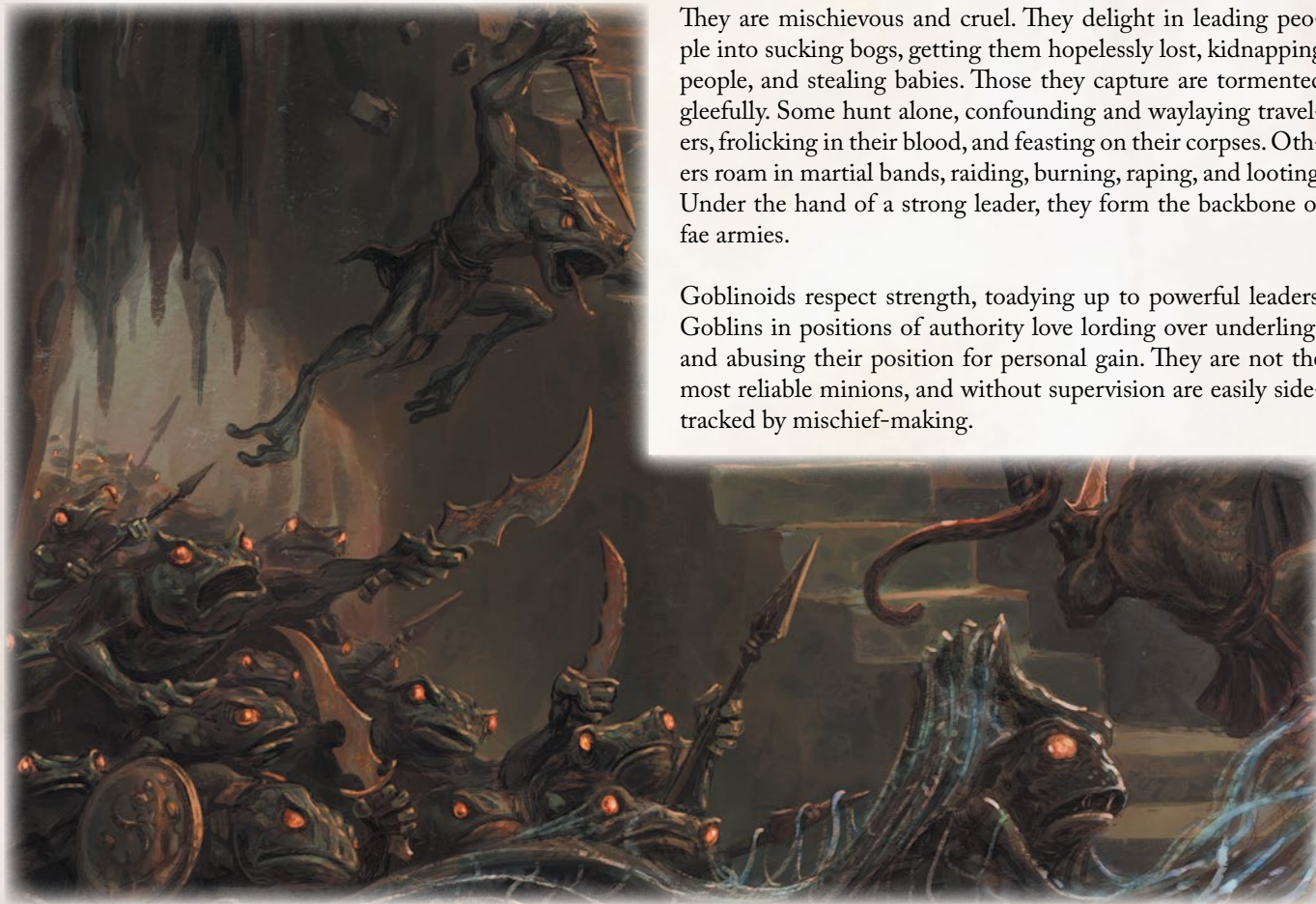
Goblin Actions and Powers

All goblinoids use the **glamour** power of the fae, and may have the following powers and drawbacks.

Creature of the Night (Power). The goblinoid has disadvantage on attack rolls and Wisdom (Perception) rolls based on vision when in full sunlight.

Innate Spellcasting (Action). The goblinoid's innate spellcasting ability is the higher of its Intelligence, Wisdom, and Charisma. The goblinoid innately can cast the following spells, requiring no material components:

- **At will:** *dancing lights*, *minor illusion*, *prestidigitation*
- **3/day each:** *silent image*, *detect magic*
- **1/day each:** *dispel magic*

Sneaky Step (Action). If unobserved (except by other fae with whom it is cooperating), a goblinoid can go from its current location to a space large enough for the goblinoid to squeeze into up to its walking speed away, even if it seems impossible to get there (such as on the other side of a wall, or inside a locked cupboard). If anyone would see the goblinoid's departure or arrival, this power does not work. The goblinoid must be aware of its destination, but need not be able to see it at the time of the movement. If the space is too small for the goblinoid to fit or otherwise does not exist (or is within the protection of a fae ward) the goblinoid goes nowhere. This ability does not work if the goblinoid is in contact with iron.

Varieties

Four species of goblinoid are described here, although the GM should feel free to alter the stats for variety.

Goblins. The smallest of the goblinoids, goblins are fast, sneaky, and clever. Consummate trap-makers, goblins have proficiencies with thieves' tools, the poisoner's kit, and the artisan tools needed to riddle goblin lairs with traps.

Hobgoblin. A hobgoblin is a man-sized goblin. Hobgoblins are cruel and clever, delighting in causing mayhem and accidents. Like goblins, hobgoblins have proficiencies with thieves' tools, poisoner's kit, and trapmaking artisan tools.

Hob. A specific lineage of hobgoblin bred for battle, hobs are martial, brutal, and better at following orders, maintaining discipline, and keeping to a plan than most of their goblin-kin. Hobs live in martial groups under the command of a more powerful fae. They are muscular, hairy, and have protruding tusks, recessed black beady eyes, and large, pointed ears.

Bugbears. Big and hulking, bugbears aren't too bright, making up for it with strength and brutality. They wear hide armor and furs, giving them a bestial appearance. They are a good choice where you don't need a lot of initiative or decision making, such as guarding a gate. Bugbears are excellent hunters and trackers—once on a scent, they relentlessly chase down quarry.

GOBLIN
CR: 1/4 (50 XP)

Small fae, chaotic evil,
Speed 30 ft.

STR	8	-1
DEX	14	+2
CON	10	0
INT	13	+1
WIS	8	-1
CHA	8	-1

Defenses

Threat DC	Hit DC	DR	Vigor	Vigor Dice
12	22	1	7	2d6

Wound Thresholds

Morale	Injury	KO	Death
1	2-3	4-6	7+

Control Thresholds

Grab	Grapple	Restr.	Incap.
1	2-3	4-7	8+

Proficiency: +2   **Passive Perception:** 9

Skills: Sleight of Hand +4, Stealth +4

Resistances: bludgeoning, piercing, and slashing

Immunities: charmed, sleep

Senses: darkvision 60 ft.

Languages: Common, Sylvan

Goblin Powers

Creature of the Night, Glamour (DC 11)

Sneak Attack. 1d6 extra sneak attack damage.

Actions

Goblin Actions: Confound (1/day, DC 11), Fae Veil (+7), Sneaky Step (Recharge 6).

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 1d4–1 piercing and control damage.

Claw. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 1d6–1 control damage plus slashing damage equal to half the amount rolled.

Grapple. Melee Weapon Attack: +1 to hit, reach 5 ft., one target. Hit: 1d6–1 control damage.

Innate Spellcasting. Spell save DC 11, spell attack bonus +3

- At will: *dancing lights, minor illusion, prestidigitation*
- 3/day each: *silent image, detect magic*
- 1/day each: *dispel magic*

Nimble Escape. The goblin can take the Dash, Disengage or Hide action as a bonus action on each of its turns.

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

Shortbow. Ranged Weapon Attack: +4 to hit, range 80/320 ft., one target. Hit: 1d6 piercing damage. Critical on 19-20.

Hobgoblin
CR: 1/2 (100 XP)

Medium fae, chaotic evil,
Speed 30 ft.

STR	11	0
DEX	14	+2
CON	12	+1
INT	12	+1
WIS	10	0
CHA	9	-1

Defenses

Threat DC	Hit DC	DR	Vigor	Vigor Dice
14	24	1	9	2d6+2

Wound Thresholds

Morale	Injury	KO	Death
1-3	4-6	7-13	14+

Control Thresholds

Grab	Grapple	Restr.	Incap.
1-3	4-7	8-14	15+

Proficiency: +2   **Passive Perception: 10**

Skills: Sleight of Hand +4, Stealth +4

Resistances: bludgeoning, piercing, and slashing

Immunities: charmed, sleep

Senses: darkvision 60 ft.

Languages: Common, Sylvan

Goblin Powers

Creature of the Night, Glamour (DC 11).

Actions

Goblinoid Actions: Confound (1/day, DC 11), Fae Veil (+7), Sneaky Step (Recharge 6).

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

Claw. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 1d8 control damage and half that amount slashing damage.

Innate Spellcasting. Spell save DC 11, spell attack bonus +3

- At will: *dancing lights, minor illusion, prestidigitation*
- 3/day each: *silent image, detect magic*
- 1/day each: *dispel magic*

Nimble Escape. The hobgoblin can take the Dash, Disengage or Hide action as a bonus action on each of its turns.

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

Shortbow. Ranged Weapon Attack: +4 to hit, range 80/320 ft., one target. Hit: 1d6 piercing damage. Critical on 19-20.

Sneak Attack. 1d6 extra sneak attack damage.

Hob
CR: 1/2 (100 XP)

Medium fae, chaotic evil,
Speed 30 ft.

STR	13	+1
DEX	12	+1
CON	12	+1
INT	10	0
WIS	10	0
CHA	9	-1

Defenses

Threat DC	Hit DC	DR	Vigor	Vigor Dice
14	24	6	11	2d8+2

Wound Thresholds

Morale	Injury	KO	Death
1-3	4-6	7-13	14+

Control Thresholds

Grab	Grapple	Restr.	Incap.
1-3	4-7	8-14	15+

Proficiency: +2   **Passive Perception: 10**

Skills: Intimidation +1, Stealth +2 (+3 without armor and shield)

Resistances: bludgeoning, piercing, and slashing

Immunities: charmed, sleep

Senses: darkvision 60 ft.

Languages: Common, Sylvan

Goblin Powers

Creature of the Night, Glamour (DC 10).

Actions

Goblin Actions: Confound (1/day, DC 10), Fae Veil (+4, +5 without armor and shield), Sneaky Step (Recharge 6).

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

Claw. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 1d8+1 control damage and half that amount slashing damage.

Battleaxe. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 1d8+1.

Longbow. Ranged Weapon Attack: +2 to hit (+3 without armor and shield), range 150/600 ft., one target. Hit: 1d8 piercing damage.

Grapple. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 1d10+1 control damage.

Innate Spellcasting. Spell save DC 10, spell attack bonus +2

- At will: *dancing lights, minor illusion, prestidigitation*
- 3/day each: *silent image, detect magic*
- 1/day each: *dispel magic*

Martial Advantage. A hob can Help an ally in combat as a bonus action. This bonus action only aids an ally to hit in combat.

BUGBEAR

CR: 1 (200 XP)

Medium fae, chaotic evil,
Speed 30 ft.

			Defenses					
STR	15	+2	Threat DC	Hit DC	DR	Vigor		Vigor Dice
DEX	14	+2	15	25	2	27		5d8+5
CON	13	+1		Wound Thresholds				
INT	8	-1	Morale	Injury		KO		Death
WIS	11	0	1-3	4-7		8-15		16+
CHA	9	-1		Control Thresholds				
			Grab	Grapple		Restr.		Incap.
			1-4	5-8		9-17		18+

Proficiency: +2 | **Passive Perception: 10**

Skills: Intimidation +1, Stealth +3 (+4 without shield), Survival +2

Resistances: bludgeoning, piercing, and slashing

Immunities: charmed, sleep

Senses: darkvision 60 ft.

Languages: Common, Sylvan

Goblin Powers

Creature of the Night, Glamour (DC 10).

Brute. A melee weapon deals one extra die of its damage when the bugbear hits with it (included in the attack).

Keen Hearing and Smell. The bugbear has advantage on Wisdom (Perception) checks that rely on hearing or smell. It uses this ability to track people, creatures, and anything else that leaves an odor.

Actions

Goblinoid Actions: Confound (1/day, DC 10), Fae Veil. (+5, +6 without shield), Sneaky Step (Recharge 6).

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

Claw. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 1d8+2 control damage and half that amount slashing damage.

Morningstar. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 1d8+2.

Javelin. Melee or Ranged Weapon Attack: +4 to hit, reach 5 ft. or range 30/120 ft., one target. Hit: 2d6+2 piercing damage in melee or 1d6+2 piercing damage at range. Critical on 19-20.

Grapple. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 1d10+2 control damage.

Innate Spellcasting. Spell save DC 10, spell attack bonus +2

- At Will: *dancing lights, minor illusion, prestidigitation*
- 3/day each: *silent image, detect magic*
- 1/day each: *dispel magic*

Sneak Attack. 1d6 extra sneak attack damage.

GREEN HAG

Stalker of forsaken wildlands and mother of monsters, this evil horror of a woman rends and devours those who come her way. She lures unsuspecting people to the water's edge and then drags them underwater to drown. In Svartalfheim she lairs inside pools or streams, and has one or more strong troll husbands or sons living with her.

Hags, in their natural state, look like wizened old women dressed in shabby rags. Their voice is a screech; their laugh a cackle. Hags have disadvantage on Charisma (Performance) and Charisma (Persuasion) checks against those who see them for what they are.

GREEN HAG

CR: 3 (700 XP)

Medium fae, chaotic evil,
Speed 30 ft., swim 30 ft.

			Defenses					
STR	18	+4	Threat DC	Hit DC	DR	Vigor		Vigor Dice
DEX	12	+1	11	21	6	82		11d8+33
CON	16	+3		Wound Thresholds				
INT	13	+1	Morale	Injury		KO		Death
WIS	14	+2	1-5	6-10		11-20		21+
CHA	14	+2		Control Thresholds				
			Grab	Grapple		Restr.		Incap.
			1-4	5-9		10-19		20+

Proficiency: +2 | **Passive Perception: 14**

Skills: Arcana +3, Deception +4, Perception +4, Stealth +3

Resistances: bludgeoning, piercing, and slashing

Immunities: charmed, sleep

Senses: darkvision 60 ft.

Languages: Common, Draconic, Sylvan

Green Hag Powers

Amphibious. The hag breathes air and water.

Mimicry. The hag mimics animal sounds and humanoid voices. A creature can detect the mimicked sound with a successful DC 14 Wisdom (Insight) check.

Actions

Hag Actions: Fae Veil (+7).

Claws. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 2d8+4 slashing and control damage.

Innate Spellcasting. The hag's innate spellcasting ability is Charisma (spell save DC 12). She innately casts the following spells, requiring no material components:

- At Will: *dancing lights, minor illusion*

Horned Man

The horned man is a bestial fae, both in appearance and attitude.

Appearing half man-half beast, the horned man has thick fur, cloven hooves, an ox-like tail, and the curling horns of a ram. It exudes the musk of a billy goat.

Horned men are found near water in forests, glades, mountains, hills, and broken lands. Occasionally they make their homes in semi-wild areas, where a patchwork of fields, orchards, and homesteads are interspersed with uncut and unplowed areas.

A horned man gives himself over to his impulses. Although not necessarily cruel, and capable of pity and compassion, the horned man is driven by lust, rage, and wild excesses. Horned men are encountered in small groups engaged in revelry, brawls, looking for trouble, or sleeping off earlier exertions. When in the presence of attractive young men and women, they give over to the basest instincts, indulging their impulses. Treat horned men as chaotic evil in this circumstance, as no rules of civilized or even polite behavior bind them; they are brutally direct and ruthless in fulfilling their desires.

Horned men are most feared when they go on a hunt. A group of horned men gather with a pack of black dogs (or grim) to chase down prey for sport. The prey need not always be beasts, and the more challenging the better. After dispatching their quarry, horned men are likely to roast it over an open fire while engaged in frenzied celebration.

Horned Man

CR: 1/2 (100 XP)

Medium fae, chaotic neutral,
Speed 40 ft.

STR	12	+1
DEX	16	+3
CON	11	0
INT	8	-1
WIS	10	0
CHA	14	+2

Defenses

Threat DC	Hit DC	DR	Vigor	Vigor Dice
13	23	1	31	7d8

Wound Thresholds

Morale	Injury	KO	Death
1-3	4-6	7-12	13+

Control Thresholds

Grab	Grapple	Restr.	Incap.
1-3	4-7	8-15	16+

Proficiency: +2　　**Passive Perception: 12**

Skills: Perception +2, Performance +4, Stealth +5, Survival +2

Resistances: bludgeoning, piercing, and slashing

Immunities: charmed, sleep

Senses: Darkvision 60 ft.

Languages: Common, Elvish, Sylvan

Horned Man Powers

Magic Resistance.

Enchanting Music. Any non-fae who hear the horned man's music must succeed on a DC 12 Wisdom save or become **charmed**. If multiple horned men are playing (or other enchanting fae present), only save once against the highest DC of the group (DC is based on 8+Charisma bonus + Proficiency). If horned men are holding a revel, **charmed** people and creatures join the party; they save versus Constitution at DC 10 every hour or take one level of **exhaustion**, continuing until they fall **unconscious** or something ends the gathering.

Actions

Horned Man Actions: Fae Veil (+9).

Ram. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 2d4+1 bludgeoning damage.

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

Shortbow. Ranged Weapon Attack: +5 to hit, range 80/320 ft., one target. Hit: 1d6 piercing damage. Critical on 19-20.

Spear. Melee Weapon Attack: +3 to hit, reach 10 ft., one target. Hit: 1d6+1 piercing damage.

Grapple. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 1d8+1 control damage.

Hulder

The hulder, or hidden folk, are wardens of the wildlands and secretive dwellers in untamed places.

Hulder appear as very beautiful men (huldrekall) or women (huldra) with either the long tail of some animal (such as an ox or wolf) or legs covered in thick fur.

Hulder live in wild areas, walking among enchanted glens, bathing in pure mountain streams, and dancing under the full moon. Hulder make the entrance to their faerie homes in massive gnarled old trees, rock outcrops, standing stones, mushroom circles, and hill-mounds. Their chambers are elegantly furnished and comfortable, made of natural substances and incorporating native rocks and trees directly into the structure.

Capricious in nature, hulder can be helpful to those in need who are respectful of the wild lands around them. They can likewise be mischievous and cruel, playing harmful pranks for their amusement. Those harming the environment around their home, or showing it disrespect, earn their wrath. If a huldra sees an attractive young man, or a huldrekall a beautiful young woman, it charms the object of its interest and keeps him or her for its pleasure. Hulder do not like to show their physical animal traits (tail or hairy legs), disguising these features using their glamour.

Hulder

CR: 1 (200 XP)

Medium fae, chaotic neutral,
Speed 30 ft.

STR	16	+3
DEX	16	+3
CON	14	+2
INT	14	+2
WIS	15	+2
CHA	18	+4

Defenses

Threat DC	Hit DC	DR	Vigor	Vigor Dice
13	23	0	33	5d8+10

Wound Thresholds

Morale	Injury	KO	Death
1-4	5-8	9-17	18+

Control Thresholds

Grab	Grapple	Restr.	Incap.
1-4	5-9	10-19	20+

Proficiency: +2   **Passive Perception: 14**

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

Resistances: bludgeoning, piercing, and slashing

Immunities: charmed, sleep

Senses: darkvision 60 ft.

Languages: Elvish, Sylvan, Common

Enchanting Dance. Any non-fae seeing hulder dance must succeed on a DC 14 Wisdom save or become entranced. If multiple hulder are dancing (or other enchanting fae present), only save once against the highest DC of the group (DC is based on 8+Charisma bonus + Proficiency). Entranced people and creatures join the dance; they save versus Constitution at DC 14 every hour or take one level of **exhaustion**, continuing until they fall **unconscious** or something ends the gathering. Unconsciousness occurs when the dancer gains a fifth level of **exhaustion**.

Innate Spellcasting. The hulder's innate spellcasting ability is Charisma (spell save DC 14, spell attack bonus +6). The hulder innately casts the following spells, requiring no material components:

- At Will: *mending, minor illusion, shillelagh*
- 3/day each: *entangle, sleep, fog cloud, goodberry*
- 1/day each: *barkskin, gust of wind*

Speak with Beasts and Plants. The hulder can communicate with beasts and plants as if they shared a language.

Hulder Powers

Fae Charm (30 ft., DC 14), **Glamour** (DC 14), **Magic Resistance.**

Actions

Hulder Actions: Elf-Shot. (2d6 damage or DC 14), Fae Veil (+11), Light Footed.

Club. Melee Weapon Attack: +5 to hit (+6 to hit with *shillelagh*), reach 5 ft., one target. Hit: 1d4+3 bludgeoning damage, or 1d4+6 bludgeoning damage with *shillelagh*, plus elf-shot ability.

Grapple. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 1d8+3 control damage.

Nisse

Nisse are small and hard-working. They are craftsmen, peasant farmers, and servants to greater fae. Despite their appearance and small size, they are possessed of unusual strength.

Nisse look like small elderly men and women dressed in peasant clothes, with pointed ears, and eyes that reflect light like a cat's. Males usually (but not always) have a beard. They stand about 3 feet high.

Humans usually encounter masterless nisse on farms and at rural houses. Most nisse live in fae communities within Svartalfheim or serve some high ranking fae.

Nisse are industrious, liking nothing more than having a task to do and being left alone to do it. They are temperamental beings, resenting disturbances and changes in routine; It likely retaliates, violently and far out of proportion to the offense, if forced out of its routine. They see themselves as the protectors of their workplace, meting out punishment to any who transgress against their (arbitrary) rules. They are unflagging in assisting those in good standing who are in need.

If a nisse takes up residence in a mortal's household, it expects food and occasional small gifts. In return it does chores and makes sure the household prospers. Rudeness, disrespect, swearing, and laziness are all likely to rile the nisse. If the nisse is fed and not offended, it remains unseen and the only evidence of its existence is the work it has done.

Nisse

CR: 1/2 (100 XP)

Small fae, chaotic neutral,
Speed 30 ft.

STR	16	+3
DEX	13	+1
CON	14	+2
INT	10	0
WIS	14	+2
CHA	12	+1

Defenses

Threat DC	Hit DC	DR	Vigor	Vigor Dice
11	21	0	26	4d8+8

Wound Thresholds

Morale	Injury	KO	Death
1-3	4-6	7-12	13+

Control Thresholds

Grab	Grapple	Restr.	Incap.
1-3	4-6	7-12	13+

Proficiency: +2   **Passive Perception:** 14

Skills: Animal Handling +4, Insight +4, Perception +4, Stealth +3

Resistances: bludgeoning, piercing, and slashing

Immunities: charmed, sleep

Senses: darkvision 60 ft.

Languages: Elvish, Sylvan, Common

Innate Spellcasting. The nisse's innate spellcasting ability is Charisma (spell save DC 14). The nisse innately casts the following spells, requiring no material components:

- At Will: *mending, mage hand, minor illusion, prestidigitation*
- 3/day each: *detect magic, jump*
- 1/day each: *creation, see invisibility*

Nisse Powers

Glamour (DC 14), **Magic Resistance.**

Actions

Nisse Actions: Elf-Shot (2d6 damage or DC 14), Fae Veil (+7)

Change Shape. Can change shape to creatures of up to Large size.

Unarmed Strike. +5 to hit, reach 5 ft., one target. Hit 1d4+3 bludgeoning damage plus elf-shot ability.

Grapple. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 1d6+3 control damage plus elf-shot ability.

Nix

Nix are water fae, guardians of pools and springs, haunters of rivers, and dwellers in briny seas. Their music and voices are beautiful beyond description. Many skalds and other performers seek out nix to learn their secrets of song and music.

Their native shape is as an attractive humanoid from the waist up with a fish or eel tail below the hips, but they can assume a form with legs. Their voices are enchantingly beautiful, and when they sing mortals listen with awe and longing.

Nix live in freshwater pools, springs, streams, rivers, and wells, or in magic grottoes and seaweed forests under the sea.

Nix with cruel streaks use their song to lure people into the water to drown, grabbing the creature and dragging it under water. They lure in sailors to smash their ships on reefs. Others are not that callous, but happily charm attractive humanoids, bringing them down to dwell in their watery abodes for company and pleasurable entertainment. They can be tricksy, taking on the form of an animal (commonly a horse, fish, or snake) to cause mischief. Nix commonly change shape into a form with humanoid legs to walk among people and experience their ways, or just to cause trouble.

Nix

CR: 1 (200 XP)

Medium fae, chaotic neutral,
Speed 5 ft., Swim 40 ft.

STR	16	+3
DEX	16	+3
CON	14	+2
INT	11	0
WIS	11	0
CHA	18	+4

Defenses

Threat DC	Hit DC	DR	Vigor	Vigor Dice
13	23	0	26	4d8+8

Wound Thresholds

Morale	Injury	KO	Death
1-4	5-8	9-17	18+

Control Thresholds

Grab	Grapple	Restr.	Incap.
1-4	5-9	10-19	20+

Proficiency: +2   **Passive Perception:** 12

Skills: Perception +2, Stealth +5, Nature +2, Survival +2

Senses: darkvision 60 ft., blindsight 120 ft. underwater

Resistances: bludgeoning, piercing, and slashing

Languages: Elvish, Sylvan, Common

Immunities: charmed, sleep

Nix Powers

Glamour (DC 14), **Magic Resistance.**

Amphibious. The nix can breathe air and water.

Enchanting Song. Any who hear the nix singing or playing a musical instrument must succeed on a DC 14 Wisdom save or become entranced. The entranced creature is drawn to the singing nix, regardless of physical danger, wanting nothing more than to remain near the nix. This effect does not work on those who are immune to being charmed (although they can still appreciate the nix's song).

Charming Voice. Any who hear the nix's voice must succeed on a DC 14 Wisdom save or become **charmed**. Treat this as a fae charm.

Free Swimmer. A nix is not slowed or impeded by currents, high seas, or other difficult water conditions.

Speak with Fish. The nix can communicate with aquatic beasts as if they shared a language.

Water Dependency. A nix only gets the benefit of a rest if it is in water. This restriction no longer applies if the nix falls in love with a mortal, and the mortal truly loves the nix in return.

Actions

Nix Actions: Elf-Shot (2d6 damage or DC 14), Fae Veil (+11).

Grapple. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 1d8+3 control damage plus elf-shot.

Change Shape. Can change shape to creatures of up to Large size.

Control Water (2/day). As the spell.

Water Breathing. The nix can magically grant a creature the ability to breathe water for 24 hours. The creature retains its normal mode of respiration.

Troll

Trolls are large and physically powerful fae. They have a stocky, muscular build, thick-fingered hands with rough claws, and short legs. They usually have pointed ears, a large nose, thick callused skin, sharp fangs or tusks, horns on their heads, shaggy hair, or animal-like tails.

Common in the mountains and deep forests, trolls make the entrance to their faerie homes among rock outcrops, standing stones, inside caves, or under bridges.

Trolls have a proclivity for kidnapping and eating people, thieving, and raiding homesteads. They shun sunlight, and mostly come out when it is twilight or overcast. Alfar or Winterfae use them as guards or warriors, and some hags take them for husbands. Trolls are more solitary and independent than goblins; They are willful and hard to control.

Varieties

Grendelkin. None too bright, these monstrous trolls are remarkably resistant to weapons. Found stalking misty marshes and dark fens, they skulk among the dark pools and venture out at night to inflict carnage.

Stothtroll. Twisted into something horrible by the strange magics of the great rifts of Tanalor, Stothtroll are ravenous, unreasoning monsters with near-human cunning. Their bodies are fortified and possess an unnatural endurance to the point that their wounds twist and heal even as you watch.

Thurs. Thurs are dull-witted brutes. Very violent, they can be tricked by the quick thinking. They dress in rude furs and usually carry large clubs. Many happily serve powerful masters in exchange for regular food, a comfortable place to sleep, and better equipment.

Thurs

CR: 2 (450 XP)

Large fae, chaotic evil,
Speed 40 ft.

			Defenses				
STR	19	+4	Threat DC	Hit DC	DR	Vigor	Vigor Dice
DEX	8	-1	9	19	4	59	7d10+21
CON	16	+3		Wound Thresholds			
INT	5	-3	Morale	Injury	KO	Death	
WIS	7	-2	1-7	8-15	16-30	31+	
CHA	7	-2		Control Thresholds			
			Grab	Grapple	Restr.	Incap.	
			1-6	7-13	14-27	28+	

Proficiency: +2   **Passive Perception: 8**

Skills: Intimidation +0, Stealth +1

Resistances: bludgeoning, piercing, and slashing

Immunities: charmed, sleep

Senses: darkvision 60 ft.

Languages: Common, Giant, Sylvan

Troll Powers

Creature of the Night. The troll has disadvantage on attack rolls and Wisdom (Perception) rolls based on vision when in full sunlight.

Actions

Troll Actions. Fae Veil (+1).

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 1d6+4 slashing and control damage.

Claw. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 1d8+4 slashing damage.

Greatclub. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 2d8+4 bludgeoning damage.

Rock. Melee or Ranged Weapon Attack: +6 to hit, reach 5 ft. or range 40/150 ft., one target. Hit: 2d6+4 bludgeoning damage.

Grapple. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 2d6+4 control damage.

STOTHTROLL
CR: 5 (1,800 XP)

Large fae monstrosity, chaotic evil,
Speed 30 ft.

STR	18	+4
DEX	13	+1
CON	20	+5
INT	7	-2
WIS	9	-1
CHA	7	-2

Defenses

Threat DC	Hit DC	DR	Vigor	Vigor Dice
11	22	2	138	12d12+60

Wound Thresholds

Morale	Injury	KO	Death
1-9	10-18	19-36	37+

Control Thresholds

Grab	Grapple	Restr.	Incap.
1-4	5-9	10-19	20+

Proficiency: +3   **Passive Perception: 12**

Skills: Perception +2, Stealth +4

Resistances: bludgeoning, piercing, and slashing

Immunities: charmed, sleep

Senses: darkvision 60 ft.

Languages: Common, Giant, Sylvan

Troll Powers

Creature of the Night. The troll has disadvantage on attack rolls and Wisdom (Perception) rolls based on vision when in full sunlight.

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

Regeneration. The troll heals 1d4 wounds at the start of its turn. If the troll takes acid or fire damage, this trait doesn't function at the start of the trolls next turn. The troll dies only if it exceeds its Wound Maximum and doesn't regenerate. If it doesn't meet these conditions, it continues to recover from conditions and other effects (such as deadly levels of **exhaustion**).

Actions

Troll Actions: Fae Veil (+6).

Multiattack. The troll makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 1d6+4 piercing and control damage.

Claw. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 2d6+4 slashing damage.

Grapple. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 2d6+4 control damage.

GRENDELKIN
CR: 4 (1,100 XP)

Large fae, chaotic evil,
Speed 40 ft.

STR	19	+4
DEX	13	+1
CON	18	+4
INT	7	-2
WIS	9	-1
CHA	7	-2

Defenses

Threat DC	Hit DC	DR	Vigor	Vigor Dice
11	22	8	126	12d10+60

Wound Thresholds

Morale	Injury	KO	Death
1-9	10-18	19-36	37+

Control Thresholds

Grab	Grapple	Restr.	Incap.
1-4	5-9	10-19	20+

Proficiency: +2   **Passive Perception: 12**

Skills: Perception +1, Intimidation +0, Stealth +3

Resistances: bludgeoning from non-magical and non-ferrous weapons

Immunities: Piercing and Slashing from non-magical and non-ferrous weapons, charmed, sleep

Senses: darkvision 60 ft.

Languages: Common, Giant, Sylvan

Troll Powers

Amphibious. The troll breathes air and water.

Creature of the Night. The troll has disadvantage on attack rolls and Wisdom (Perception) rolls based on vision when in full sunlight.

Keen Senses. The troll has advantage on Wisdom (Perception) checks that rely on smell or hearing.

Actions

Troll Actions: Fae Veil (+4).

Multiattack. The troll makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 1d6+4 piercing and control damage.

Claw. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 2d6+4 slashing damage.

Grapple. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 2d8+4 control damage.

Fiends

The residents of Muspelheim, the realm of fire, are collectively known as fiends. There are—broadly—two classes of such creatures.

Tyranns would bend the realm of Midgard to their will, ruling over it for their own purposes. The tyranns represent an ordered kind of selfishness, each seeking to expand their domain into Midgard. They represent near-caricatures of the worst impulses of those who rule, as well as the most servile, scheming obsequiousness of the ruled. Every tyrann grovels and squirms for those of a higher station, simultaneously scheming to replace that ruler—and they expect nothing less from their own lieutenants. When interacting with the races of Midgard, they always look for servants and agents rather than partners. Tyranns geas, soul-steal, or corrupt those that contact and serve them, even as they grant notable rewards.

Kvoldomurs want to watch the world burn. They rejoice in the suffering of others, existing only to destroy and induce misery. Their power and influence grow where disorder and pain thrive. They disrupt and destroy anything they touch—they just as gleefully cause famine, death, and strife in Muspelheim, upsetting the tyranns' careful hierarchy, as they do in Storean, Torengar, or Brousha.

There is another class of fiend, the dýrið, that craves neither order nor disorder. Emotional and instinctive beings, they exist only for themselves and their desires.

Most fiends encountered in Midgard, summoned or not, are either performing tasks for one of their masters or somehow escaped and are doing their own bidding. A slain fiend rises again in Muspelheim—and carries a grudge.

Dark Followers. One might think that unbridled chaos and pain would be repellant to all creatures and thinking beings. One would be wrong. The sheer power of the creatures, and the rewards and magic they bestow, tempts those that flirt with such things, and fiend-worshipping cults have risen and been stamped out in many realms. The human-looking bolvaðr actively encourage the formation of such cults.

Baenadýrið

Kvoldomurs take the approach that quantity has a quality all its own. The baenadýrið are found in vast numbers in a kvoldomur host.

The baenadýrið resembles an overgrown praying mantis (its name means mantis-beast), with striking claws and a fearsome pincer grip used as a slashing cleaver, never for grappling. The baenadýrið rends and dismembers its prey, but not for food.

The presence of baenadýrið is an overt sign that an area has a demon problem. They are small and easily dispatched mundane troops in single combat—but baenadýrið don't engage in single combat.

They crowd a foe, overwhelming him with attacks; Baenadýrið incidentally shove or sweep adversaries to the ground if they can. They follow the same attack methods as giant wasps, but with more persistence and no limit on how far they pursue an adversary.

In battle, baenadýrið must be led and directed; their commanders think of them as ammunition rather than soldiers. Once dispatched, they are forgotten.

Baenadýrið
CR: 1/4 (50 XP)

Small fiend (kvoldomur), chaotic evil,
Speed 20 ft.

STR	11	0
DEX	11	0
CON	12	+1
INT	5	-3
WIS	8	-1
CHA	3	-4

Defenses

Threat DC	Hit DC	DR	Vigor	Vigor Dice
10	20	0	18	4d6+4

Wound Thresholds

Morale	Injury	KO	Death
1-2	3-4	5-9	10+

Control Thresholds

Grab	Grapple	Restr.	Incap.
1-2	3-4	5-8	9+

Proficiency: +2 **Passive Perception:** 9

Resistances: cold, fire, lightning
Immunities: poison, poisoned
Senses: darkvision 60 ft.
Languages: Abyssal, telepathy 60 ft. (works only with creatures that understand Abyssal)

Actions

Multiattack. The baenadýrið makes two attacks: one with its bite and one with its claws.

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

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

Fetid Cloud (1/Day). A 10-foot radius of disgusting green gas extends out from the baenadýrið. The gas spreads around corners, and its area is lightly obscured. It lasts for 1 minute or until a strong wind disperses it. Any creature starting its turn in that area must succeed on a DC 11 Constitution saving throw or be **poisoned** until the start of its next turn. While **poisoned** in this way, the target can take an action or a bonus action on its turn, not both, and can't take reactions.

Bolvaðr

A bolvaðr is the progeny of a dark union of fiend and human. Unlike the tiefling, whose soul is unstained by fiendish parentage, the bolvaðr is rotten to the core, despite a more-human appearance.

The bolvaðr is not a shapeshifter, as is the falleglygi. Fiendish markers reveal their parentage, such as horns, bone spurs, wings, or other distinguishing marks. The most dangerous are barely distinguishable from humans.

Of Midgard, rather than Muspelheim, bolvaðr are inevitably bound to their fiendish parent. They may only rise to a level equal to half of its parent's Vigor Dice (fiends with 4 or fewer Vigor Dice do not create bolvaðr).

Bolvaðr are intelligent, charismatic, driven, and selfish. They are magically talented and those passing for human are considered extremely useful pawns by their progenitor. While some fiend-worshipping cults initiate from pure bad judgement, many others are instigated by bolvaðr as part of long-range plans.

The bolvaðr below is the offspring of a krabbári and a human female. While she is presented with 4 Vigor Dice, she could rise to 7 at the height of her power.

Bolvaðr

CR: 4 (1,100 XP)

Medium fiend, various evil alignments,
Speed 30 ft.

STR	8	-1
DEX	10	+0
CON	14	+2
INT	12	+1
WIS	16	+3
CHA	17	+3

Defenses

Threat DC	Hit DC	DR	Vigor	Vigor Dice
10	20	1	26	4d8+8

Wound Thresholds

Morale	Injury	KO	Death
1-3	4-6	7-13	14+

Control Thresholds

Grab	Grapple	Restr.	Incap.
1-2	3-4	5-8	9+

Proficiency: +2   **Passive Perception: 15**

Skills: Arcana +3, Deception +5, Persuasion +5, Perception +5

Senses: darkvision 60 ft.
Languages: Abyssal, Common

Resistances: fire; bludgeoning, piercing, and slashing from nonmagical attacks

Innate Spellcasting. The bolvaðr's spellcasting ability is Charisma (spell save DC 16). The bolvaðr innately casts the following spells, requiring no material components:

- At Will: *chill touch, disguise self, eldritch blast (1d10), mage armor (DR 2), message, minor illusion, thaumaturgy,* and *true strike*
- *2/day:* any of *charm person, enthrall, hold person,* or *suggestion,* cast as a 2nd level spell.

Actions

Quarterstaff. Melee Weapon Attack: +1 to hit, reach 5 ft., one target. Hit: 1d8−1 bludgeoning damage.

Dagger. Melee Weapon Attack: +2 to hit, range 5 ft (20/60 ft. if thrown), one target. Hit: 1d4−1 piercing damage (1d4 if thrown, crit on 20).

Grapple. Melee Weapon Attack: -1 to hit, reach 5 ft., one target. Hit: 1d8−1 control damage.

FALLEGLYGI

The falleglygi is a fiend that draws nourishment and sustenance from corrupting the character of its humanoid victims. Seduction is the most frequent method employed, etching away honor and willpower by incremental enticements to ever more depraved betrayals. Lust is the gateway, in this case, leading to the erosion of willpower that yields up the target's soul for harvesting.

Falleglygi are shapechangers, and appear as attractive potential partners for targets. The falleglygi's undisguised appearance is a perfectly average humanoid form, attractive to the widest range of observers, sporting impressive claws from its hands and feet, and barbed wings that appear too small to support a humanoid's weight (but are functional nonetheless).

The strength of physical desires—lust, love, possession, and power—are strong. Many falleglygi walk the earth because they were summoned. Whether summoned as personal demonslaves, or summoned and sent to corrupt a rival or other target, falleglygi have a long and storied history throughout the realms of Etera predating the formation of the devilrifts.

The falleglygi is not a combatant. While it can fight, it seeks to flee any combat situation by becoming ethereal, flying, or running away.

As a victim indulges in the falleglygi's temptation, its willpower and resistance to further debauchery erodes. Eventually this personality change is obvious, and towards the end the falleglygi induces the target to avoid old associations or completely abandon their home and former life.

FALLEGLYGI

CR: 4 (1,100 XP)

Medium fiend (shapechanger), neutral evil,
Speed 30 ft., fly 60 ft.

STR	8	-1
DEX	17	+3
CON	13	+1
INT	15	+2
WIS	12	+1
CHA	20	+5

Defenses

Threat DC	Hit DC	DR	Vigor	Vigor Dice
13	23	2	66	12d8+12

Wound Thresholds

Morale	Injury	KO	Death
1-3	4-6	7-12	13+

Control Thresholds

Grab	Grapple	Restr.	Incap.
1-2	3-5	6-11	12+

Proficiency: +2   Passive Perception: 15

Skills: Deception +9, Insight +5, Perception +5, Persuasion +9, Stealth +7

Senses: darkvision 60 ft.

Languages: Abyssal, Common, Infernal, telepathy 60 ft.

Resistances: cold, fire, lightning, poison; bludgeoning, piercing, and slashing from nonmagical attacks

Telepathic Bond. The fiend ignores the range restriction on its telepathy when communicating with a creature it has charmed. The two need not be in the same Realm.

Open Book. The falleglygi, by succeeding in a contest of Charisma with the intended victim, knows exactly what kind of physical appearance and personality is most tempting. This requires several minutes of concentration, but cannot be detected. The falleglygi must see the target and be within 30'. The falleglygi has advantage on the contest if in physical contact with the target.

Shapechanger. The fiend can use its action to polymorph into a Small or Medium humanoid, or back into its true form. Without wings, the fiend loses its flying speed. Other than its size and speed, its statistics are the same in each form. Any equipment worn or carried isn't transformed. The fiend reverts to its true form if it dies.

Actions

Claw (Fiend Form Only). Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 1d6+3 slashing damage.

Charm. One humanoid the fiend can see within 30 feet must succeed on a DC 15 Wisdom saving throw or be magically **charmed** for 1 day. The charmed target obeys the fiend's verbal or telepathic commands. If the target suffers any harm from the fiend, or receives a suicidal command, it repeats the saving throw, ending the effect on a success. If the target successfully saves against the effect, or if the effect ends, the target is immune to this fiend's Charm for the next 24 hours.

The fiend can have only one target charmed at a time. If it charms another, the effect on the previous target ends.

Draining Kiss. The fiend kisses a creature it charmed or a willing creature. The target must make a DC 14 saving throw versus Charisma against this magic. If successful, the target gains one level of **exhaustion**. If the saving throw is failed, the victim loses 1d4 points of both Wisdom and Charisma. The Charisma loss is permanent; the Wisdom loss regenerates at one point per day (and lowers the resistance to the fiend's charm ability in the meantime). This ability may only be used twice per week.

When the Charisma score hits 0, the falleglygi reaps and consumes the soul of the victim, who is left to wither and die. It is possible to restore the soul; the falleglygi must be captured, placed within an inverted *magic circle*, and then a reversed planar binding spell cast to free the soul.

Etherealness. The fiend magically enters *Vanaheim* from the Material Plane, or vice versa.

Hrogn

If Grimmdars and Istyranns are the pinnacle of tyrann hierarchy, hrogn are the lowest. Errand-runners, fodder for magical experiments, and occasionally food, the hrogn is the groundhog and the rat of the tyrann world. They are everywhere, yet given no more attention than boring scenery.

Hrogn vary in appearance, though they share some common themes. Their skin resembles the hide of a rhinoceros in texture and rigidity, but can be nearly any color. They have bat-shaped wings; some sport multiple pairs. The number and configuration of limbs and heads varies, but none are particularly attractive—their above-average Charisma represents their loyalty and conviction to their superiors, not their appearance. Hrogn are venomous, delivering their venom with claws, teeth, or a scorpion-like tail.

If threatened with direct violence, a hrogn flees if possible—they are messengers and lackeys, not combatants. If forced to fight, they use their poison to weaken their foes…and flight to break off combat. Lethal injuries from hrogn attacks are incidental or accidental.

Hrogn

CR: 1 (200 XP)

Tiny fiend (tyrann, shapechanger), lawful evil,
Speed 20 ft., fly 40 ft.

STR	6	-2
DEX	17	+3
CON	13	+1
INT	11	0
WIS	12	+1
CHA	14	+2

Defenses

Threat DC	Hit DC	DR	Vigor	Vigor Dice
13	23	0	10	3d4+3

Wound Thresholds

Morale	Injury	KO	Death
1	2	3-5	6+

Control Thresholds

Grab	Grapple	Restr.	Incap.
1	2	3-4	5+

Proficiency: +2   **Passive Perception: 11**

Skills: Deception +4, Insight +3, Persuasion +4, Stealth +5

Resistances: cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Immunities: fire, poison, poisoned

Senses: darkvision 120 ft.

Languages: Infernal, Common

Shapechanger. The hrogn can use its action to polymorph into a beast form resembling a rat (speed 20 ft.), a raven (20 ft., fly 60 ft.), or a spider (20 ft., climb 20 ft.), or back into its true form. Its statistics are the same in each form, except for the speed changes noted. Any equipment worn or carried isn't transformed. The fiend reverts to its true form if it dies.

Devil's Sight. Magical *darkness* doesn't impede the hrogn's darkvision.

Magic Resistance. The hrogn has advantage on saving throws against spells and other magical effects.

Actions

Sting (Bite in Beast Form). Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 1d4+3 piercing damage, and the target must make a DC 11 Constitution saving throw, taking 1d8 wounds as poison damage on a failed save, or as vigor on a successful one.

Grapple. Melee Weapon Attack: +0 to hit, reach 5 ft., one target. Hit: 1d4−1 control.

Invisibility. The hrogn magically turns invisible until it attacks or its concentration ends (as if concentrating on a spell). Any equipment the hrogn wears or carries is also invisible.

Illt Hundr

Many tyranns keep a pack of illt hundrs for hunting, sport, true loyalty, and what passes for affection.

The illt hundr is a very large creature for a dog, weighing 151-200 lbs, and standing belly-high on a human. They are darkly colored, black or the dark brown of drying blood. When hunting, their eyes glow red. Flames flicker from within when they open their mouths.

Illt hundrs are intelligent enough to understand spoken commands, but only obey their tyrann master.

In combat they employ pack tactics, using their immunity to fire to their advantage—they run in to bite and grapple a foe, immobilizing him while pack mates use their flame breath to cook the victim.

Illt Hundr

CR: 3 (700 XP)

Medium fiend, lawful evil,
Speed 50 ft.

STR	17	+3
DEX	12	+1
CON	14	+2
INT	6	-2
WIS	13	+1
CHA	6	-2

Defenses

Threat DC	Hit DC	DR	Vigor	Vigor Dice
11	21	4	45	7d8+14

Wound Thresholds

Morale	Injury	KO	Death
1-4	5-8	9-17	18+

Control Thresholds

Grab	Grapple	Restr.	Incap.
1-4	5-9	10-18	19+

Proficiency: +2   **Passive Perception: 15**

Skills: Perception +5

Immunities: fire

Senses: darkvision 60 ft.

Languages: understands Infernal but can't speak it

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

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

Actions

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 1d8+3 piercing and control damage plus 1d6 fire damage.

Fire Breath (Recharge 5–6). The hound exhales fire in a 15-foot cone. Each creature in that area makes a DC 12 Dexterity saving throw, taking 3d6 fire damage on a failed save, or as vigor on a successful one.

Sokkvári

The sokkvári are shock troops, providing power and airborne might to a force of kvoldomurs.

The sokkvári resemble pterodactyls—large, leathery wings, a protruding and dangerous beak, and a wing structure that includes unusable hands while flying. Their bodies are more humanoid-proportioned, with longer legs than most birds. Their coloring consists of deep shades of blue, purple, and a green so dark as to be almost black. Their talons, not configured for grasping, resemble long knives more than a bird's claws—the sokkvári were created and shaped to be weapons, not hunters.

They circle above the battlefield then plunge down on chosen foes, slamming them to the ground. Once they knock their victim **prone**, the beak and talons inflict grievous wounds. If the attack misses, or if it receives attention from the victim's friends, it returns to the sky, seeking another opportunity to strike. Encountered in groups, sokkvári instinctively attack from all directions, overflying a target to strike at an unprotected back.

Sokkvári

CR: 6 (2,300 XP)

Large fiend (kvoldomur), chaotic evil,
Speed 40 ft., fly 60 ft.

STR	17	+3
DEX	15	+2
CON	18	+4
INT	8	-1
WIS	13	+1
CHA	8	-1

Defenses

Threat DC	Hit DC	DR	Vigor	Vigor Dice
12	23	2	104	11d10+44

Wound Thresholds

Morale	Injury	KO	Death
1-7	8-15	16-31	32+

Control Thresholds

Grab	Grapple	Restr.	Incap.
1-7	8-14	15-28	29+

Proficiency: +3   **Passive Perception:** 11

Skills: Perception +4, Stealth +5

Resistances: cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks

Immunities: poison, poisoned

Senses: darkvision 120 ft.

Languages: Abyssal, telepathy 120 ft.

Magic Resistance. The sokkvári has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The sokkvári makes two attacks: one with its beak and one with its talons.

Beak. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 2d6+3 piercing damage.

Talons. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 2d10+3 slashing damage.

Spores (Recharge 6). A 15-foot-radius cloud of toxic spores extends out from the sokkvári. The spores spread around corners. Each creature in that area must succeed on a DC 14 Constitution saving throw or become **poisoned**. A **poisoned** target takes 1d4 poison damage at the start of each of its turns. A target repeats the saving throw at the end of each of its turns, ending the effect on a success. Emptying a vial of holy water on the target also ends the effect.

Stunning Screech (1/Day). The sokkvári emits a horrific screech. Each creature within 20 feet of it that can hear it (and isn't a kvoldomur) must succeed on a DC 14 Constitution saving throw or be **stunned** until the end of the sokkvári's next turn.

Giants

Native to Tanalor, the giants are a dangerous remnant from before the empire of dragons. Stories say that there used to be many races of giants, and that they attempted to rival the gods and claim dominion over Tanalor, even attempting to seize Asgard. They failed at great cost; then the dragons came, and drove the remnants from Jotenheim.

The diminished survivors neither resisted nor aided dragon rule—though any eðlafólk or fiðrildar trespassing in the giant's stomping grounds were dealt with severely. Dragon-led reprisals or attacks on giants occurred, but mostly they left each other alone. Ultimately the giants didn't taste good to dragons and were too unruly to be bothered with.

The giants that remain in Tanalor are nasty, brutish, and short-tempered. While fire giants and stone giants can be treated with successfully, encounters with other types are hostile at best.

Ettin

The ettin are a race of wicked giants dwelling in lands claimed by fae, human, and eðlafólk alike—the forested areas north of Audreyn's wall. Usually clad in skins or hides, sometimes they wear nothing at all.

Large creatures, their signature feature is two humanoid heads, each with a mildly different personality. While one head sleeps, the other is awake, though sometimes both can be roused in the case of danger…or mealtime.

They fashion weapons of metal, being fond of axes and flails. Very large axes and flails. They are not natural smiths or miners, and raid human and eðlafólk settlements to acquire ores and refined metals. They work with fire giants to fashion the weapons if they can; ettin-made weapons are crude.

An ettin's unusual sleep cycle means they are capable of being continuously awake and active. Given their keen senses (higher than their Wisdom indicates) and darkvision, they are night hunters.

Ettin are cruel predators, gleefully catching and eating both humanoids and eðlafólk.

Ettin

CR: 4 (1,100 XP)

Large giant, chaotic evil,
Speed 40 ft.

STR	21	+5
DEX	8	-1
CON	17	+3
INT	6	-2
WIS	10	0
CHA	8	-1

Defenses

Threat DC	Hit DC	DR	Vigor	Vigor Dice
9	19	2	85	10d10+30

Wound Thresholds

Morale	Injury	KO	Death
1-8	9-16	17-33	34+

Control Thresholds

Grab	Grapple	Restr.	Incap.
1-7	8-15	16-30	31+

Proficiency: +2   **Passive Perception: 14**

Skills: Perception +4   **Senses:** darkvision 60 ft.

Languages: Giant

Two Heads. The ettin has advantage on Wisdom (Perception) checks and on saving throws against being **blinded**, **charmed**, **deafened**, **frightened**, **stunned**, and knocked **unconscious**.

Wakeful. When one of the ettin's heads is asleep, its other head is awake.

Actions

Multiattack. The ettin makes two attacks: one with its battleaxe and one with its morningstar.

Battleaxe. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 2d8+5 slashing damage.

Morningstar. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 2d8+5 piercing damage.

Grapple. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 2d6+5 control damage.

Hill Giant

Dimwitted, slovenly, and ill-tempered, hill giants occupy and raid territories throughout Tanalor. Though capable of tool use and limited construction, they live in an entirely primitive state. Lean-tos, thatch and mud huts, convenient caves, and dense thickets form their dwellings.

Hill giants ingest and digest nearly anything—they are the ultimate omnivores, though prey they have to chase down and kill is more fun to obtain. They eat their food raw.

Humanoids encountering hill giants take the attitude of, "Very dangerous; kill on sight." Ravening appetites and a deserved reputation for ignorant cruelty and depredation means there is no peace with hill giants. Whether human, elf, eðlafólk, or fiðrildi, all react the same way to an encroaching band of hill giants: hostility.

Hill giants are direct and unimaginative combatants, for whom the only answer to a failed attack is an attempt to hit the target even harder. This makes them dangerous melee combatants (a successful hit could kill even the hardiest humanoid), but easy to lure into traps and deadfalls.

Hill Giant
CR: 5 (1,800 XP)

Huge giant, chaotic evil,
Speed 40 ft.

			Defenses				
STR	21	+5	Threat DC	Hit DC	DR	Vigor	Vigor Dice
DEX	8	-1	9	20	6	105	10d12+40
CON	19	+4	Wound Thresholds				
INT	5	-3	Morale	Injury	KO		Death
WIS	9	-1	1-12	13-24	25-48		49+
CHA	6	-2	Control Thresholds				
			Grab	Grapple	Restr.		Incap.
			1-10	11-20	21-40		41+

Proficiency: +3   Passive Perception: 12

Skills: Perception +2   **Languages:** Giant
Immunities: poison

Actions

Multiattack. The giant makes two greatclub attacks.

Greatclub. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 3d8+5 bludgeoning damage.

Rock. Ranged Weapon Attack: +8 to hit, range 60/240 ft., one target. Hit: 3d10+5 bludgeoning damage.

Grapple. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 2d8+5 control damage.

Humanoids

Many sapient beings populate Etera. Some, such as the eðlafólk and fiðrildar, are servants and slave races that bend knee to the remnants of dragonkin. Others are "not-quite" races—not quite civilized, not-quite sapient, or not-quite good company at dinner. What follows is a sampling of other humanoid races that each have something resembling language, society, and culture.

Lycanthropes

Lycanthropy is a magical disease or curse, its origin dating before recorded history. It is a condition that causes the subject to transform—uncontrollably—into a hybrid animal-humanoid form.

The curse takes many forms, afflicting those of any temperament or disposition. Those of good inclination stay that way, and those who are evil become more so.

The condition is hereditary, but also transmitted by being bitten by a lycanthrope. There are many types, but all of them undergo involuntary transformation into beast form as the full moon rises. They roam in nonhuman state for three nights, some wreaking havoc, others comporting themselves as their animal forms dictate.

Hereditary lycanthropy is an extremely difficult condition to remove, requiring a 9th level spell slot of either *remove curse* or *wish*. Those afflicted by a bite are easier to cure—a 3rd level *remove curse* takes care of the condition if cast within the first year of affliction. After that, a 4th level spell slot is required through 10 years of affliction, and a 5th level slot after that.

Werebear (Bjorninn) CR: 5 (1,800 XP)

Medium humanoid (human, shapechanger), neutral good,
Speed 30 ft. (40 ft., climb 30 ft. in bear or hybrid form)

			Defenses				
STR	19	+4	Threat DC	Hit DC	DR	Vigor	Vigor Dice
DEX	10	0	10	21	1	135	18d8+54
CON	17	+3	Wound Thresholds				
INT	11	0	Morale	Injury	KO	Death	
			1-5	6-10	11-21	22+	
WIS	12	+1	Control Thresholds				
CHA	12	+1	Grab	Grapple	Restr.	Incap.	
			1-4	5-9	10-19	20+	

Proficiency: +3   **Passive Perception:** 17

Skills: Perception +7

Languages: Common (can't speak in bear form)

Immunities: bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Shapechanger. The werebear can use its action to polymorph into a Large bear-humanoid hybrid or into a Large bear, or back into its true humanoid form. Its statistics, other than its size and Threat DC, are the same in each form. Any equipment worn or carried isn't transformed. The werebear reverts to its true form if it dies.

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

Actions

Multiattack. In bear form, the werebear makes two claw attacks. In humanoid form, it makes two greataxe attacks. In hybrid form, it attacks like a bear or a humanoid.

Bite (Bear or Hybrid Form Only). Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 2d10+4 piercing damage. If the target is a humanoid, it must succeed on a DC 14 Constitution saving throw or be cursed with werebear lycanthropy.

Claw (Bear or Hybrid Form Only). Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 2d8+4 slashing damage.

Greataxe (Humanoid or Hybrid Form Only). Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 1d12+4 slashing damage.

Grapple. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 1d8+4 control damage.

Wereboar (Mannsbjorg) CR: 4 (1,100 XP)

Medium humanoid (human, shapechanger), neutral evil,
Speed 30 ft. (40 ft. in boar form)

STR	17	+3
DEX	10	0
CON	15	+2
INT	10	0
WIS	11	0
CHA	8	-1

Defenses

Threat DC	Hit DC	DR	Vigor	Vigor Dice
10	20	1	78	12d8+24

Wound Thresholds

Morale	Injury	KO	Death
1-4	5-9	10-18	19+

Control Thresholds

Grab	Grapple	Restr.	Incap.
1-4	5-8	9-17	18+

Proficiency: +2   **Passive Perception: 12**

Skills: Perception +2

Immunities: bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Languages: Common (can't speak in boar form)

Shapechanger. The wereboar can use its action to polymorph into a boar-humanoid hybrid or into a boar, or back into its true humanoid form. Its statistics, other than its Threat DC, are the same in each form. Any equipment worn or carried isn't transformed. The wereboar reverts to its true form if it dies.

Charge (Boar or Hybrid Form Only). If the wereboar moves at least 15 feet straight toward a target and hits it with its tusks on the same turn, the target takes an extra 2d6 slashing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked **prone**.

Relentless (Recharges after a Short or Long Rest). If the wereboar takes 14 damage or less that would reduce it to 0 vigor, it is reduced to 1 hit point instead.

Actions

Multiattack (Humanoid or Hybrid Form Only). The wereboar makes two attacks, only one of which can be with its tusks.

Maul (Humanoid or Hybrid Form Only). Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 2d6+3 bludgeoning damage.

Tusks (Boar or Hybrid Form Only). Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 2d6+3 slashing damage. If the target is a humanoid, it must succeed on a DC 12 Constitution saving throw or be cursed with wereboar lycanthropy.

Grapple (Humanoid or Hybrid Form Only). Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 1d8+3 control damage.

Werewolf (Varúlfur) CR: 3 (700 XP)

Medium humanoid (human, shapechanger), chaotic evil,
Speed 30 ft. (40 ft. in wolf form)

STR	15	+2
DEX	13	+1
CON	14	+2
INT	10	0
WIS	11	0
CHA	10	0

Defenses

Threat DC	Hit DC	DR	Vigor	Vigor Dice
11	21	1	58	9d8+18

Wound Thresholds

Morale	Injury	KO	Death
1-4	5-8	9-16	17+

Control Thresholds

Grab	Grapple	Restr.	Incap.
1-4	5-8	9-16	17+

Proficiency: +2   **Passive Perception: 14**

Skills: Perception +4, Stealth +3

Immunities: bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Languages: Common (can't speak in wolf form)

Shapechanger. The werewolf can use its action to polymorph into a wolf-humanoid hybrid or into a wolf, or back into its true humanoid form. Its statistics, other than its Threat DC, are the same in each form. Any equipment worn or carried isn't transformed. The werewolf reverts to its true form if it dies.

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

Actions

Multiattack (Humanoid or Hybrid Form Only). The werewolf makes two attacks: one with its bite and one with its claws or spear.

Bite (Wolf or Hybrid Form Only). Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 1d6+2 piercing and control damage. If the target is a humanoid, it must succeed on a DC 12 Constitution saving throw or be cursed with werewolf lycanthropy.

Claws (Hybrid Form Only). Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 2d4+2 slashing damage.

Spear (Humanoid Form Only). Melee or Ranged Weapon Attack: +4 to hit, reach 5 ft. or range 20/60 ft., one creature. Hit: 1d6+2 piercing damage, or 1d8+2 piercing damage if used with two hands to make a melee attack.

Grapple (Humanoid or Hybrid Form Only). Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 1d8+2 control damage.

Svartalfs

The svartalfs are to the gnomes what the Winterfae are to the elves. Intensely magical, immortal, and disinterested in the surface world, svartalfs dwell within the mountains of Etera, interacting little with other races. Resembling gnomes in appearance, but physically larger, they are master crafters and artisans.

There are two factions of svartalf, the dokkalfs and the iðnalfs, and each reacted to the Shattering differently.

The dokkalfs grew wroth that their sources of magic and incantation had been disrupted, becoming selfish, hostile, and malicious. They guard their domains with fierce and cruel cunning, treating interlopers to vicious ambush attacks. They build fantastic and sprawling underground cities, connected by miles and miles of tunnels. Intensely interested in the study of magic, dokkalfs focus on the goal of restoring their leyferðs, or creating an equivalent source of enchanted power. They have altered themselves magically from their ancient smaller stature (now Medium creatures), and use powerful inherent enchantments to grow larger still, at least for a time. Some factions of dokkalfs believe the time to take their power to the surface world is nigh, but their extreme sensitivity to sunlight makes this a minority view. Night-time raiding parties occasionally emerge from the mountains bordering Storean and Torengar to wreak bloody havoc among villages and towns.

The iðnalfs are the more peaceable kin of the dokkalfs. Shorter in stature and insular in nature, they stay in their subterranean cities, pursuing great crafts, both mundane and magical. While they cannot imbue items with permanent magic, they are incredibly adept at creating devices that utilize and magnify magical energies when cast through them. In their studies of deep magic, arcanists seek out the iðnalfs, but the reclusive iðnalfs are adept at avoiding such expeditions.

Dokkalf

CR: 1 (200 XP)

Medium humanoid (dwarf), lawful evil,
Speed 25 ft.

STR	18	+4
DEX	11	0
CON	14	+2
INT	11	0
WIS	10	0
CHA	9	-1

Defenses

Threat DC	Hit DC	DR	Vigor	Vigor Dice
14	24	4	26	4d8+8

Wound Thresholds

Morale	Injury	KO	Death
1-4	5-9	10-18	19+

Control Thresholds

Grab	Grapple	Restr.	Incap.
1-3	4-7	8-14	15+

Proficiency: +2   Passive Perception: 10

Resistances: poison

Senses: darkvision 120 ft.

Languages: Dwarvish, Undercommon

Dokkalf Resilience. The dokkalf has advantage on saving throws against poison, spells, and illusions, as well as to resist being **charmed** or paralyzed.

Sunlight Sensitivity. While in sunlight, the dokkalf has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Enlarge (Recharges after a Short or Long Rest). The dokkalf magically increases in size, along with anything it is wearing or carrying, for 1 minute. While enlarged, the dokkalf is Large, doubles its damage dice on Strength-based weapon attacks (included in the attacks), and makes Strength checks and Strength Saving Throws with advantage. If the dokkalf lacks the room to become Large, it attains the maximum size possible in the space available.

War Pick. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 1d8+4 piercing damage, or 2d8+4 piercing damage while enlarged.

Javelin. Melee or Ranged Weapon Attack: +6 to hit, reach 5 ft. or range 30/120 ft., one target. Hit: 1d6+4 piercing damage, or 2d6+4 piercing damage while enlarged.

Grapple. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 1d8+4 control damage, or 2d6+4 while enlarged.

Invisibility (Recharges after a Short or Long Rest). The dokkalf magically turns invisible until it attacks, casts a spell, or uses its Enlarge, or until its concentration is broken, for up to 1 hour (as if concentrating on a spell). Any equipment the dokkalf wears or carries is invisible with it.

Iðnalf

CR: 1/2 (100 XP)

Small humanoid (iðnalf), neutral good,
Speed 20 ft.

STR	13	+1
DEX	14	+2
CON	14	+2
INT	13	+1
WIS	12	+1
CHA	11	0

Defenses

Threat DC	Hit DC	DR	Vigor	Vigor Dice
12	22	3	16	3d6+6

Wound Thresholds

Morale	Injury	KO	Death
1-2	3-5	6-11	12+

Control Thresholds

Grab	Grapple	Restr.	Incap.
1-2	3-5	6-11	12+

Proficiency: +2   **Passive Perception:** 12

Skills: Investigation +3, Perception +3, Stealth +4

Languages: Gnomish, Terran, Undercommon

Senses: darkvision 120 ft.

Stone Camouflage. The iðnalf has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

Iðnalf Cunning. The iðnalf has advantage on Intelligence, Wisdom, and Charisma saving throws against magic.

Innate Spellcasting. The iðnalf's innate spellcasting ability is Intelligence (spell save DC 11). It innately casts the following spells, requiring no material components:

- At Will: *nondetection (self only)*
- 1/day each: *blindness/deafness, blur, disguise self*

Actions

War Pick. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 1d8+2 piercing damage.

Poisoned Dart. Ranged Weapon Attack: +4 to hit, range 30/120 ft., one creature. Hit: 1d4+2 piercing damage, and the target must succeed on a DC 12 Constitution saving throw or be **poisoned** for 1 minute.

The target repeats the saving throw at the end of each of its turns, ending the effect on a success.

Grapple. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 1d8+1 control damage.

Monstrosities

Some beasts—especially the giant variety—are only possible because of the strong threads and flows of magic throughout the land. Such creatures are part of the ecology of Etera.

Over time, the leyferðs imbued the surrounding terrain with a near-sentient, semi-aware presence, a land-spirit (landvaettir, genus-loci, etc.). But with the Shattering, and the opening of the devilrifts, many flows were broken, warped, or tainted. The withdrawal and corruption of leyferð power nexuses starved the landvaettir, which dissipated, hibernated, or became enraged in "starvation." Some landvaettir tapped into the twisted emanations from the devilrifts instead.

Either resulted in the formation of Monstrosities: magical mutations of otherwise natural beings.

Another source of Monstrosities has been deliberate tampering by powerful arcanists. Whether human, fae, draconic, or other, attempts to change one thing into something else led to hybrid creatures, polymorphs going horribly wrong, and similar mishaps.

Monstrosities are very hostile, and don't behave like normal "apex predators." They slaughter and destroy for fun or for no reason at all, and are killed on sight if possible.

Augnaráth

It's suspected that the augnaráth started as some sort of cave salamander—perhaps a giant cave salamander. Regardless of its origin, this huge lizard-like creature is far more dangerous.

It is a ponderous creature that walks on four pairs of legs and has a notable tail. Scales cover it, resembling stone slabs the color and consistency of slate. They dwell and hunt in caves and pre-existing burrows. Though infused with stone, they cannot burrow through it any faster than a strong person with a shovel. Their predilection for such caves makes them an absolute horror to fiðrildar.

They are hermaphroditic, and lay large, stone-appearing eggs that emerge fertilized. The augnaráth then leaves its burrow in search of another. Augnaráth encountered outside of caves are searching for a new home.

They are always hungry, and feed by first petrifying a living creature, and then consuming that petrified flesh. Unlike normal hunting predators, the augnaráth bites to strike and poison its prey, but does not grapple with the bite—it gives a chomp so that its prey's eyes widen and look towards its attacker, at which point the augnaráth hits it with its deadly gaze.

Augnaráth

CR: 3 (700 XP)

Medium monstrosity, unaligned,
Speed 20 ft.

STR	16	+3	
DEX	8	-1	
CON	15	+2	
INT	2	-4	
WIS	8	-1	
CHA	7	-2	

Defenses

Threat DC	Hit DC	DR	Vigor	Vigor Dice
9	19	6	52	8d8+16

Wound Thresholds

Morale	Injury	KO	Death
1-4	5-9	10-18	19+

Control Thresholds

Grab	Grapple	Restr.	Incap.
1-3	4-7	8-15	16+

Proficiency: +2   **Passive Perception:** 9

Senses: darkvision 60 ft.

Petrifying Gaze. If a creature starts its turn within 30 feet of the augnaráth, and the two of them see each other, the augnaráth, as long as it's not **incapacitated**, can force the creature to make a DC 12 Constitution saving throw. On a failed save, the creature magically begins turning to stone and is **restrained**. It repeats 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 augnaráth until the start of its next turn, when it can avert its eyes again. If it looks at the augnaráth in the meantime, it must immediately make the save.

If the augnaráth sees its reflection within 30 feet of it in bright light, it mistakes itself for a rival and targets itself with its gaze.

Actions

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 2d6+3 piercing damage plus 1d6 poison damage.

DARKMANTLE

The darkmantle is a product of the Shattering of the leyferðs, a blending of dark magic, strange fungus, and…an octopus? Perhaps not, but the darkmantle certainly has an odd combination of abilities.

It is a small creature, mostly black—or very, very dark grey. It lives in caverns, clinging to rock formations, and appears to be just another stalactite or stalagmite. It hunts anything that moves via echolocation. The darkmantle's life cycle is one of continual growth until it becomes a Medium creature. At that point, it divides in half, forming two new darkmantles.

The roof of a cavern can be clustered with these creatures.

DARKMANTLE

CR: 1/2 (100 XP)

Small monstrosity, unaligned,
Speed 10 ft., fly 30 ft.

STR	16	+3
DEX	12	+1
CON	13	+1
INT	2	-4
WIS	10	0
CHA	5	-3

Defenses

Threat DC	Hit DC	DR	Vigor	Vigor Dice
11	21	0	22	5d6+5

Wound Thresholds

Morale	Injury	KO	Death
1-3	4-6	7-12	13+

Control Thresholds

Grab	Grapple	Restr.	Incap.
1-3	4-6	7-12	13+

Proficiency: +2   **Passive Perception:** 10

Skills: Stealth +3

Senses: blindsight 60 ft.

Echolocation. The darkmantle can't use its blindsight while **deafened**.

False Appearance. While the darkmantle remains motionless, it is indistinguishable from cave formations such as stalactites or stalagmites.

Actions

Crush. Melee Weapon Attack: +5 to hit, reach 10 ft., one creature. Hit: 1d6+3 bludgeoning and control damage, and the darkmantle attaches to the target. If the target is Medium or smaller and the darkmantle has advantage on the attack roll, it attaches by engulfing the target's head; the target is **blinded** and unable to breathe while the darkmantle is attached in this way (see *Strangle*).

While attached to the target, the darkmantle can attack no other creature except the target but has advantage on its attack rolls. The darkmantle's speed also becomes 0, it can't benefit from any bonus to its speed, and it moves with the target.

A creature can detach the darkmantle by making a successful DC 13 Strength check as an action. On its turn, the darkmantle can detach itself from the target by using 5 feet of movement.

Darkness Aura (1/Day). A 15-foot radius of magical *darkness* extends out from the darkmantle, moves with it, and spreads around corners. The *darkness* lasts for as long as the darkmantle maintains concentration, up to 10 minutes (as if concentrating on a spell). Darkvision can't penetrate this *darkness*, and no natural light illuminates it. If any of the *darkness* overlaps with an area of *light* created by a spell of 2nd level or lower, the spell creating the light is dispelled.

Grick

A grick resembles a stunted, twisted ormur—a land-bound squid. Five to eight feet long, and perhaps a foot in diameter, grick have a squid's sharp beak. Adding to that image are four tentacles that retract or collapse into growths emerging from the grick's beaked head. These tentacles lunge out nearly the length of the grick itself to drag prey close.

It is a mountain-dwelling creature, with rough, pebbly skin providing excellent camouflage. It is an ambush predator; when it attacks, the ground suddenly erupts with grabbing tentacles.

The grick is quick, and may dash but not sprint.

Grick

CR: 2 (450 XP)

Medium monstrosity, neutral,
Speed 30 ft., climb 30 ft.

STR	14	+2	
DEX	14	+2	
CON	11	0	
INT	3	-4	
WIS	14	+2	
CHA	5	-3	

Defenses

Threat DC	Hit DC	DR	Vigor	Vigor Dice
12	22	2	27	6d8

Wound Thresholds

Morale	Injury	KO	Death
1-3	4-6	7-13	14+

Control Thresholds

Grab	Grapple	Restr.	Incap.
1-4	5-8	9-16	17+

Proficiency: +2 **Passive Perception:** 12

Skills: Athletics +6 **Senses:** darkvision 60 ft.

Resistances: bludgeoning, piercing, and slashing from nonmagical attacks

Stone Camouflage. The grick has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

Actions

Multiattack. The grick makes one attack with its tentacles. If that attack hits, the grick can make one beak attack against the same target. The tentacles all target the same creature.

Tentacles. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 2d8+2 control damage.

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

Jarnuxa

The jarnuxa is such an odd creature that it has to be the result of magical tampering. Resembling a large ox or auroch, with thick—impossibly thick—hide, the creature is completely hairless, and its hide possesses a metallic sheen, leading to its name of "iron ox." Jarnuxa exhale a noxious vapor that causes paralysis as the target's tissue fuses together into an undifferentiated mass. This form of magical paralysis can be reversed with proper magical intervention.

Jarnuxa are found throughout Etera, with no apparent habitat pattern. They are brutish animals, powerful and unthinking, and attack and consume any living creature.

They travel in small herds, making their abode in any area protected from the elements. They fan out when hunting, with three or four jarnuxa driving game to the herd leader who charges and kills the prey. They consume the fused, rubbery flesh of their victims.

JARNUXA

CR: 5 (1,800 XP)

Large monstrosity, unaligned,
Speed 40 ft.

STR	20	+5
DEX	11	0
CON	18	+4
INT	2	-4
WIS	12	+1
CHA	7	-2

Defenses

Threat DC	Hit DC	DR	Vigor	Vigor Dice
10	21	5	114	12d10+48

Wound Thresholds

Morale	Injury	KO	Death
1-8	9-17	18-34	35+

Control Thresholds

Grab	Grapple	Restr.	Incap.
1-7	8-15	16-30	31+

Proficiency: +3   **Passive Perception: 14**

Skills: Perception +4   **Senses:** darkvision 60 ft.

Immunities: petrified

Trampling Charge. If the jarnuxa moves at least 20 feet straight toward a creature and hits it with a gore attack on the same turn, that target must succeed on a DC 16 Strength saving throw or be knocked **prone**. If the target is **prone**, the jarnuxa can make one attack against it with its hooves as a bonus action.

Actions

Gore. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 2d12+5 piercing damage.

Hooves. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 2d10+5 bludgeoning damage.

Petrifying Breath (Recharge 5–6). The jarnuxa exhales petrifying gas in a 30-foot cone. Each creature in that area makes a DC 13 Constitution saving throw. On a failed save, a target begins to solidify and harden as its body fuses into one piece, and is **restrained**. The **restrained** target repeats the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the target is **petrified** until freed by the greater restoration spell or other magic.

NAUTAMAÐR (BULL-MAN)

The bull-men of Tanalor, which the fae call the *tarwdyn* and the peoples of Torengar call the nautamaðr, were hybridized—a mix of a highly aggressive bovine (think of cape buffalo) with a human berserker—by the *ás a ciall* Winterfae.

The result was a creature stronger than a bugbear, but less intelligent. They were ineffective at organized mayhem; after a few battles they were abandoned to fend for themselves.

Though vegetarians, they enter a berserk frenzy if faced with any dragonkin or humanoid not of fae descent. The nautamaðr does not attack elves or half-elves unless attacked first.

They're fully human from the collarbone down, with impressive musculature and a hide (DR 2) ranging from light brown to nearly jet-black. The neck and head resemble a large bull or aurochs, with horns that curve outward: an effective weapon. The face is more expressive than any animal's should be, and they speak very poor Sylvan.

They dwell in small extended family groups, akin to small herds or packs. Hierarchy within the small group is rule-by-might, with the herd leader calling the shots until challenged and killed by another.

In combat, they are direct and unsubtle, going berserk and fighting until their prey or themselves are dead.

Nautamaðr (Bull-man)   CR: 3 (700 XP)

Large monstrosity, chaotic evil,
Speed 40 ft.

STR	18	+4	
DEX	11	0	
CON	16	+3	
INT	6	-2	
WIS	16	+3	
CHA	9	-1	

Defenses

Threat DC	Hit DC	DR	Vigor	Vigor Dice
10	20	2	76	9d10+27

Wound Thresholds

Morale	Injury	KO	Death
1-7	8-15	16-30	31+

Control Thresholds

Grab	Grapple	Restr.	Incap.
1-6	7-13	14-27	28+

Proficiency: +2   **Passive Perception: 17**

Skills: Perception +7   **Senses:** darkvision 60 ft.
Languages: Sylvan

Charge. If the nautamaðr moves at least 10 feet straight toward a target and hits it with a gore attack on the same turn, the target takes an extra 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**.

Reckless. At the start of its turn, the nautamaðr 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.

Undaunted. The nautamaðr does not make morale checks, and never willingly flees from battle.

Actions

Greataxe. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 2d12+4 slashing damage.

Gore. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 2d8+4 piercing damage.

Grapple. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 2d6+4 control damage.

Phase Spider

The phase spider appears to be an unusually angular giant spider, comprised of dark, furry crystal rather than a chitinous shell. It otherwise looks like your typical nightmare-inducing twelve-foot-long arachnid. With an important difference.

A phase spider possesses the magical ability to phase in and out of Svartalfheim. Appearing out of nowhere, it attacks and then shifts back into Svartalfheim. It is not teleporting, and must move between points in a mirror dimension of Midgard in order to then appear where it desires.

Phase spiders live anywhere, and their ability to transit the world through Svartalfheim means that an infestation may appear without warning. Large, old-growth forests and caves are favorite lairs. They weave crystalline-looking webs for their convenience, but these webs are not sticky nor used to grapple (though a webbed area counts as difficult terrain). The web is vulnerable to fire, has DR 2, and can be cut with 2 points of slashing damage.

In combat, phase spiders constantly phase in and out of Svartalfheim, popping into Midgard to attack, and then phasing out after attacking on its next turn. It is an ambush predator, and favors striking from above.

Phase Spider
CR: 3 (700 XP)

Large monstrosity, unaligned,
Speed 30 ft., climb 30 ft.

			Defenses					
STR	15	+2	Threat DC	Hit DC	DR	Vigor		Vigor Dice
DEX	15	+2	12	22	1	32		5d10+5
CON	12	+1			Wound Thresholds			
INT	6	-2	Morale	Injury		KO		Death
WIS	10	0	1-5	6-10		11-21		22+
CHA	6	-2			Control Thresholds			
			Grab	Grapple		Restr.		Incap.
			1-6	7-12		13-25		26+

Proficiency: +2	Passive Perception: 10

Skills: Stealth +6

Senses: darkvision 60 ft.

Ethereal Jaunt. As a bonus action, the spider can magically shift from the Material Plane to *Vanaheim*, or vice versa.

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

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

Actions

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 1d10+2 piercing damage, and the target must make a DC 11 Constitution saving throw, taking 2d8 poison damage on a failed save, or as vigor on a successful one. If the poison damage reduces the target to 0 vigor, the target is stable but **poisoned** and **paralyzed** for 1 hour, even after regaining vigor.

Rokktyggja

The rokktyggja is a winged, hairless creature variously described as a stump-legged goat, a bird-like creature with vestigial legs and dragon wings, and several other descriptions. Those that have survived encounters with it have said it kills with just a glance. That's an exaggeration: It is the rokktyggja's bite that is deadly.

Rokktyggja
CR: 1/2 (100 XP)

Small monstrosity, unaligned,
Speed 20 ft., fly 40 ft.

			Defenses					
STR	6	-2	Threat DC	Hit DC	DR	Vigor		Vigor Dice
DEX	12	+1	11	21	0	27		6d6+6
CON	12	+1			Wound Thresholds			
INT	2	-4	Morale	Injury		KO		Death
WIS	13	+1	1	2-3		4-7		8+
CHA	5	-3			Control Thresholds			
			Grab	Grapple		Restr.		Incap.
			1	2		3-5		6+

Proficiency: +2	Passive Perception: 11

Senses: darkvision 60 ft.

Actions

Bite. Melee Weapon Attack: +3 to hit, reach 5 ft., one creature. Hit: 1d4+1 piercing damage, and the target must make a DC 11 Constitution saving throw against being magically **petrified**. On a failed save, the creature begins to turn to stone and is **restrained**. It repeats the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is **petrified** for 24 hours.

Roper

The roper results when a darkmantle, its smaller but similar-looking relative, fails to cleave into two creatures as part of its normal maturation process. It continues to grow, eventually sprouting tendrils. Devouring other darkmantles in the area, it matures into a roper in time.

The roper is a large, pebbly-looking creature that mimics cave formations by hanging from the ceiling or sprawling on the ground. It is indistinguishable from its rocky surroundings by normal vision (even the dwarves cannot easily discern a motionless roper). At rest, its tendrils look like stalactites or stalagmites.

It is large, ungainly, and slow moving. Sensing vibrations in the rocks and air when a prospective victim moves into range, it lashes out with its tendrils, grappling and reeling in its victim to gnash it with quartz teeth.

It is remarkably intelligent for a monstrosity, carefully choosing its victims—it is an evil creature, not an unaligned beast. If it perceives that a potential victim is very dangerous, it does not attack.

Roper

CR: 5 (1,800 XP)

Large monstrosity, neutral evil,
Speed 10 ft., climb 10 ft.

STR	18	+4		
DEX	8	-1		
CON	17	+3		
INT	7	-2		
WIS	16	+3		
CHA	6	-2		

Defenses

Threat DC	Hit DC	DR	Vigor	Vigor Dice
9	20	7	93	11d10+33

Wound Thresholds

Morale	Injury	KO	Death
1-7	8-15	16-31	32+

Control Thresholds

Grab	Grapple	Restr.	Incap.
1-6	7-12	13-25	26+

Proficiency: +3 **Passive Perception:** 16

Skills: Perception +6, Stealth +5

Senses: darkvision 60 ft., tremorsense 60 ft.

False Appearance. While the roper remains motionless, it is indistinguishable from a normal cave formation, such as a stalagmite.

Foe Sense. The roper is able to detect the relative strength of its foe. Upon detecting potential prey, it makes a Perception check with a DC equal to 18 – the potential victim's Vigor Dice. If the check fails, it perceives the prey as a meal and attacks no matter what. If it succeeds, it attacks creatures of up to 5 Vigor Dice and fewer. It does this check once for each potential victim as they come into detection range.

Grasping Tendrils. The roper has up to six tendrils at a time. Each tendril can be attacked (Threat DC 20; 10 vigor; immunity to poison and psychic damage). Destroying a tendril deals no damage to the roper, which extrudes a replacement tendril on its next turn. A tendril can also be broken if a creature takes an action and succeeds on a DC 15 Strength check against it.

Spider Climb. The roper climbs difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Actions

Multiattack. The roper makes four attacks with its tendrils, uses Reel, and makes one attack with its bite.

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 4d8+4 piercing damage.

Tendril. Melee Weapon Attack: +7 to hit, reach 50 ft., one creature. Hit: 2d6+4 per tendril, and the roper can't use the same tendril on another target.

Reel. The roper executes a drag attack, pulling a grappled creature straight towards it.

Winter Wolf

The arctic-dwelling winter wolf is as large as a dire wolf but has snow-white fur and pale blue eyes. Frost giants use these evil sapient creatures as guards and hunting companions, putting the wolves' deadly breath weapon to use against their foes. Winter wolves communicate with one another using growls and barks, but they speak Common and Giant well enough to follow simple conversations.

Winter Wolf

CR: 3 (700 XP)

Large monstrosity, neutral evil,
Speed 50 ft.

			Defenses				
STR	18	+4	Threat DC	Hit DC	DR	Vigor	Vigor Dice
DEX	13	+1	11	21	2	75	10d10+20
CON	14	+2	Wound Thresholds				
INT	7	-2	Morale	Injury	KO		Death
WIS	12	+1	1-6	7-13	14-27		28+
CHA	8	-1	Control Thresholds				
			Grab	Grapple	Restr.		Incap.
			1-7	8-14	15-28		29+

Proficiency: +2 **Passive Perception: 15**

Skills: Perception +5, Stealth +3
Languages: Common, Giant, Winter Wolf
Immunities: cold

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

Pack Tactics. The wolf has advantage on an attack roll against a creature if at least one of its allies is within 5 feet and isn't **incapacitated**.

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

Actions

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 2d6+4 piercing and control damage.

Shove. If the bite attack hits, instead of doing control, the wolf may try and knock the target **prone**. The target makes a DC 14 Strength (Athletics) or Dexterity (Acrobatics) check or be knocked **prone**.

Cold Breath (Recharge 5–6). The wolf exhales a blast of freezing wind in a 15-foot cone. Each creature in that area makes a DC 12 Dexterity saving throw, taking 2d8 cold damage on a failed save, or as vigor on a successful one.

Worg

A worg is an evil predator that delights in hunting and devouring creatures weaker than itself. Cunning, sentient, and malevolent, worgs roam the remote wilderness or are raised by goblins and hobgoblins. Those creatures use worgs as mounts, an agreement between rider and mount. A worg turns on its rider if it feels mistreated or malnourished…and tells his friends about the mistreatment. Worgs speak their own language and that of goblins, and a few learn to speak Common as well.

Worg

CR: 1/2 (100 XP)

Large monstrosity, neutral evil,
Speed 50 ft.

			Defenses				
STR	16	+3	Threat DC	Hit DC	DR	Vigor	Vigor Dice
DEX	13	+1	11	21	2	26	4d10+4
CON	13	+1	Wound Thresholds				
INT	7	-2	Morale	Injury	KO		Death
WIS	11	0	1-6	7-12	13-24		25+
CHA	8	-1	Control Thresholds				
			Grab	Grapple	Restr.		Incap.
			1-6	7-12	13-25		26+

Proficiency: +2 **Passive Perception: 14**

Skills: Perception +4
Senses: darkvision 60 ft.
Languages: Goblin, Worg

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

Actions

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 2d6+3 piercing and control damage.

Shove. If the bite attack hits, instead of doing control, the wolf may try and knock the target **prone**. The target makes a DC 13 Strength (Athletics) or Dexterity (Acrobatics) check or be knocked **prone**.
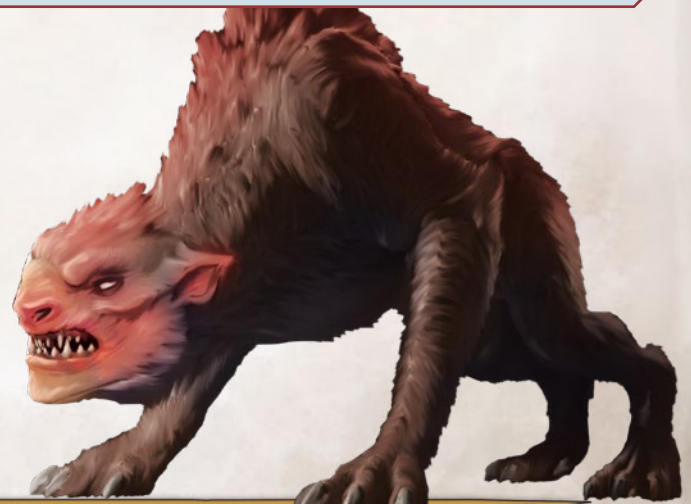
Non-player Characters

This appendix contains statistics and other game help for humanoid non-player characters (NPCs) encountered during a campaign. These stat blocks can be used to represent both human and nonhuman NPCs.

Interesting NPCs

Heroes are defined by the challenges they overcome, and the stories told of their deeds. What is a hero without foes defeated at great risk? "Srothgar, Flosser of Teeth" just doesn't have the same ring to it as "Srothgar Dragonslayer."

Adversaries and allies are likewise more interesting if they are more than just cardboard cutouts.

Background and Motivation

Player characters are not the only ones with backgrounds; NPCs are not static, and some have had surprising histories. For an important (or potentially important) individual, generate the NPC's background, and then determine the nature and strength of their motivation.

Background

Most Torengur do not "job-hop," and it is customary for a person to learn a trade or livelihood and then stick to it. PC adventurers are the exceptions, and those that continually do new things are unusual. Roll 1d10; a roll of 9-10 indicates a prior background, and a roll of 10 also designates that the NPC is adventurer-class material or special in some other way.

Determine a background by rolling 2d10 and consulting the following table to determine what the NPC was before they held their current role (so a merchant might have spent time as an Arcane Neophyte, or even a Combatant).

If the NPC has a prior background, it may have been in a different place than wherever the PCs are interacting with that person. Roll 1d6, and on a roll of 1-2, the background occupation was in the same town or village the NPC currently lives. On a 3-4, it was a settlement 11-40 miles away. On a roll of 5,

the NPC has come from 41-80 miles away, while a 6 means either more than 80 miles, or perhaps even a different kingdom.

Motivation and Method

NPCs have wants and needs, and attempt to meet those needs in ways that suit their personality and character.

Either draw two playing cards, or roll 1d4 twice. The first draw determines the motivation (or goal), while the second describes the NPC's preferred method of pursuing the motivation. The number on the d4 or the value of the suit on the playing cards describes the general nature of each.

Card (Die Roll)	Motivation	Method
Spades(1)	Power	Social or Hierarchical Status
Clubs (2)	Conflict	Violence or Personal Struggle
Diamonds (3)	Wealth	Economic Influence
Hearts (4)	Desire	Reputation and Interpersonal Connections

Motivations

The goal of the individual, what they wish to achieve or obtain, and what drives them, is their motivation. It describes the why of what they do.

Power. You want to be the one making the decisions and guiding the fates of both yourself and others. This power can be magical, political, physical, or social, so long as it leaves you as the top of the pyramid.

Conflict. You love argument, strife, or chaos, and being in the middle of it as frequently as possible is the goal. This need not always be violence. A skilled mediator might love being at the center of decisions, but resolve them using interpersonal and hierarchical connections.

Wealth. You may want the luxury or security that money brings, or just want to be the richest person ever. Acquiring money to make more money is a timeless tradition, and might indicate

2d10	Background	2d10	Background	2d10	Background	2d10	Background
2	Peer of the Realm	7	Bounty Hunter	12	Merchant	17	Artisan
3	Roll twice more	8	Acolyte	13	Entertainer	18	Pariah
4	Outlaw	9	Explorer	14	Arcane Neophyte	19	Administrator
5	Adept	10	Combatant	15	Ruffian	20	Roll three times more
6	Rake	11	Karl	16	Seer		

someone who trades trinkets and hopes to one day command a vast trading empire. For a motivation, wealth is the goal, but it can also be a method used to achieve other goals.

Desire. You want or love something or someone, and as a motivation there are few things more powerful. Base desires can be lust or possessiveness; more noble goals might be love of family, kingdom, or the wish to own your own land.

METHODS

The how is the NPC's method, the individual's preferred tactic for obtaining what motivates them.

Social or Hierarchical Status. The NPC uses influence, through diplomacy or coercion, to obtain the desired objective. The tools are official status or rank within a guild, a town council, or as an administrator or government functionary.

Violence or Personal Struggle. While a straight-up fight isn't always the answer, it's a good start. This need not always be ruthless: a karl motivated by wealth who favors direct confrontation might get what he wants through sweat and effort, and be known throughout the village as a tireless worker and straight talker. The more bloody-minded might be warriors, bandits, or competitive athletes. Regardless, they take the most direct pathway to their goal.

Economic Influence. Perhaps money can buy happiness. Failing that, it's a fantastic way to obtain the tools to achieve the goal. Paired with a Wealth motivation, wealth is obtained for wealth's sake. Wealth with a Conflict motivation might lead to owning a mercenary company (literal conflict), or acquiring money to become a minister or negotiator.

Reputation and Interpersonal Connections. Whether through fame, renown, and the reputation for doing great deeds, or a more personal set of circumstances where a flower and a horn of mead are the tools in question, the NPC cultivates and manipulates the emotions and passions of others so that they get what they want.

Scope and Tactics

Not every NPC is a bloodthirsty conqueror. Sometimes they just want to work the soil (Direct Confrontation) and live their life, raising a family in relative peace (Power of a personal sort). Roll 2d8 for each of Scope and Tactics for each NPC, or consider the value of a playing card drawn from a standard deck (including Jokers).

The higher the die roll, or the higher the value of the card (Jokers are highest), the broader the NPC's scope for what their motivation encompasses. Similarly, the higher the value of the card (or die roll), the more extreme tactics the NPC will employ to get what they want. Consult the *Scope and Tactics* table and then read the descriptions below.

Scope and Tactics

Die Roll	Playing Card Value	Scope	Tactics
2-8	2-7	Personal	Passive
9-10	8-10, Jack	Local	Limited
11-12	Queen or King	Regional	Reasonable
13-14	Ace	Expansive	Extreme
15-16	Joker	Global or Ultimate	Unlimited

SCOPE

How broadly is the NPC setting their sights?

Personal. At this level, motivations are extremely limited in scope, with very specific and constrained objectives. The NPC wants one decision or thing to go his way (Power), or to win a conflict with a single person. Perhaps he simply wants a particular lady to behave in a friendly manner, or is focused more narrowly: complete the next contract or be the best parent possible.

Local. A "local" scope is one confined to a village or town, enough to fulfill a modest ambition (I wish to have the most popular inn in town).

Regional. A regional scope covers achieving sufficient power or wealth to be considered a person of real influence, such as a jarl or herra, or a wealthy landowner. Perhaps a fighter wishes to own a mercenary company (this could be Conflict or Desire).

Expansive. The expansive scope is broad and far-reaching. The NPC wishes to be one of the most powerful, wealthy, or mightiest in the kingdom, or to know for oneself that this is true if not universally acknowledged. Becoming a powerful peer (a jarl or hajarl) is a good example of an expansive Power goal, as would winning the position of chief military advisor to the king.

Global. Global scopes are rare, but notable. The NPC wants to be the very best or most powerful in the world at something, and is not satisfied until everyone knows it.

TACTICS

What is the NPC prepared to do? Do they stew in their own juices if what they want is not presented to them? Or do they connive, scheme, and murder to obtain their goal?

Passive. The NPC does not actively pursue the goal, but makes decisions and arranges things so that if fortune is favorable, things go as planned. Someone wishing to win the favor of a particular partner arranges to be in that person's company more frequently. A merchant bids for a contract, but does not attempt to influence the results otherwise. This is the lowest and most

common means of achieving motivations and goals, characterized by a "let the best man win!" attitude.

Limited. Limited tactics include normal activities in pursuit of goals with a fair balance of risk and reward. A modest gratuity to a political figure, attempting to actively win the heart of a romantic partner, or taking shortcuts through a dangerous wilderness to out-perform a rival merchant are all limited tactics.

Reasonable. "Reasonable" methods may not be subtle or gentle. Challenging a rival to a duel, going out of the way to find (or fabricate) evidence to displace an obstacle, or having an illicit affair with a desired romantic partner are all "reasonable" in terms of achieving goals. The risks to achieving the goal are likely moderate—perhaps risking a beat-down, prison term, or injury.

Extreme. There are some limits to what actions the NPC takes to achieve a goal, but not many. Plots are far-reaching, trusts are made or betrayed as needed, and social conventions may well be ignored. Most of the NPC's spare time—as well as much of their occupation—is spent trying to achieve the goal.

Unlimited. There is nothing that the NPC does not do, say, or promise to reach the goal. Nothing. He does not just court the lady or have an affair with her—he kills the husband and hides the body. A rogue sells her soul to gain the power to consolidate all thieves' guilds into a single entity with her at its head. Nothing is off limits, and there are no bounds to ambition—even at constant risk of life, limb, and salvation. Note that some alignment combinations are ill-suited to this scope.

Example: On the road to Midgard the party comes across another group of adventurers led by a mid-level fighter. The GM draws four cards for the leader, one each for motivation, method, scope, and tactics. The cards are the Ace of Clubs, the Ace of Diamonds, the 2 of Spades, and the 10 of Spades. Only the suits are important for the first two cards: Conflict for Motivation, and Wealth for Method. Scope and Tactics are Personal and Limited. The fighter loves being in the thick of things, using wealth to get there: he dreams of commanding a lavishly equipped and highly skilled elite fighting force, chosen by the powerful to be thrown in wherever the fire is hottest. With a personal scope and limited motivation, he bounces from one contract to another, bidding for jobs as they come. The GM decides he talks a good game, and his few troops are well provisioned...but he carries a high level of debt he'll need to answer for one day.

Acolyte

Acolytes are junior members in a holy order, usually answerable to a priest. They perform a variety of functions and are granted minor spellcasting powers. They might be assigned as low-level healers to a war party sanctioned by the church, tasked with minor missions, or used as messengers.

Acolyte
CR: 1/4 (50 XP)

Medium humanoid (any race), any alignment, Speed 30 ft.

STR	11	0
DEX	10	0
CON	10	0
INT	10	0
WIS	14	+2
CHA	12	+1

Defenses

Threat DC	Hit DC	DR	Vigor	Vigor Dice
10	20	0	9	2d8

Wound Thresholds

Morale	Injury	KO	Death
1-2	3-5	6-10	11+

Control Thresholds

Grab	Grapple	Restr.	Incap.
1-2	3-5	6-11	12+

Proficiency: +2   **Passive Perception:** 12

Skills: Medicine +4, Religion +2

Languages: any one language (usually Common)

Spellcasting. The acolyte is a 1st-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The acolyte has the following cleric spells prepared:

Cantrips (at will): *light*, *sacred flame*, *thaumaturgy*

1st level (3 slots): *bless*, *cure wounds*, *sanctuary*

Actions

Club. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 1d4 bludgeoning damage.

Grapple. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 1d8 control damage.

Bandit/Pirate

Bandits rove in gangs and are sometimes led by thugs, veterans, or spellcasters. Oppression, drought, disease, or famine drive otherwise honest folk to a life of banditry. Some grow to love it, though—and they are evil.

Pirates are bandits of the high seas. They might be freebooters interested only in treasure and murder, or they might be privateers sanctioned by a noble to attack and plunder a neighboring territory or realm. The practice of raiding for treasure and glory is called *viking*.

Bandits choose their targets carefully, selecting those they can overwhelm or intimidate into surrender or slaughter. Absent a strong leader, they break and run if they see their allies taking significant casualties, and rarely, if ever, fight to the last man.

It is considered honorable to kill an adversary and take their stuff so long as it is not done by stealth or deceit. The spoils of a good fight are considered justly won, while outright thievery is frowned on. A group of bandits might set a house on fire and kill the occupants as they emerge, as no proper Torengur is ever more than two steps from weapons. Sneaking into the house and stealing valuables without a physical challenge is considered dishonorable behavior, punished by outlawry.

Bandit/Pirate — CR: 1/8 (25 XP)

Medium humanoid (any race), any non-lawful alignment,
Speed 30 ft.

STR	13	+1	Defenses					
			Threat DC	Hit DC	DR	Vigor		Vigor Dice
DEX	12	+1	11	21	1	11		2d8+2
CON	12	+1	Wound Thresholds					
INT	10	0	Morale	Injury		KO		Death
			1-3	4-6		7-13		14+
WIS	11	0	Control Thresholds					
			Grab	Grapple		Restr.		Incap.
CHA	9	-1	1-3	4-7		8-14		15+
Proficiency: +2			**Passive Perception:** 10					

Languages: any one language (usually Common)

Actions

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

Light Crossbow. Ranged Weapon Attack: +3 to hit, range 80 ft./320 ft., one target. Hit: 1d8 piercing damage (critical on 20).

Grapple. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 1d8 control damage.

Bandit/Pirate Captain

The bandit captain is a cunning and powerful fighter, but lacks the formal training and high-end equipment of career warriors.

The pirate captain also has a ship to protect and command. To keep the crew in line, the captain metes out reward and punishment on a regular basis. The pirate ship itself is valuable property, so the crew may be targets of piracy themselves!

A bandit captain or pirate captain craves infamy more than treasure. A prisoner who appeals to the captain's vanity or ego is more likely to be treated fairly than a prisoner claiming not to know anything of a captain's colorful reputation.

Bandit/Pirate Captain — CR: 2 (450 XP)

Medium humanoid (any race), any non-lawful alignment,
Speed 30 ft.

STR	16	+3	Defenses					
			Threat DC	Hit DC	DR	Vigor		Vigor Dice
DEX	16	+3	13	23	2	65		10d8+20
CON	14	+2	Wound Thresholds					
INT	10	+0	Morale	Injury		KO		Death
			1-4	5-8		9-17		18+
WIS	12	+1	Control Thresholds					
			Grab	Grapple		Restr.		Incap.
CHA	14	+2	1-4	5-9		10-19		20+
Proficiency: +2			**Passive Perception:** 10					

Skills: Athletics +5, Deception +4   **Languages:** any two languages.

Actions

Multiattack. The captain makes three melee attacks: two with its scimitar and one with its dagger. Or the captain makes two ranged attacks with its daggers.

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

Dagger. Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 1d4+3 piercing damage.

Grapple. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 1d10+3 control damage.

Reactions

Parry. The captain adds 3 to its Hit DC against one melee attack. The captain must see the attacker and be wielding a melee weapon.

Berserker Marauder

Whereas bandits are in it for the money, marauders come together in war parties to seek conflict wherever they can find it. They love the thrill of combat and the challenge of risking their lives in a blood-drenched fight. These berserkers raid and loot villages and settlements, and are very dangerous—attacking recklessly, they do not break and run, and must be killed or **incapacitated** to bring a fight to a close.

Berserker

CR: 2 (450 XP)

Medium humanoid (any race), any chaotic alignment,
Speed 30 ft.

STR	16	+3
DEX	12	+1
CON	17	+3
INT	10	0
WIS	11	0
CHA	9	-1

Defenses

Threat DC	Hit DC	DR	Vigor	Vigor Dice
11	21	2	67	9d8+27

Wound Thresholds

Morale	Injury	KO	Death
1-5	6-10	11-20	21+

Control Thresholds

Grab	Grapple	Restr.	Incap.
1-4	5-8	9-17	18+

Proficiency: +2   **Passive Perception:** 10

Skills: Athletics +5, Intimidation +5

Languages: any one language (usually Common)

Reckless. At the start of its turn, the berserker can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

Actions

Greataxe. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 1d12+3 slashing damage.

Grapple. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 1d12+3 control damage.

Commoner

Commoners include peasants, serfs, slaves, servants, pilgrims, merchants, artisans, and hermits. They are average people with no special training or yen for adventure. They can be found pressed into service as militia or in a conscript or slave army, but in this role are spear-fodder and arrow-catchers (in a dead way, not in a fancy martial arts way).

Commoner

CR: 0 (10 XP)

Medium humanoid (any race), any alignment,
Speed 30 ft.

STR	10	0
DEX	10	0
CON	10	0
INT	10	0
WIS	10	0
CHA	10	0

Defenses

Threat DC	Hit DC	DR	Vigor	Vigor Dice
10	19	0	4	1d8

Wound Thresholds

Morale	Injury	KO	Death
1-2	3-5	6-10	11+

Control Thresholds

Grab	Grapple	Restr.	Incap.
1-2	3-5	6-10	11+

Proficiency: +2   **Passive Perception:** 10

Languages: any one language (usually Common)

Actions

Club. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 1d4 bludgeoning damage.

Grapple. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 1d8 control damage.

Cultist

Cultists swear allegiance to dark powers such as elemental princes, kvoldomur lords, or archtyranns. Most conceal their loyalties to avoid being ostracized, imprisoned, or executed for their beliefs. Unlike evil acolytes, cultists show signs of insanity in their beliefs and practices.

Cultist

CR: 1/8 (25 XP)

Medium humanoid (any race), any non-good alignment, Speed 30 ft.

STR	11	0
DEX	12	+1
CON	10	0
INT	10	0
WIS	11	0
CHA	10	0

Defenses

Threat DC	Hit DC	DR	Vigor	Vigor Dice
11	21	1	9	2d8

Wound Thresholds

Morale	Injury	KO	Death
1-2	3-5	6-10	11+

Control Thresholds

Grab	Grapple	Restr.	Incap.
1-3	4-6	7-12	13+

Proficiency: +2   **Passive Perception: 10**

Skills: Deception +2, Religion +2

Languages: any one language (usually Common)

Dark Devotion. The cultist has advantage on saving throws against being **charmed** or **frightened**.

Actions

Scimitar. Melee Weapon Attack: +3 to hit, reach 5 ft., one creature. Hit: 1d6+1 slashing damage.

Grapple. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 1d8 control damage.

Cult Fanatic

CR: 2 (450 XP)

Medium humanoid (any race), any non-good alignment, Speed 30 ft.

STR	11	0
DEX	14	+2
CON	12	+1
INT	10	0
WIS	13	+1
CHA	14	+2

Defenses

Threat DC	Hit DC	DR	Vigor	Vigor Dice
12	22	1	33	6d8+6

Wound Thresholds

Morale	Injury	KO	Death
1-3	4-6	7-12	13+

Control Thresholds

Grab	Grapple	Restr.	Incap.
1-3	4-6	7-13	14+

Proficiency: +2   **Passive Perception: 11**

Skills: Deception +4, Persuasion +4, Religion +2

Languages: any one language (usually Common)

Dark Devotion. The fanatic has advantage on saving throws against being **charmed** or **frightened**.

Spellcasting. The fanatic is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks). The fanatic has the following cleric spells prepared:

Cantrips (at will): *light*, *sacred flame*, *thaumaturgy*

1st level (4 slots): command, inflict wounds, *shield of faith*

2nd level (3 slots): *hold person*, *spiritual weapon*

Actions

Multiattack. The fanatic makes two melee attacks.

Dagger. Melee or Ranged Weapon Attack: +4 to hit, reach 5 ft. or range 20/60 ft., one creature. Hit: 1d4+2 piercing damage.

Grapple. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 1d8 control damage.

Guard

Guards include members of a city watch, sentries in a citadel or fortified town, and the bodyguards of merchants and nobles. They are more skilled and better trained than citizen militia, and are provided with a chain shirt and at least a spear and dagger.

Guards operate in groups of at least two, ganging up on targets—one thrusts a spear to eat up a target's reaction, especially if the target has a shield, while the second knocks the target down or strikes through the target's defenses. Guards may or may not attempt to bring miscreants in alive, depending on the policy set by the local jarl and magistrate.

Guard
CR: 1/8 (25 XP)

Medium humanoid (any race), any alignment,
Speed 30 ft.

STR	13	+1
DEX	12	+1
CON	12	+1
INT	10	0
WIS	11	0
CHA	10	0

Defenses

Threat DC	Hit DC	DR	Vigor	Vigor Dice
15	25	3	11	2d8+2

Wound Thresholds

Morale	Injury	KO	Death
1-3	4-6	7-13	14+

Control Thresholds

Grab	Grapple	Restr.	Incap.
1-3	4-7	8-14	15+

Proficiency: +2   **Passive Perception:** 12

Skills: Perception +2   **Languages:** any one language (usually Common)

Actions

Dagger. Melee or Ranged Weapon Attack: +3 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 1d6+1 piercing damage. Has the finesse, light, and thrown properties.

Spear. Melee or Ranged Weapon Attack: +3 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 1d6+1 piercing damage, or 1d8+1 piercing damage if used with two hands to make a melee attack.

Grapple. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 1d8+1 control damage.

Holy Warrior

Holy warriors teach the common folk the ways of their gods through example. They are the first line of defense against undead uprisings or otherworldly threats. Evil holy warriors might work openly under a tyrant, or oversee the depraved rites of religious sects hidden in the shadows of good society.

A holy warrior typically has one or more acolytes to help with religious ceremonies and other sacred duties. Groups of good holy warriors gather to deal with undead threats or incursions by fae. The example holy warrior plays the role of 'defender of the faithful' in a physical sense.

Holy Warrior

CR: 2 (450 XP)

Medium humanoid (any race), any alignment,
Speed 25 ft.

STR	13	+1
DEX	11	+0
CON	12	+1
INT	10	+0
WIS	14	+2
CHA	14	+2

Defenses

Threat DC	Hit DC	DR	Vigor	Vigor Dice
14	24	3	27	5d8+5

Wound Thresholds

Morale	Injury	KO	Death
1-3	4-6	7-13	14+

Control Thresholds

Grab	Grapple	Restr.	Incap.
1-3	4-6	7-12	13+

Proficiency: +3   **Passive Perception: 13**

Skills: History +3, Insight +5, Medicine +5, Religion +3

Languages: any three languages.

Divine Strike. As a bonus action, the holy warrior can expend a spell slot to cause its melee weapon attacks to magically deal an extra 2d8 radiant damage to a target on a hit. This benefit lasts until the end of the turn. If the holy warrior expends a spell slot of 2nd level or higher, the extra damage increases by 1d8 for each level above 1st.

Spellcasting. The holy warrior is a 3rd-level spellcaster. Its spellcasting abilities are Charisma and Wisdom (spell save DC 13, +5 to hit with spell attacks). The holy warrior has the following cleric and paladin spells prepared:

- *Cantrips (at will): light, sacred flame, thaumaturgy*
- *1st level (4 slots): bless, cure wounds, guiding bolt, sanctuary, detect magic, detect evil and good, protection from evil and good*
- *2nd level (3 slots): lesser restoration, spiritual weapon*

Actions

War Hammer. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 1d8+1 bludgeoning damage.

Grapple. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 1d8+1 control damage.

Turn Undead. By taking an action and presenting the holy warrior's symbol, any undead within 30' that can see or hear the holy warrior is turned for one minute if it fails a DC 13 Wisdom saving throw.

Reactions

Parry. The Holy Warrior adds 3 to its Hit DC against one melee attack. To do so, the noble must see the attacker and be wielding a melee weapon.

Shield. The Holy Warrior may use the usual rules for taking a blow on a shield.

Mage

Mages spend their lives in the study and practice of magic. Good-aligned mages offer counsel to nobles and others in power, while evil mages, dreaming of one day becoming powerful archmages, dwell in isolated sites to perform unspeakable experiments without interference.

In combat, a mage leads with the most devastating spells, hitting groups with *cone of cold* or *fireball*, and targeting armored foes with *magic missile*. The mage reserves two of the three 3rd level spell slots for *counterspell* to foil other spellcasters. If given time to prepare, the mage layers on DR 4 by expending a 4th level spell slot for *mage armor*. If the battle goes awry, the mage casts *misty step* to teleport out of sight, *invisibility* to stay that way, and finally *fly* to make an expeditious retreat.

Mage

CR: 6 (2,300 XP)

Medium humanoid (any race), any alignment,
Speed 30 ft.

STR	9	-1
DEX	14	+2
CON	11	0
INT	17	+3
WIS	12	+1
CHA	11	0

Defenses

Threat DC	Hit DC	DR	Vigor	Vigor Dice
12	23	4*	40	9d8

Wound Thresholds

Morale	Injury	KO	Death
1-2	3-5	6-10	11+

Control Thresholds

Grab	Grapple	Restr.	Incap.
1-2	3-5	6-11	12+

Proficiency: +3   **Passive Perception: 11**

Skills: Arcana +6, History +6

Languages: any four languages.

Spellcasting. The mage is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks).

Cantrips (at will): *fire bolt, light, mage hand, prestidigitation*

- *1st level (4 slots): detect magic, mage armor, magic missile, shield*
- *2nd level (3 slots): misty step, suggestion*
- *3rd level (3 slots): counterspell, fireball, fly*
- *4th level (3 slots): greater invisibility, ice storm*
- *5th level (1 slot): cone of cold*

Actions

Dagger. Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 1d4+2 piercing damage.

Grapple. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 1d6–1 control damage.

Noble

Nobles wield great authority and influence as members of the upper class, possessing wealth and connections that make them as powerful as monarchs and generals. A noble travels in the company of guards and servants.

The noble's statistics can also be used to represent courtiers not of noble birth.

These statistics represent jarls and other chieftains that have not developed a more adventurer-like background as a warrior or arcanist. If a noble does not hold his or her own as a warrior or mage, they command great wealth and show expertise in Persuasion and Deception (reflected in the stat block), as well as having a high social standing.

Noble
CR: 1/8 (25 XP)

Medium humanoid (any race), any alignment,
Speed 30 ft.

STR	11	0
DEX	12	+1
CON	11	0
INT	16	+3
WIS	14	+2
CHA	18	+4

Defenses
Threat DC	Hit DC	DR	Vigor	Vigor Dice
11	21	4	9	2d8

Wound Thresholds
Morale	Injury	KO	Death
1-2	3-5	6-11	12+

Control Thresholds
Grab	Grapple	Restr.	Incap.
1-3	4-6	7-12	13+

Proficiency: +2   **Passive Perception:** 12

Skills: Deception +8, Insight +5, Persuasion +8

Languages: any two languages.

Actions

Rapier. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 1d8+1 piercing damage.

Grapple. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 1d8 control damage.

Reactions

Parry. The noble adds 3 to its Hit DC against one melee attack. To do so, the noble must see the attacker and be wielding a melee weapon.

Scout

Scouts are hunters and trackers who offer their services for a fee. Most hunt wild game, but a few work as bounty hunters, serve as guides, or provide military reconnaissance. These scouts are not elite troops, but rather folks that have some fighting experience and a reputation for alertness.

Scout
CR: 1/2 (100 XP)

Medium humanoid (any race), any alignment,
Speed 30 ft.

STR	11	0
DEX	14	+2
CON	12	+1
INT	11	0
WIS	13	+1
CHA	11	0

Defenses
Threat DC	Hit DC	DR	Vigor	Vigor Dice
12	22	1	16	3d8+3

Wound Thresholds
Morale	Injury	KO	Death
1-3	4-6	7-12	13+

Control Thresholds
Grab	Grapple	Restr.	Incap.
1-3	4-6	7-13	14+

Proficiency: +2   **Passive Perception:** 15

Skills: Nature +4, Perception +5, Stealth +6, Survival +5

Languages: any one language (usually Common)

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

Actions

Multiattack. The scout makes two melee attacks or two ranged attacks.

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

Longbow. Ranged Weapon Attack: +4 to hit, ranged 150/600 ft., one target. Hit: 1d8+2 piercing damage.

Grapple. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 1d8 control damage.

Thug

Chosen for their brawn and might, thugs are found in every corner of the world. They make their way by strength of arm, working strictly for money. Thugs are ruthless enforcers skilled at intimidation and violence. Capable fighters, they make poor warriors, relying on brutality, ferocity, and intimidation rather than tactics and technique.

The real problem with thugs? There's never just one of them. They travel in groups at the behest of a leader that views a club to the knee as a valid persuasion tactic.

Thug
CR: 1/2 (100 XP)

Medium humanoid (any race), any non-good alignment,
Speed 30 ft.

STR	15	+2
DEX	11	0
CON	14	+2
INT	10	0
WIS	10	0
CHA	11	0

Defenses

Threat DC	Hit DC	DR	Vigor	Vigor Dice
10	20	1	32	5d8+10

Wound Thresholds

Morale	Injury	KO	Death
1-4	5-8	9-16	17+

Control Thresholds

Grab	Grapple	Restr.	Incap.
1-3	4-7	8-15	16+

Proficiency: +2   Passive Perception: 10

Skills: Intimidation +2   **Languages:** any one language (usually Common)

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

Actions

Multiattack. The thug makes two melee attacks.

Mace. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 1d6+2 bludgeoning damage.

Heavy Crossbow. Ranged Weapon Attack: +2 to hit, range 100/400 ft., one target. Hit: 1d10 piercing damage.

Grapple. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 1d10+2 control damage.

Veteran

Veterans are professional fighters that take up arms for pay or to protect something they believe in or value. Their ranks include soldiers retired from long service and warriors who never served anyone but themselves. They are experienced, dangerous fighters.

They are also known as vigamaðr or drengr, these veterans make up the lion's share of a noble's huskarls (household troops).

Veteran
CR: 3 (700 XP)

Medium humanoid (any race), any alignment,
Speed 30 ft.

STR	16	+3
DEX	13	+1
CON	14	+2
INT	10	0
WIS	11	0
CHA	10	0

Defenses

Threat DC	Hit DC	DR	Vigor	Vigor Dice
10	20	7	58	9d8+18

Wound Thresholds

Morale	Injury	KO	Death
1-4	5-8	9-17	18+

Control Thresholds

Grab	Grapple	Restr.	Incap.
1-4	5-8	9-17	18+

Proficiency: +2   Passive Perception: 12

Skills: Athletics +5, Perception +2   **Languages:** any one language (usually Common)

Actions

Multiattack. The veteran makes two longsword attacks. If they have a long seax drawn, they can also make a long seax attack.

Longsword. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 1d8+3 slashing damage, or 1d10+3 slashing damage if used with two hands.

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

Heavy Crossbow. Ranged Weapon Attack: +3 to hit, range 100/400 ft., one target. Hit: 1d10+1 piercing damage.

Grapple. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 1d10+3 control damage.

Undead

The undead are creatures standing astride the realms of life and death, with attributes of both. They are animate, and some possess keen intellect and deep magical powers. They live; some even breathe.

They have stepped beyond the circle of life and death. Perhaps they spurned the attention of a Valkyrie, or employed vile sorceries to preserve some semblance of life and the appetite for power that drove them to such deeds.

Other undead did not rise willingly, but are trapped by deeds yet uncompleted and a will strong enough to bind them to Etera until those tasks are done. Still others are remnants and creations of the leyferðs and the Shattering—animated by powerful magical forces and genius loci, these accidents cause great harm.

Not all are evil, but in the eyes of the Aesir, undead are to be pitied, hated, and put to rest. The undead treated here are some of the weakest found in Etera, and much, much more powerful creatures, from the bloðþrysta to the dreaded draugr, walk the land.

Ghouls

Ghouls are undead formed when a creature willingly feeds on, and enjoys, the flesh of other intelligent creatures. The ghoul is sustained, but never nourished, by the consumption, and lives for eternity so long as it can feed. Ghouls pursue living creatures to create such food if they must; carrion will do, but isn't desirable.

Ghouls resemble bloated and starving humanoid creatures. They carry the stench of rotting flesh, and their hairless, sagging skin has an oily pallor. They have long, distorted hands with claws or claw like appendages. Ghouls derived from those lost or drowned at sea are puffy and eternally waterlogged instead of saggy.

These creatures emerge in locations that have been depopulated due to starvation, as the temptation to indulge in the only available food supply becomes irresistible. They take up residence or swarm around recently-populated burial mounds or bogs where corpses were disposed. The tendency for the recently-dead to attract ghouls and other undesirable creatures is responsible for the custom of burning the dead in Torengar.

The ghoul is animated and driven by its hunger, and attacks any living creatures that it encounters unless it has recently fed. While not weakened by sunlight, they move around during the night. Ruins with many shadows are a good compromise, as are long-forgotten barrow complexes. And dungeons.

Ghouls engage in limited pack tactics—usually involving picking out a single target and trying to swarm it.

Ghoul

CR: 1 (200 XP)

Medium undead, chaotic evil,
Speed 30 ft.

STR	13	+1
DEX	15	+2
CON	10	+0
INT	7	-2
WIS	10	+0
CHA	6	-2

Defenses

Threat DC	Hit DC	DR	Vigor	Vigor Dice
12	22	0	22	5d8

Wound Thresholds

Morale	Injury	KO	Death
1-2	3-5	6-11	12+

Control Thresholds

Grab	Grapple	Restr.	Incap.
1-3	4-7	8-15	16+

Proficiency: +2 **Passive Perception: 10**

Immunities: poison, charmed, exhaustion, poisoned

Senses: darkvision 60 ft.
Languages: Common

Actions

Bite. Melee Weapon Attack: +2 to hit, reach 5 ft., one creature. Hit: 2d6+2 piercing damage.

Claws. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 2d4+2 slashing damage. If the target is a creature other than an elf or undead, it must succeed on a DC 10 Constitution saving throw or be **paralyzed** for 1 minute. The target repeats the saving throw at the end of each of its turns, ending the effect on a success.

Haturljós

A haturljós is all that remains of an angry, violent spirit—usually a vaettr destroyed in body but not extinguished by fire and sunlight. They haunt old battlefields and are sensitive to collections of treasure, hoping to prey on the lives of those that come to claim it. They remain near a particular area, and if driven away in combat, hide until the threat is gone, then return.

When a haturljós chooses to appear, it shows as a pearly, flickering flame of nearly any color, and emits light at the haturljós's whim. Most of the time it is invisible, approaching a potential target and attacking from behind, at which point it cannot conceal its light.

A haturljós is utterly malicious. It stalks its prey and strikes from surprise, shocking the foe until it is **incapacitated**. Once the foe is **unconscious**, it drains the target of life while getting stronger. A haturljós attacks one target at a time, attempting to kill each in turn.

Haturljós
CR: 2 (450 XP)

Tiny undead, chaotic evil,
Speed 0 ft., fly 50 ft. (hover)

STR	1	-5
DEX	28	+9
CON	10	0
INT	13	+1
WIS	14	+2
CHA	11	0

Defenses

Threat DC	Hit DC	DR	Vigor	Vigor Dice
19	29	0	22	9d4

Wound Thresholds

Morale	Injury	KO	Death
—	1	2	3+

Control Thresholds

Grab	Grapple	Restr.	Incap.
1	2	3-5	6+

Proficiency: +2 **Passive Perception:** 12

Resistances: acid, cold, fire, necrotic, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Immunities: lightning, poison, exhaustion, grappled, paralyzed, poisoned, prone, restrained, unconscious

Senses: darkvision 120 ft.

Languages: the languages it knew in life

Consume Life. As a bonus action, the haturljós can target one creature within 5 feet it sees that has 0 vigor and is still alive. The target must succeed on a DC 10 Constitution saving throw against this magic or take 4d6 wounds. The haturljós gains half this amount in temporary vigor if the target remains alive, or the full amount if the attack kills the creature.

Ephemeral. The haturljós can't wear or carry anything.

Incorporeal Movement. The haturljós moves through other creatures and objects as if they were difficult terrain. It takes 1d6 force damage if it ends its turn inside an object.

Variable Illumination. The haturljós can shed bright light in up to a 20-foot radius and dim light for an additional number of feet equal to the chosen radius. The haturljós can alter the radius as a bonus action.

Actions

Shock. Melee Spell Attack: +4 to hit, reach 5 ft., one creature. Hit: 1d8 lightning damage.

Invisibility. The haturljós and its light magically become invisible until it attacks or uses Consume Life, or until its concentration ends (as if concentrating on a spell).

Raiður

Where a vaettr is the near-berserk corpse of a fallen warrior, a raiður is the malevolent spirit of a former spellcaster. The magic of a landvaettr combines with the dying spellcaster's rage and internal magic, destroying the soul and congealing to form the shadow-killer: the raiður.

Raiðurs appear as shadows-with-form, usually dark, inky colors of black, purple, and the dark red of drying blood. When they move, they billow like smoke, leaving a trail of withered life behind.

They are drawn to wherever there is life to be taken, and travel by night from place to place. They do not avoid settlements, and indulge in the systematic destruction of all life—humanoid and beast—in a village or town if allowed to do so. When encountered, a raiður frequently has 1d8–1 liefars present from prior encounters—this makes defeating them a significant challenge for unprepared groups.

Raiðurs are violent and hungry for destruction. They attack directly, but with cunning—they fade in and out of natural barriers, draining targets of life until they die. It creates liefar out of fallen combatants.

Raiður

CR: 5 (1,800 XP)

Medium undead, neutral evil,
Speed 0 ft., fly 60 ft. (hover)

STR	6	-2
DEX	16	+3
CON	16	+3
INT	12	+1
WIS	14	+2
CHA	15	+2

Defenses

Threat DC	Hit DC	DR	Vigor	Vigor Dice
13	24	0	67	9d8+27

Wound Thresholds

Morale	Injury	KO	Death
1-3	4-7	8-14	15+

Control Thresholds

Grab	Grapple	Restr.	Incap.
1-2	3-4	5-9	10+

Proficiency: +3   **Passive Perception:** 12

Resistances: acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Immunities: necrotic, poison, charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses: darkvision 60 ft.

Languages: the languages it knew in life

Incorporeal Movement. The raiður move through other creatures and objects as if they were difficult terrain. It takes 1d6 force damage if it ends its turn inside an object.

Sunlight Sensitivity. While in sunlight, the raiður has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Life Drain. Melee Weapon Attack: +6 to hit, reach 5 ft., one creature. Hit: 2d8+1 necrotic damage. The target must succeed on a DC 14 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Create Liefar. The raiður targets a humanoid within 10 feet that died violently and has been dead for no longer than 1 minute. The target's spirit rises as a liefar in the space of its corpse or in the nearest unoccupied space. The liefar is under the raiður's control. The raiður can have no more than seven liefars under its control at one time. Killing the liefar destroys the original spirit; killing the raiður frees the liefar.

Liefar

Treat a liefar as a lesser raiður, with the following alterations: STR 1; DEX 14; CON 11; INT 10; WIS 10; CHA 11. It has Threat DC 12, Hit DC 24, a Wound Maximum of 6. It's life drain attack is +4 to hit and only does 1d8+1 necrotic damage. It cannot create other liefar.

Skeletons

Malevolent animations of violence and evil, skeletons are either purposefully created, or arise when a powerful magical force, such as the landvaettir of a broken leyferð, takes up residence underneath the site of a battlefield.

Skeletons are dead corpses of which only the bones remain. The dark magic that creates skeletons strips any remnants of flesh.

Other creatures, such as bull-men (nautamaðr) and horses, may also be created as skeletons. Use nautamaðr stats for large creatures, and warhorse stats for large quadrupeds.

The skeletons go where they are told, and remain in any structure or area if commanded to do so. If they arise naturally, on a battlefield for instance, they lie dormant until they sense a cluster of living beings nearby. Then they rise to create more of their own by killing the living.

Skeletons are used by (evil and unholy) spellcasters as soldiers, servants, and laborers. They carry out their instructions with precision, employing slow but reliable problem-solving skills to avoid challenges and obstacles. They will attack any living things that are not exempted from such treatment by their master (if the skeletons self-form, they will simply attack). They attack until destroyed, and use formation tactics if they knew them in life.

Skeleton

CR: 1/4 (50 XP)

Medium undead, lawful evil,
Speed 30 ft.

STR	10	0	Defenses				
			Threat DC	Hit DC	DR	Vigor	Vigor Dice
DEX	14	+2	12	22	1	13	2d8+4
CON	15	+2	Wound Thresholds				
INT	6	-2	Morale	Injury		KO	Death
WIS	8	-1	1-3	4-7		8-15	16+
CHA	5	-3	Control Thresholds				
			Grab	Grapple		Restr.	Incap.
			1-3	4-6		7-12	13+

Proficiency: +2	Passive Perception: 9

Immunities: poison, exhaustion, poisoned

Senses: darkvision 60 ft.

Languages: understands all languages it knew in life, but can't speak

Actions

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

Shortbow. Ranged Weapon Attack: +4 to hit, range 80/320 ft., one target. Hit: 1d6+2 piercing damage.

Skuggi

A skuggi is the undead shadow of a creature killed by magic under fortuitous circumstances—a creature killed at dusk by magical flame as a new moon rises for example. New skuggar are also created by the life-drain ability of an existing skuggi.

The skuggi appears as a dark shade, vaguely resembling the creature from which it was created. It can alter its shape just enough that it sometimes hides as the shadow of a potential victim. Skuggar favor torchlight, with its ever-shifting flicker, for this reason.

Skuggar seek subterranean constructions or ruins with many fallen stones and angles. While it is weaker in sunlight, it is not injured by it, and can flit from shady place to shady place in full daylight if needed.

A skuggi is a malevolent entity, stalking and killing any that cross its path. It is particularly drawn to those untainted by evil, attacking those of lawful good alignment first. It hunts purely on instinct, but may flee if hit with radiant damage (to which it is vulnerable).

Skuggi

CR: 1/2 (100 XP)

Medium undead, chaotic evil,
Speed 40 ft.

STR	6	-2
DEX	14	+2
CON	13	+1
INT	6	-2
WIS	10	0
CHA	8	-1

Defenses

Threat DC	Hit DC	DR	Vigor	Vigor Dice
12	22	0	16	3d8+3

Wound Thresholds

Morale	Injury	KO	Death
1-2	3-5	6-11	12+

Control Thresholds

Grab	Grapple	Restr.	Incap.
1-2	3-4	5-8	9+

Proficiency: +2 **Passive Perception:** 10

Skills: Stealth +4 (+6 in dim light or darkness)

Resistances: acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from non-magical attacks

Immunities: necrotic, poison, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses: darkvision 60 ft.

Amorphous. The skuggi can move through a space as narrow as 1 inch wide without squeezing.

Shadow Stealth. While in dim light or darkness, the skuggi can take the Hide action as a bonus action.

Sunlight Weakness. While in sunlight, the skuggi has disadvantage on attack rolls, ability checks, and Saving Throws.

Actions

Strength Drain. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 1d6+1 necrotic damage, and the target's Strength score is reduced by 1d4. The target dies if this reduces its Strength to 0. Otherwise, the reduction lasts until the target finishes a short or long rest.

If a non-evil humanoid dies from this attack, a new skuggi rises from the corpse 1d4 hours later.

Vaettr

A vaettr is the restless corpse of a warrior animated by blood-lust and hatred. The vaettr is created when a warrior is so fond of killing, maiming, and fighting without a good cause, that upon its death the Valkyries not only reject the spirit, but deny its passage to Hel. Clinging to its lust for violence, it rises each night to claim more victims.

They are typically withered husks of fallen warriors, but with plenty of flesh remaining. They do not rot naturally, nor do they heal. The wounds taken in life (and in undeath) lie gaping upon them. They are grey-colored, with tattered, wispy hair. Many wear armor made of scavenged pieces—treat the DR as half its usual value.

Not all vaettr are human, and it is not uncommon to encounter a mix of eðlafólk and human vaettr on long-forgotten battle-fields.

These restless dead dwell in ancient burial mounds during the day. They know instinctively how far from their barrow-home they may roam at night until they must return to avoid the rising sun.

Vaettr rise at twilight and roam freely at night, searching for new fights and new death. They attempt to kill anything living, drawn to warriors first, seeking to add new corpses to their own throng.

Vaettr are intelligent and angry. They cannot be bargained with. They employ tactics befitting their weaponry, and engage in ambushes and withdrawals. A vaettr failing a morale check withdraws, but does not flee. When attacking in groups, if one begins to withdraw, make a check for the rest. If multiple vaettr fail such a check, they engage in a fighting withdrawal, fading back towards their barrow-home and regrouping. They then attack again, changing tactics if needed.

Vaettr are determined, dangerous fighters, and keep coming at a party until the vaettr are destroyed. Destruction of the vaettr is most frequently and most effectively accomplished by burning them in daylight. Vaettr destroyed in body, but whose spirit is not quenched by daylight fire, rise as haturljós.

If a vaettr that has amassed a retinue of zombies is killed, the zombies head off in random directions. If they encounter a living creature, they attack it. Wandering zombies continue this behavior until they are destroyed.

VAETTR

CR: 3 (700 XP)

Medium undead, neutral evil,
Speed 30 ft.

			Defenses				
STR	15	+2	Threat DC	Hit DC	DR	Vigor	Vigor Dice
DEX	14	+2	12	22	1-3*	45	6d8+18
CON	16	+3		Wound Thresholds			
INT	10	0	Morale	Injury	KO		Death
WIS	13	+1	1-4	5-9	10-18		19+
CHA	15	+2		Control Thresholds			
			Grab	Grapple	Restr.		Incap.
			1-4	5-8	9-17		18+

Proficiency: +2	Passive Perception: 13

Skills: Perception +3, Stealth +4

Resistances: necrotic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Immunities: poison, exhaustion, poisoned

Senses: darkvision 60 ft.

Languages: the languages it knew in life

Sunlight Sensitivity. While in sunlight, the vaettr has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The vaettr makes two longsword attacks or two longbow attacks. It can use its Life Drain in place of one longsword attack.

Life Drain. Melee Wounding Spell Attack: +4 to hit, reach 5 ft., one creature. Hit: 1d6+2 necrotic damage. The target must succeed on a DC 13 Constitution saving throw or its Wound Maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its Wound Maximum to 0.

A humanoid slain by this attack rises 24 hours later as a zombie under the vaettr's control, unless the humanoid is restored to life or its body is destroyed. The vaettr has no more than twelve zombies under its control at one time.

Broadsword. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 1d8+2 slashing damage.

Longbow. Ranged Weapon Attack: +4 to hit, range 150/600 ft., one target. Hit: 1d8+2 piercing damage.

Grapple. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 1d12+2 control damage.

ZOMBIES

Zombies are shambling, clumsy, and have barely enough cognitive or animating function to move. They are frequently created as hordes for fell purposes, or as mindless labor for an inevitably-wicked purpose.

They are created from bloated or haggard corpses, with whatever wounds or diseases the deceased had in life. They are only capable of following the most basic instructions.

Zombies have no "natural" habitat—they are always created purposefully (vaettr create zombies by killing foes).

These creatures are mindless servants, not acting unless instructed to do so. When ordered to attack (or predisposed to do so by prior instructions), they take the most direct, obvious route to a target, regardless of impediments or terrain. If this results in a zombie walking off a ledge or clawing futilely at a victim it cannot reach due to an intervening obstacle, the zombie does not take action to avoid the barrier unless instructed by a more capable mind. A disarmed zombie will not stoop to recover a lost weapon.

ZOMBIE

CR: 1/4 (50 XP)

Medium undead, neutral evil,
Speed 20 ft.

			Defenses				
STR	13	+1	Threat DC	Hit DC	DR	Vigor	Vigor Dice
DEX	6	-2	8	18	0	22	3d8+9
CON	16	+3		Wound Thresholds			
INT	3	-4	Morale	Injury	KO		Death
WIS	6	-2	1-4	5-8	9-17		18+
CHA	5	-3		Control Thresholds			
			Grab	Grapple	Restr.		Incap.
			1-2	3-5	6-11		12+

Proficiency: +2	Passive Perception: 8

Immunities: poison, poisoned

Senses: darkvision 60 ft.

Languages: understands the languages it knew in life but can't speak

Undead Fortitude. If damage reduces the zombie to 0 vigor, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Actions

Slam. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 1d6+1 bludgeoning damage.

Grapple. Melee Weapon Attack: +3 to hit, reach 5 ft., one creature. Hit: 1d8+1 control damage.

AppendX

The AppendX is filled with options. Many offer additional complexity: Weigh this against the amount of added fun for both players and GM.

Some of these rules change game balance—only introduce them at the beginning of a campaign. Others add nuance or detail.

Facing and Flanking

Characters are assumed to be aware they're in dangerous environments, and maintain that awareness such that they can detect any reasonably open threat. They may also freely adjust their orientation and facing sufficiently to meet those threats during each combat round.

That's not the only way to play it, though. Things can get more interesting on a map table where more detailed situations can be resolved simply by looking at the tokens used for the characters.

Facing

The direction a creature's "front," is pointing—assuming it has one—is referred to as its facing. Humanoids and most natural creatures have a preferred orientation, into which its senses are directed, its head (and specifically, its eyes) most naturally points, and where its limbs easily reach.

The "front" of a creature is the arc most easily attacked into and defended against. See the illustration for Front (ᚨ), Side (ᚺ), and Rear (ᚱ) arc definitions.

A creature has disadvantage if attacking into its side or rear arcs. It is attacked from those same arcs with advantage. It also has disadvantage on perception checks (or -5 to passive perception) when resolving such against a target that is not in its front arc.
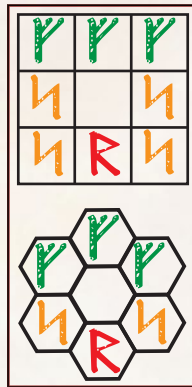
Flanking

In theater-of-the-mind style combat, it is assumed that any two creatures can "flank" another. For map-driven combat, a target is considered "flanked" if it is being attacked from the side or rear arc by at least one enemy.

Simply being attacked by multiple creatures is not enough— the attack must originate from the proper arc. Having three foes in your three front squares or hexes? That's fine—you're outnumbered but not flanked.

Shoulder-to-Shoulder

If two combatants wish to form a "line of battle" and guard each other's flanks, they can do so. On a character's turn, if he moves adjacent to a friendly creature, he may request to form a battle line. If the other creature agrees, then they are only considered flanked in theater of the mind combat if they are collectively outnumbered: instead of being beset by two enemies, they together must be attacked by three or more. This lasts until one of them breaks formation.

This comes with a price: the pair are never considered to be flanking other creatures (they count as one creature when tallying up how many adversaries are attacking them) any movement they do together is considered through difficult terrain. Opportunity attacks and other reactions that don't violate the prior two conditions are still fair game.

Shield Size and Type

The rules emphasize the medium shield, which is assumed to be a classic buckler-gripped round shield, or perhaps a kite shield, and provides half-cover. Such a beast weighs 5-10 lbs, and is about seven square feet in area.

There are many other shield types, and if the players and GM want to indulge in the extra detail, the list of shields can be expanded as follows.

Buckler. This shield may be constructed of heavy leather, wood with a facing or lining, or is one of the rare shields that is commonly constructed entirely of metal. It is gripped with

one hand in the center, and is 12-18" in diameter. Anything less than about 2 square feet is probably best represented as a buckler. If metal, they would be roughly 1/16 to 1/20" thick; if wooden they would only be ¼" or so.

Small Shield. These represent "heater" type shields and other similar construction and geometry. They tend to be perhaps 30" tall and perhaps 20" wide, but anything from 2-4 square feet qualifies as a small shield. They tended to wooden construction, sometimes faced with thin metal, and were about 1/3 of an inch thick if wooden. All-metal shields would be expensive and rare (see Reinforced Shields, below).

Medium Shield. The standard protective shield in Torengar is a circular shield with a metal "boss," which protects the hand with about a pound of iron or steel. The remainder of the shield is from 28" to perhaps as much as 36" in diameter, sized to the warrior. The wooden construction is about 1/3" to ¼" average thickness, and the shield is gripped like a buckler. Other types exist, such as "kite" shields or "targe" shield which are of similar surface area (the kite shield tends to be tall and narrow) but are instead strapped to the arm rather than gripped. Shields of 5-9 square feet of surface area are medium shields. If planted as an obstacle or used to hide behind, it provides half-cover.

Large Shield. Not quite a piece of siege equipment, these massive protective devices are tall (40-50") and wide (30-45") and the wider they are, the more they tend to curve around the warrior, perhaps with as much as a foot of curvature. The Roman shield called the scutum is the classic example. They are heavy and meant to be used in formation, which is why the high Strength score is acceptable—they're not meant for sprinting. Anything from 9-14 square feet is considered a large shield. If planted on the ground as an obstacle, it can be considered to provide three-quarters cover.

Siege Wall. Not listed on the **Shield Types** table, but anything larger than about 14 square feet is more properly cover, not a moveable shield. Such a structure will provide total cover, but cannot be wielded as a shield or used for an active defense.

Shield Proficiency. Only those proficient with shields know how to use them effectively. If you do not have proficiency with a shield, you still claim the Threat DC boost, but you may not use the shield for active defenses (converting potentially damaging wounds to vigor). You also have disadvantage on any ability check, saving throw, or attack roll that involves Strength or Dexterity, and you can't cast spells.

Classes proficient with shields may be proficient with any single shield size type, plus one additional size with a Max DEX Bonus equal or better to the heaviest armor they can wear.

Example: A berserker may choose any shield type, but since they cannot wear armor, they can't choose a second size. Fighters are proficient with any armor; they have free choice of sizes. A cleric proficient with medium armor may choose any size for their primary proficiency, plus a second that is Medium or smaller.

Strength. Shields tend to be much heavier than typical weapons. If the wearer's Strength score is lower than the figure listed in the Strength column, he has disadvantage on Dexterity rolls (including saving throws) and his speed drops by 10 ft.

Stealth. If the **Shield Types** table shows "Disadvantage" in the Stealth column, the wearer has disadvantage on Dexterity (Stealth) checks.

Magical Armor Protection. Magical shields increase your Threat DC by their bonus: They make you more difficult to hit. The bonuses from a magical shield also signal the potency of the enchantments on the armor, and may provide protection versus spells and attacks that lesser armors would not. Add the bonus from a magical shield to its threshold for penetration: a +2 medium shield (usually with a 5 point damage threshold) will only suffer a penetration if it absorbs more than 7 points of damage.

Damage Reduction (DR). The Damage Resistance for shields is the damage absorbed by the shield before suffering a "hit."

Shield Types

Shield	Cost	DR	Threat DC	Max DEX Bonus	Strength	Stealth	Weight
Buckler	25 sp	5	+0	DEX	4	—	2 lbs
Small	5 gp	5	+2	DEX	7	—	6 lbs
Medium	10 gp	5	+4	1/2 DEX	10	Disadvantage	10 lbs
Large	20 gp	5	+8	1/4 DEX	18	Disadvantage	20 lbs

Three hits destroy a shield. It is related to the construction and thickness of the shield, not the surface area, which is why the larger shields are the same DR as smaller ones.

Max Dexterity Bonus. The larger the shield, the more that footwork is limited relative to the large boost in Threat DC provided by the shield's cutting off attack angles. Lighter shields have no limits on the bonus given to Threat DC for Dexterity. Medium shields still gain a bonus, but it is limited to half the usual Dexterity modifier, rounded down (so a Dexterity modifier of +5 is cut in half to +2). Medium shields qualify as medium armor where it would matter. A large shield is treated as heavy armor, and quarters any Dexterity modifier, which means that up to a +3 bonus gives no boost to Threat DC, and bonuses of +4 to +7 would only give +1. Dexterity penalties are not impacted by this—they still hurt as much as ever. A barbarian may use up to a medium shield and still gain class-related benefits that accrue based on wearing no armor and carrying a shield, but large shields tend to be the realm of formation fighting, and do not qualify.

Shield Construction

Any of the above shields may (optionally!) be reinforced, which is to say made of thicker or stronger materials. A reinforced shield, if available, must usually choose between the following two options.

Light. A shield may be made thinner, either overall or by tapering. This requires more work by the artisan. DR, weight, and the Strength requirements are halved (round up), and cost doubles.

Thick. The shield is simply made of more material of the same type and quality as regular shields. The DR increases to 7, cost doubles, and the Strength and Weight are multiplied by ×1.5.

Improved Construction. The shield is made of higher quality materials than usual. Cost increases by 10×, DR is multiplied by ×1.5, but all the other statistics remain the same.

Light may not be combined with thick, but either may be combined with Improved Construction.

Weapon Heft

By and large, any regular attack may be countered by a defender using unarmed active defenses or by any weapon. It is perfectly possible to deflect an attack by a halberd using your bare hands, in the regular rules.

Simple, but if that strains belief, consider a hierarchy in weapon heft for melee weapons, and disallow defending with a weapon that is three or more die-types lower than the weapon being used to attack. So a greatclub (1d8) cannot be parried unarmed (1 point) but can be parried with a 1d4 weapon or greater. A

greatsword (2d6) or greataxe (1d12) can be parried with a 1d10 or a 1d8 weapon, but not a 1d6 weapon or lower.

Treat light shields as 1d6 weapons, medium shields as 1d8 weapons, and heavy shields as 1d10 weapons using this concept.

If you have a feat or feature that lets you do martial arts damage, your limbs count as weapons that do damage equal to your martial arts damage, so a high-level martial artist can indeed parry a greatsword unarmed!

Dex and Str in Combat

Dragon Heresy uses a very broad shorthand for combat skills. That which is thrown or swung or thrust is based on Strength for both attack rolls and damage rolls. That which is shot or may be finessed will use Dexterity for both accuracy and damage. Those are both playable abstractions.

For those that wish to do things differently, consider making Dexterity the generic "hit properly" modifier, while Strength is the "hit hard" ability. This alters greatly the value of assigned attributes, and this rule should only be introduced at the beginning of a campaign.

Melee Combat

In hand-to-hand combat with weapons or striking unarmed, this means that one will always be rolling 1d20 + Dexterity modifier + Proficiency to hit, and the damage roll is always

based on the weapon's innate damage die plus the Strength modifier.

Finesse Weapons. Since the ability to use Strength or Dexterity for the attack roll is gone, finesse piercing weapons increase the critical threshold by half their Dexterity bonus (rounded down), just as ranged weapons do. Using this variant, the long seax base damage drops to 1d4, and the rapier drops to 1d6. The scimitar just becomes a light slashing weapon and loses the finesse property.

Ranged Combat

Bows and crossbows already use Dexterity to hit. What changes is that each particular bow has its own Strength rating. Furthermore, the damage rating of all weapons with the ammunition properly has their die type drop by one (1d10 to 1d8, 1d6 to 1d4; 1d4 drops to 1d2, however), but the Strength bonus of the bow is added to the damage assuming that the wielder has at least that bonus. If the bow is too strong for the user, it does half rolled damage and the range is cut in half.

Example: a longbow used to be a 1d8 weapon. It is now treated as "a STR 17 longbow," with a damage rating of 1d6+3 (the bonus for Strength 17).

Crossbows. Because a crossbow takes a while to load and can be held drawn with a mechanical device, it can be almost arbitrarily strong. Define the Strength of a crossbow as you like (want a Strength 30 heavy crossbow with 1d10+10 damage? Have one.), but it takes two full turns to reload for each point by which the strength modifier of the bow exceeds the strength bonus of the user. So it will take six full turns for a ST 24 (+7) barbarian to reload that Strength 30 (+10) heavy crossbow. If the Strength modifier of the crossbow is equal to that of the user, it takes a single turn. If the user's Strength modifier is greater than the bows, it can be reloaded in one action.

Grappling

When trying to establish a grapple, as for melee combat, use Dexterity as the basis for the hit roll, but only add proficiency if the attacker has Athletics (regardless of the basis using Strength or Dexterity). The defender may use the better of Strength- or Dexterity-based Athletics, or Dexterity-based Acrobatics to avoid the initial grapple. Control Points rolls are based on the Strength modifier, as always.

Once a grapple has been established, however, the attacker may use the best of Strength or Dexterity when making an attack roll using the Athletics proficiency.

Armor Encumbrance Slots

In real life and in fiction, it is possible for trained, athletic warriors to run, dodge, swim and even do cartwheels in heavy armor. Even so, carrying too much weight—even in the form of a backpack or sack—will alter your balance, tire you out, and sap your skill.

Instead of tracking the precise weight of your inventory, you have three sets of encumbrance slots, each with a number of slots equal to your Strength score. You cannot carry items in the second set until the first set is full, you cannot use the third set before the second is full, and you cannot carry anything more than three sets of items.

Encumbrance Impact

If you carry any items in your second set of slots, you are encumbered: your speed drops by 10 feet. If you carry any items in your third set of slots, you are heavily encumbered: your speed drops by 20 feet and you have disadvantage on ability checks, attack rolls, and Strength, Dexterity, and Constitution saving throws.

Calculating Slots

Each slot can hold one single item of up to 5 pounds in weight, such as one-handed weapon or torch.

Two-handed weapons (with the exception of the shortbow) and shields occupy two slots each. The pike and heavy crossbow each occupy four slots! You can fit as many identical or miscellaneous items as you wish in any single slot, provided the combined weight does not exceed 5 pounds. Two hundred and fifty standard coins occupy one slot. Heavier items take one slot for each 5 pounds of weight (round up).

The number of slots for armor is based on its DR (if you are proficient) or one slot for each five pounds of weight (if you are not). Add to this base value an additional slot for light armor, two for medium, and three for heavy whether proficient or not.

Strength, Dexterity, and the Armor table

When you use this variant, ignore the Strength and DEX Bonus columns of the **Armor** table. When determining the Dexterity modifier to your Threat DC, your bonus is limited to the number of empty slots you have in your first set of encumbrance slots. If you have a +4 modifier, but only three empty slots on the first set, you get a +3 bonus to your Threat DC. If you have no empty slots in the first set, you cannot add your Dexterity modifier to your Threat DC.

GLOSSARY OF COMMON TERMS

The following list gives terms in Common Runic, their pronunciation, and a brief description of the word or phrase's meaning.

Common Runic	Pronunciation	Notes
Aesir	EYE-sir	The collective for the Norse-inspired gods of Etera
Aldurverk	AHL-dur-verk	Age project. The task completed and judged for dwarves to be certified as adults
Algiz	AHL-geez	**Rune.** Protection. Runes have many meaning.
Ansuz	AHN-suss	**Rune.** Knowledge and Wisdom. Woden's rune. Runes have many meanings.
Arnulf	AHR-nulf	A realm to the south of Torengar with an itinerant court. Modeled after Carolingian France.
Às a ciall	AHZ-ah-Key-al-thull	The insane ones. Winterfae faction responsible for the Heresy of creating the High Elves, and more
Audreyn	aw-DRAIN	Dwarf queen of Reiður Island before the formation of Torengar
Barakthel	BAHR-ak-thel	Dwarf king of Reiður Island before the formation of Torengar
Braethralag	BREYE-dthra-lach	**Brotherhood.** The loose organization of Torengur who worship a common Aesir in a settlement
Brionnu	BREE-own-new	A realm to the south of Torengar organized by parishes. Very involved with craft and trade with the dwarves. Celtish model.
Brousha/ Broushan	BREW-shah/-shun	The realm immediately to the south of Torengar. Divided into five "families," extended corporate clans. Also called "The Thief Kingdom."
Iðn skuldabref	EDTH-in SKYLL-da-bryef	The dwarven craft-bond is a relationship between those that share a common craft. It is considered on the same level as a brother-sister relationship among humans
Donnar	DOHN-nar	An Aesir. Paragon of the Storm Domain. Thor.
Dreki	DREH-key	The Torengur name for the true dragons
Drekidrottning	DREH-key DROT-ning	Dragon Queen
Eðlafólk	EYE-dth-la-folk	Lizard folk; servitors and warriors for the true dragons
Einherjar	EYEN-her-yarr	The chosen slain that will do battle alongside Woden at Ragnarok; Woden's army
elfàrd	ELF-ahr	High elves
Etera	Eh-TERR-ah	The world of **Dragon Heresy**
Fae	FAYE	Creatures of a kind to the Winterfae and Alfar; of fae descent
Fiðrildar	FIDTH-ril-dahr	Lesser dragonkin; "leg-lizards." Kobolds.
fjolskyldan kennara	FYOHL-skill-dun KEN-nahr-rah	The teacher's family of dwarves; a band of dwarves that share a common craft and, more importantly, teacher
Fraeðiskald	FREYE-dthi-scald	A poet and storyteller who has deeply studied lost lore, history, and the pursuit of knowledge
Galdureiði	GAHL-duhr-raedth-ee	A berserker path. The Path of Angry Power.
Guðbaen	gudth-bayn	God's Pawn. The name for a person touched by the Aesir with guidance to fulfill a necessary task.
Hajarls	hah-yarls	The high lords of Torengar, the highest of which is the king.
Heimdallr	HEYM-dahller	Guardian of Bifrost, patron of protection and warding.
Herra	AIR-rah	A noble that is the equivalent of a major of a town or cluster of small settlements.
Hofvarpnir	Hoff-varp-neer	A flying horse
Huskarls	Hoos-karls	House-freemen, nearly always soldiers or capable combatants (including wizards), that serve a jarl or hajarl personally.
Iðnskald	Edth-in scald	**Craft-master.** These skalds study the making and breaking of items. Even the dwarves respect their knowledge.
Iduna	Eh-DUHN-ah	Lady of renewal, mistress of spring. Patron of the renewal domain.
Inthriki	Inn-THREE-key	A realm far to the west. A blend of cultures of Korea, China, and with much of the history taken from feudal Japan.
Ístyrann	Ice-tear-ahn	Ice devil.
Jarls	Yarls	The chiefs of Torengar; more broadly, a generic term for the noble class, or "folks in charge."
Jarnhuð	Yarn-hudth	**Iron-hide.** A berserker path.
Jera	Yer-ah	**Rune.** Life cycles from birth to death and back again. Runes have many meanings.
Jotunnain	Yoten-ah-in	Giant's River. A river that forms the northernmost border of Torengar. North of the Jotunnain is Tanalor, except in the city of Midgard.
Karls	Karls	Freemen and yeomanry of Torengar. A freeholder, rather than a slave or noble.
kennari	KEN-na-ree	Dwarvish teacher.
Kvangath	K'VALN-goth	The dwarvish pair-bond similar to human marriage, entered into for the purpose of having and raising children
Kvoldomur	K'VOHL-dome-er	**Demon.** Chaotic and evil, the kvoldomur just wish to see the world writhe in agony and suffering for their pleasure
Kvolkonungur	K'VOHL-cone-oon-gur	**Demon-lord.** These mighty beings are not quite as powerful as the Aesir, Archfae, or Elder Dragons, but they want to be.
Lausatok	LAU-sa-tock	A berserker path focusing on grappling, wrestling, and unarmed combat.
Leitha	LAYDTH-hah	A river that flows out of the Frostharrow, through Hafoss and Stutt lakes, and then joins with the Wodenain between Mosfell and Nethanfoss. Forms the southern boundary of the Hunted Lands (Veiddarlond)
Leyferð	LAY-fairdth	A ley-line crossing where powerful enchantments and other magical phenomena are possible, even likely.
Lifsleikni	LEAVES-lake-nih	Life skills. The basic set of skills and abilities imparted during childhood to every dwarf.
Loki	LOW-key	An Aesir given to mischief and chaos, friend to giants and dragons. Paragon of the Fluidity domain.
Merkja	MARE-kyah	The Mark. The physical token born by dwarves noting their teacher and if they've completed their *aldurverk*. The *samthikki* sigil is the mark of adulthood.
Morevel	MORE-ah-vel	A realm to the west of Brousha. Modeled after Macedonian Greece.

Common Runic	Pronunciation	Notes
Nethanfoss	Nedth-hahn-foss	A city that sits at the closest point to Northwatch along the Wodenain river. Marks the southern extent of The Hunted Lands (Veiddarlond).
Neveri	Neh-very	The steppe-dwelling clans who are perpetually raiding southern Torengar.
Nithoggr	Nith-horror	The original name of the great black dragon who now rules over the Grey Marshes; also called Svartadauði, the "black death"
Nylithi	Nih-lidth-eh	**Newcomer.** An acolyte of a clerical order.
Ormur	Orm-er	**Worm.** The crawling, poisonous varities of lindorm.
Othur	Odth-er	The oður ("mad" or "crazy") is a twisted, low-growing flowering shrub found in north Torengar and southern Tanalor. It releases poisonous substances when burned.
Reithur Sea	Raydth-er	The waterway between Barakthel (formerly Reiðr Island) and the contintent is called the Angry Sea.
Riddar	Ridd-ahr	The equivalent of a landed knight, this is the lowest level of nobility in Torengar.
Samthikki	Sahm-theek-ee	Literally "approval," "acceptance," and "consent" in common runic; this mark placed on the *merkja* of a dwarf labels them a fully adult member of dwarvish society
Sannajorth	sahn-nah-yordth	A dwarvish settlement to the northeast of Northpoint, in Tanalor. A staging ground for dwarves of a combative nature to venture into Tanalor to complete a martial *aldurverk*.
Sið	sidth	A type of shark found in the Reiðr Sea. Origin unknown.
Siedr	Cider	An old word for the practice of forbidden magics
Skaði	ska-dthee	The Snow Queen, Mistress of Revenge, Goddess of Winter. A chillingly beautiful Aesir who is the paragon of the Winter domain.
Stedhandel	Steaden-dell	A port city in Brionnu, where a great deal of trade is done with dwarvish merchants.
Storean	Story-ahn	The realm of the elves, on the other side of the Vesturham moutain range from Torengar
Svartaflheim	Svart-ulf-heym	The shadow-dimension of the Winterfae and Alfar. Dark-elf-home.
Taggit	TAG-it	A berry-producing plant whose leaves and berries are quite toxic. Ground into an oily paste, Taggit is a very deadly poison.
Takn	TAH-ken	Token or key.
Tanalor	TAH-nah-lore	The former heart of the empire of the dragon queens

Common Runic	Pronunciation	Notes
Thegns	Theyns	A particularly well-respected or wealthy karl. The word conveys a sense of personal power and influence and is a descriptor, rather than a title.
Thurisaz	Thur-is-ahz	**Rune.** Dynamic power to protect. Donnar's rune. Runes have many meanings.
Tiw	Teew	One of the several names of the Aesir known as Tyr, Tiw, and Ziu. Use varies by place and by context; Tiw tends to be used where the theme is justice and loyalty
Torengar	TOHR-en-gahr	The realm established by Krail with the help of the dwarves. The highest ranking of the noble houses in Torengar are House Torengar and House Iyiling.
Tretal	TREH-tach	A language favored by the trevinurs and druids of Brionnu.
Trevinuric	TREH-ven-oor-ick	Belonging to the trevinurs (tree-friends).
trevinurs	TREH-ven-uhr	A group dedicated to the natural balance of life and nature.
Tyr	Teer	One of the several names of the Aesir known as Tyr, Tiw, and Ziu. Use varies by place and by context; Tyr tends to be used where the subjects are law and fair play.
Tyrann	Teer-ahn	Tyrranical fiends that seek to dominate and subjugate all of Midgard
Valfreya	Vahl-FRAY-ya	Wife of Woden, Sister to Ynvgi Lifegiver. Paragon of magic and transcendance.
Valkyries	Vahl-keer-ees	Choosers of the slain. These undead celestials constantly ride on hofvarpnir invisibly through Midgard, drawn to acts of bravery and self-sacrifice. They choose the Einherjar on behalf of Woden.
Veiddarlönd	Veye-dahr-lohnd	The Hunted Lands. A stretch of land that extends out of the Frostharrow between two mighty rivers. Fae come out of the mountains to wreak chaos and death; the hajarl of Nethanfoss and the Commander of Northwatch are kept busy suppressing fae activities in the Veiddarlond.
Verkefni	Verk-eff-nih	A holy mission given by the Aesir to a particular individual, who is called the guðsbaen: gods-pawn.
Weregild	WARE-gild	The payment of money or other valuables to redress a loss from criminal negligence or violence.
Woden	Woah-den	Woden Allfather, lord of the Aesir.
Yngwi	ING-vay	Yngvi Lifegiver, sister to Valfreya.
Ziu	Zee-you	One of the several names of the Aesir known as Tyr, Tiw, and Ziu. Use varies by place and context; Ziu tends to be used when discussing aspects of warfare and self-sacrifice.

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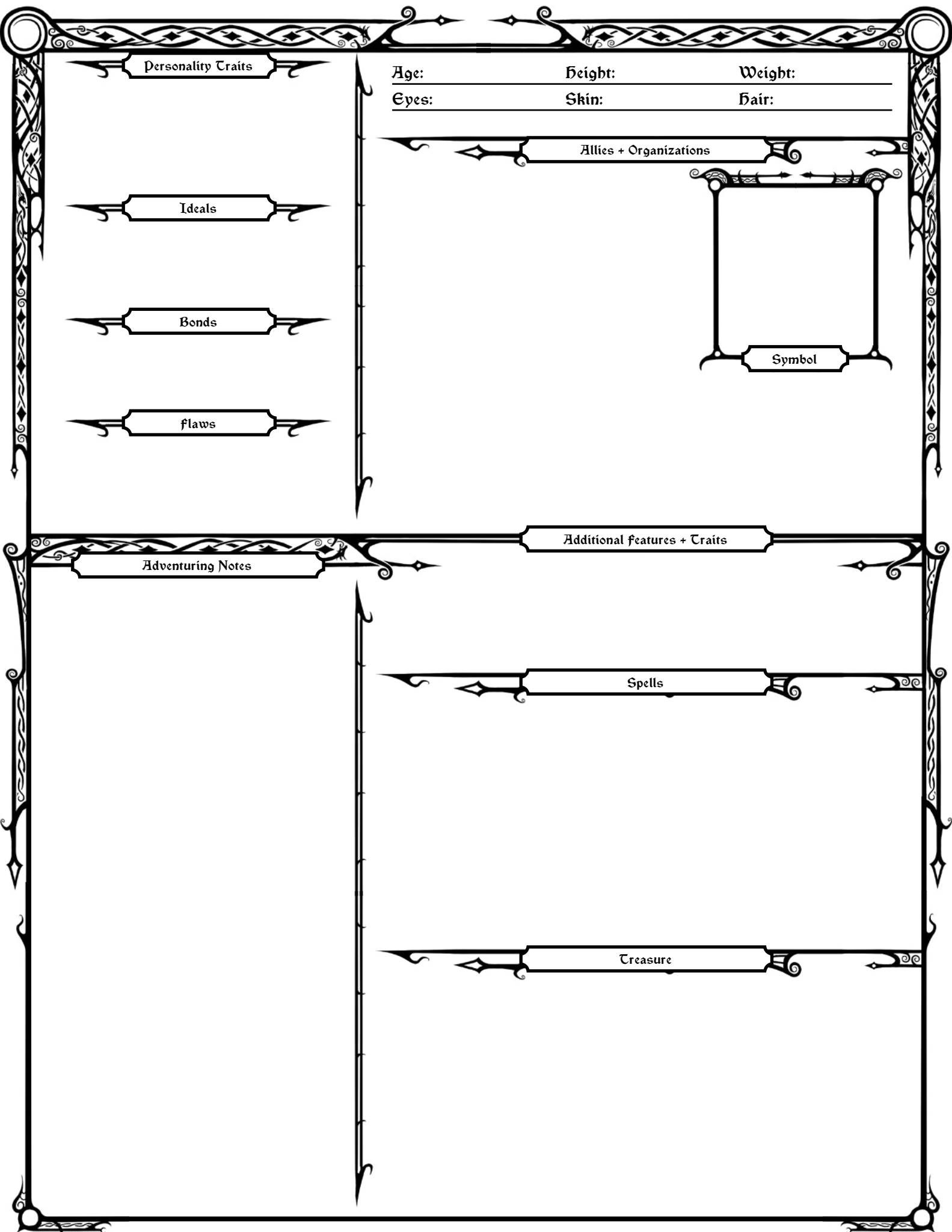
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DRAGON HERESY

King Krail of Torengar calls you to rid the border marches of Tanalor of fell beasts, unwholesome fae, and the remnants of the ancient dragon empire. Alongside friends and rivals, carve out your legend and your jarldom in the wild lands north of civilization, seeking fortune and glory worthy of skalds retelling.

In the Dragon Heresy Introductory set, you will find everything required to create your hero, play the game, and challenge fearsome foes.

Venture forth under the eyes of the Aesir. Put your skill, strength, and sacred honor to the test. Find horror and death, or rise to take your place among the jarls of Torengar.

Go forth and stake your claim. Your saga starts here.

- Introductory Set covers Level 1-5
- Choose from Fighter, Berserker, Cleric, and Wizard classes; Humans, Dwarves, Half-elf, and Dragonborn available as races
- Norse-inspired culture, cosmology, and mythology
- Deadly and tactically interesting combat
- Rules refined from the 5th edition of the world's most popular fantasy RPG