

OLDE SWORDS REIGN

CLASSIC FANTASY ADVENTURE RULES BASED
ON 5E AND THE 1974 RULES AND SUPPLEMENTS



RULEBOOK

SCOTT MYERS



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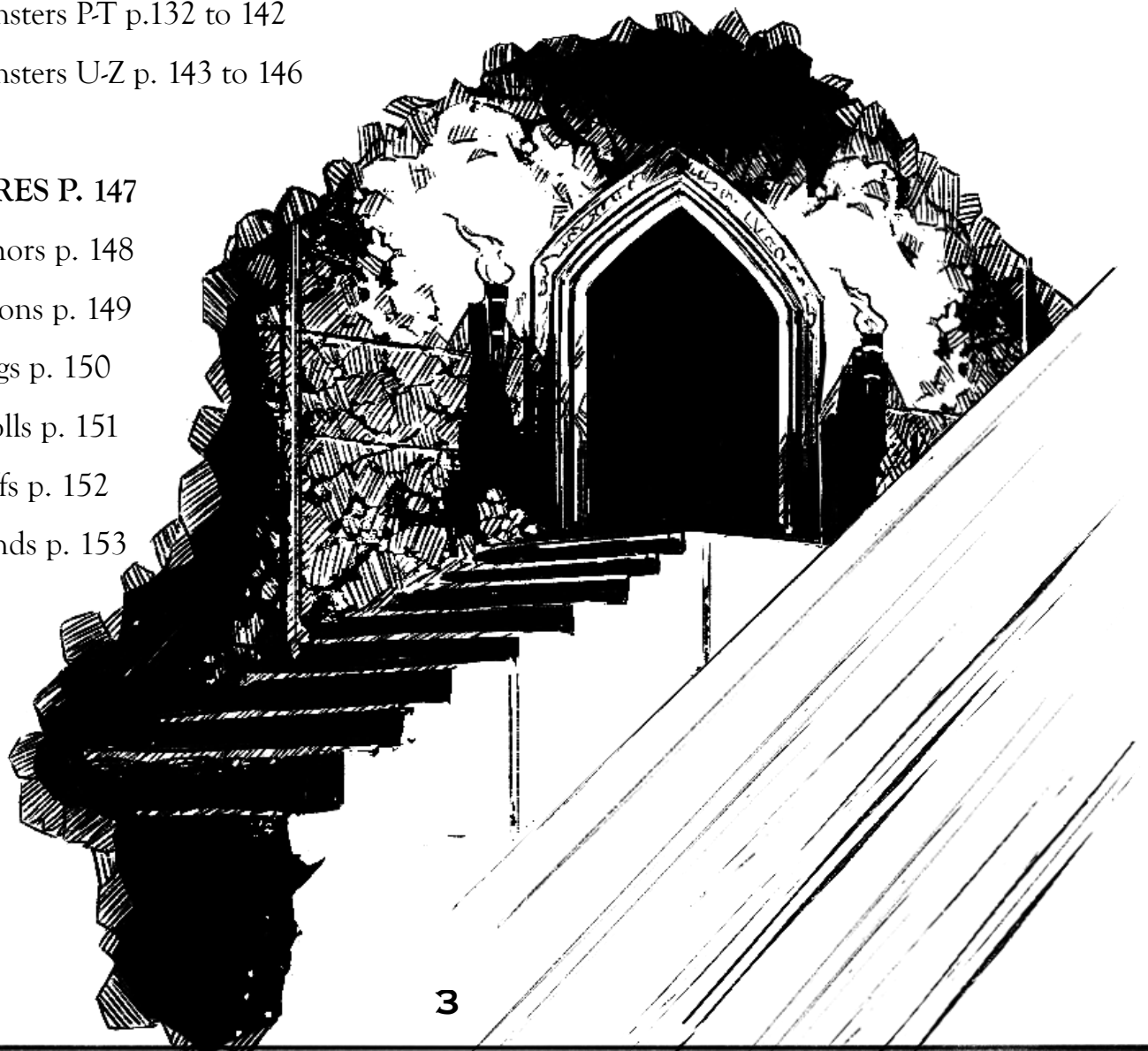
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For more Olde Swords Reign goodness please join the facebook community at
www.facebook.com/groups/oldeswordsreign/

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WORKHORSE



MEN & MAGIC
CHAPTER 1 OF 3

INTRODUCTION

Welcome to Olde Swords Reign.... A tabletop roleplaying game based firmly on the 5th Edition rules and with classes, races, equipment, spells and monsters from the original 1974 edition of the game and supplement 1 from 1975. I went into writing and developing this game by assuming that most Referees (or GMs if you prefer) have a good understanding of the 5e rules and that any players who are familiar with the game will easily be able to jump in and run games and/or play.

Most of the rules section is unabashedly a rewrite and edit of the 5e SRD (System Reference Document) with the intention that ALL of the rules needed to run and play the game could be in this one volume. Those familiar with 5e will see some small changes (like no reactions or bonus actions) and some bigger changes (like monsters having Hit Dice listings and original-era versions of classic spells and classes).

I dove into writing this so my players and I could more easily play classic-era adventure modules in a 'truer' fashion but with the modern mechanics of 5e. This system also easily uses any of the bigger Virtual Table Tops (VTTs) that have built in 5e rulesets.

Even if you don't play it I hope something in here is useful for you and your game.

Scott Myers



WHAT IS OLDE SWORDS REIGN?

Olde Swords Reign is a tabletop roleplaying game with modern mechanics taken from the 5E SRD (System Reference Document) and based on the original 1974 edition of the World's Oldest Roleplaying Game and some of that editions supplements. It is not a retro-clone but more of an homage to the "old-school" style of play that is more readily accessible to modern gamers.

The majority of the game is taken from the above sources (and some others, see the OGL statement at the end of the book) and repackaged into a cohesive and playable game that only requires this one volume to enjoy.

What Are Some of the Differences Between 5E and Old Swords Reign?

- No Feats, Skills or Subclasses
- Character Classes and Races
- Class Levels
- Backgrounds
- Simplified Difficulty Classes
- Range and Movement
- Spell Lists
- Monster Hit Dice

No Feats, Skills or Subclasses

Olde Swords Reign gets rid of feats, skills and subclasses, speeding up play and character creation. Skills are replaced with Backgrounds and straight ability checks.

Character Classes and Races

There are only 4 classes and 4 races in Olde Swords Reign. All are based on the 1974 rules and supplements for the worlds oldest roleplaying game.

Class Levels

Characters in OSR go to level 10 (a future 'Expert' book may increase levels to 20).

Backgrounds

Backgrounds let characters use their proficiency bonus for any non-combat related checks that relate to their background, this replaces skills.

Simplified Difficulty Classes

Olde Swords Reign only has 3 Difficulty Classes (DC). EASY at DC 8. NORMAL at DC 12, and HARD at DC 16.

Range and Movement

Ranges are split into 4 easy categories. CLOSE at within 5 feet. NEAR at within 30 feet. FAR at beyond NEAR and out to 120 feet. And OUT OF RANGE at past 120 feet.

Movement rates are simplified to Slow, Normal and Fast. With Slow being a speed of roughly 15 feet, Normal at 30 feet, and Fast at 45 feet.

Spell Lists

Spells are based on the original 74 edition and only go to level 5.

Monster Hit Dice

Monsters all have d8 Hit Die, like the original rules supplements.



CHARACTER CREATION

CHARACTER CREATION BASICS

Step One: Choose a Race p. 10

Step Two: Choose a Class p.13

Step Three: Choose a Background p. 20

Step Three: Roll Ability Scores p. 23

Step Five: Choose Alignment p. 24

Step Six: Choose Additional Languages p. 24

Step Seven: Choose Spells for Clerics & Magic-Users p. 44

Step Eight: Buy Additional Equipment p. 27

Step Nine: Gain an Inspiration for completing
your character p. 65



RACES

The description of each race includes racial traits that are common to members of that race. The following entries appear among the traits of most races.

Class Restrictions

Some races are limited in the classes they can choose, such as Dwarves can only be Fighters or Thieves.

Ability Score Increase

Every race increases one of a character's ability scores, besides humans who get to choose two abilities to raise by one each.

Age

The age entry notes the age when a member of the race is considered an adult, as well as the race's expected lifespan. This information can help you decide how old your character is at the start of the game.

Alignment

Most races have tendencies toward certain alignments, described in this entry. These are not binding for player characters, but considering why your dwarf is Chaotic, for example, in defiance of Lawful dwarf society can help you better define your character.

Size

Characters of most races are Medium, a size category including creatures that are roughly 4 to 8 feet tall. Halflings, however, are Small (between 2 and 4 feet tall), which means that certain rules of the game affect them differently. The most important of these rules is that Small characters have trouble wielding heavy weapons, as explained in "Equipment."

Speed

All character races have Normal Speed.

Languages

Your character can speak, read, and write these languages.

Following Languages may be a list of special abilities your character has, such as Darkvision.

Dwarf

Class Restrictions. Dwarves can only be Fighters or multi-classed Fighter / Thieves.

Ability Score Bonus. Your Constitution score increases by 1.

Speed. You have a walking speed of Normal.

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

Size. Dwarves stand between 4 and 5 feet tall and average about 150 pounds. Your size is Medium.

Alignment. Tends toward Lawful alignment.

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

SPECIAL

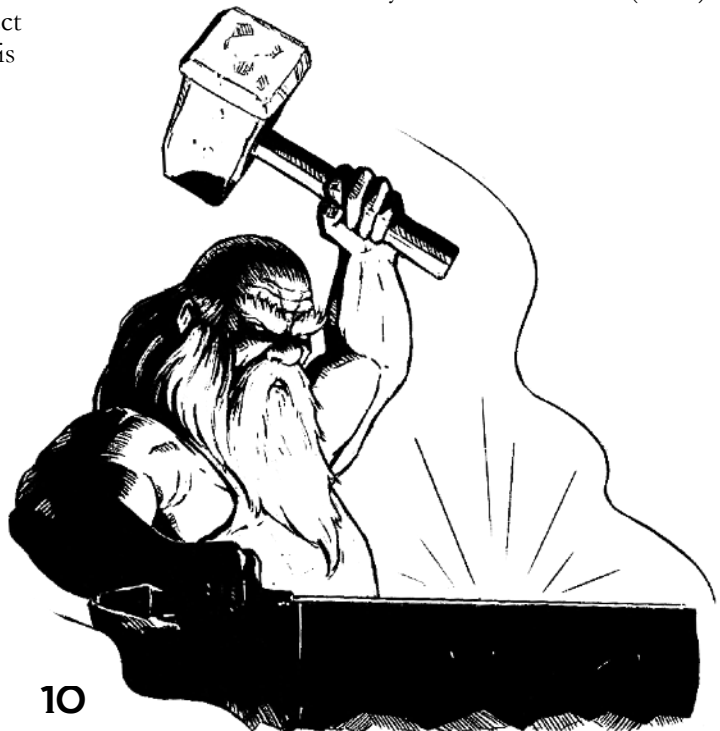
Darkvision. Dwarves have darkvision.

Dwarven Resistance. You have advantage on saving throws against spells and spell-like effects.

Giant Fighter. All dwarves add +1 to hit and +1 to their Armor Class when fighting the giants.

Stone Sense. Dwarves easily take note of certain features of stonework: sloping corridors, moving walls, and traps made of stone – in particular: falling blocks, rigged ceilings, and tiny arrow slits designed to release poison gas or darts. They can also identify whether stonework is recent or not.

When making an Intelligence check related to the origin of stonework, you add double your proficiency bonus to the check, instead of your normal proficiency bonus and the DC is always considered EASY (DC 8).



ELF

Class Restrictions. Elves can be Fighters, Thieves, Magic-Users or multi-classed Fighter / Thieves, Fighter / Magic-Users or Fighter / Thief / Magic-Users.

Ability Score Bonus. Your Charisma score increases by 1.

Speed. Your base walking speed is Normal.

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

Alignment. Tends toward Neutral or Lawful alignment.

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

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

SPECIAL

Darkvision. Elves have darkvision.

Find Secret Doors. Elvish vision and keen senses allow them to spot secret, hidden and concealed doorways. An elf merely passing within 5 feet of a secret, hidden or concealed doorway is entitled to a Wisdom check to spot the door (can be EASY, NORMAL or HARD DC), as if the elf were actively looking for it. When an elf actively searches for such doorways, this check is done with advantage.

Defenses. Elves cannot be paralyzed by ghouls.

Elven Weapon Training. All elves are proficient with swords and bows. They gain +1 to their attacks and damage rolls with these weapons.



Halfling

Class Restrictions. Halflings can only be Fighters or Thieves.

Ability Score Bonus. Your Dexterity score increases by 1.

Speed. Years of keeping up with the tall ones has made Halflings fleet of foot. Your base walking speed is Normal.

Age. A halfling reaches adulthood at the age of 20 and generally lives into the middle of his or her second century.

Alignment. Most halflings are lawful in alignment.

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

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

SPECIAL

Attack Bonus. You gain +1 to hit with ranged weapons.

Halfling Resistance. You have advantage on saving throws against spells and spell-like effects.

Sling Training. All halflings add +3 to hit probabilities when using the sling.

Human

Class Restrictions. Humans can choose any character class. They may also multi-class as any two classes, such as Cleric / Fighter, Magic-User / Thief, etc.

Abilities. Choose 2 ability scores from Strength, Dexterity, Constitution, Intelligence, Wisdom and Charisma to increase by 1.

Speed. Your base walking speed is Normal.

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

Alignment. Tends toward no particular alignment.

Size. Vary widely in height and build, from barely 5 feet to well over 6 feet tall. Regardless of your position in that range, your size is Medium.

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



CLASSES

The description of each class includes class features that are common to members of that class. The following entries appear among the features of each class.

Hit Points.

Hit Dice: the dice size for your characters hit points

Hit Points at 1st Level: the amount of hit points your character has at level 1

Hit Points at Higher Levels: the amount of hit points characters gain when achieving a new level

Proficiencies.

Armor: the armors this class can use

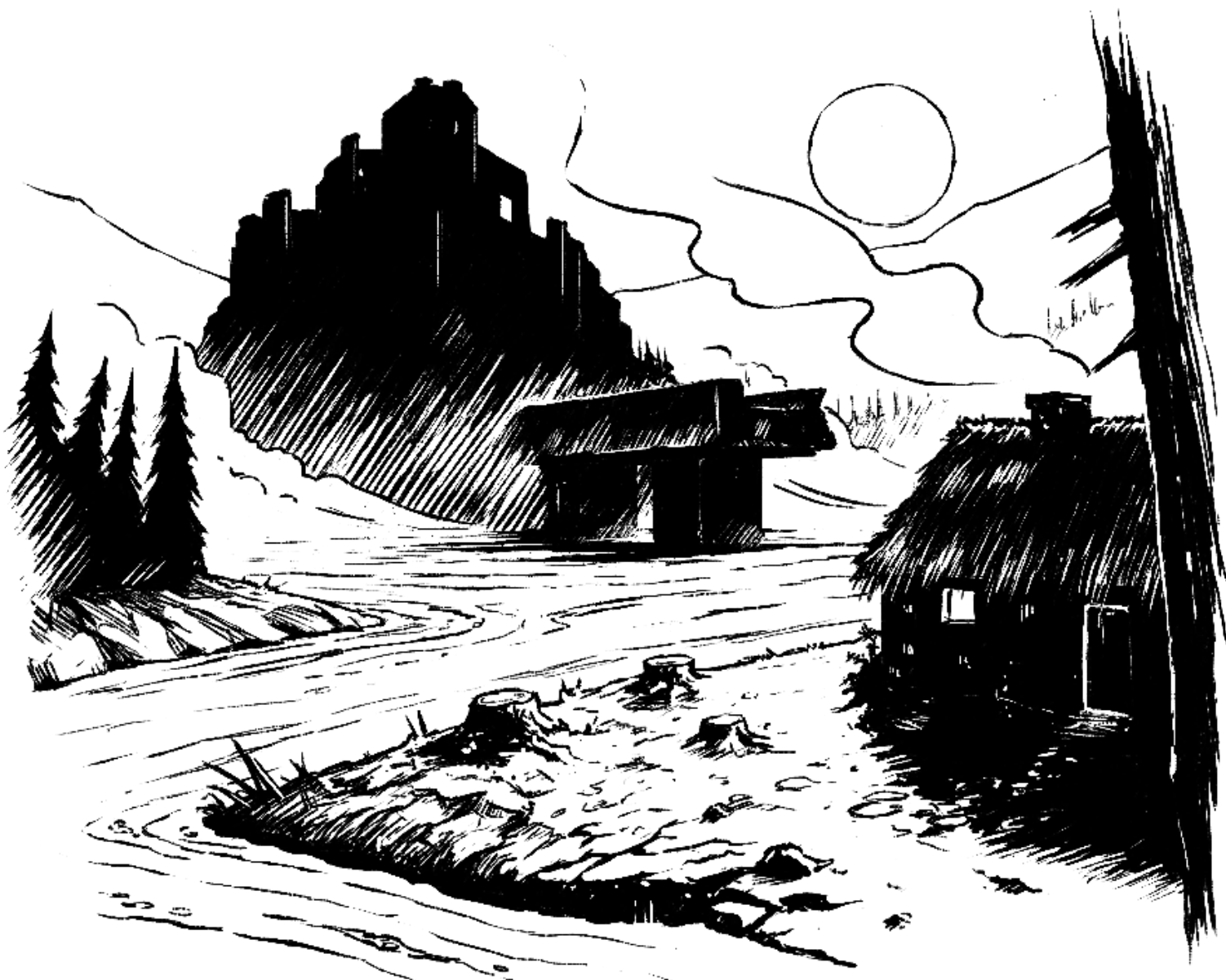
Weapons: the weapons this class can use

Tools: any tools a character class is proficient in

Saving Throws: each class is proficient in 2 saving throws

Each class also has a table that shows their level and any features they gain at that level.

Each class also gains a +1 increase to one ability score.



Cleric

As a cleric, you gain the following class features.

Hit Points.

Hit Dice: 1d6 per cleric level

Hit Points at 1st Level: 6 + your Constitution modifier

Hit Points at Higher Levels: 1d6 (or 4) + your Constitution modifier per cleric level after 1st

Proficiencies.

Armor: Light armor, medium armor, shields.

Weapons: Club, mace, flail, sling.

Tools: None.

Saving Throws: Wisdom, Charisma

Equipment.

You start with the following equipment:

- (a) Mace or (b) Flail
- Chainmail and Shield
- Backpack, Iron Rations, 1 person/ 1 week, 6 Torches and Water/ Wine Skin
- (a) Sling and Sling Stones or (b) Holy Water/Vial
- (a) Wooden Holy Symbol or (b) Silver Holy Symbol
- Healing Kit
- 15 gp

Alternatively, you may start with 4d4x10 gp to buy your own equipment.



Level	Feature
1	Saving throw bonus, turn undead, spellcasting
2	-
3	-
4	+1 to any one ability score
5	-
6	-
7	-
8	+1 to any one ability score
9	Establish stronghold
10	-

Ability Score Bonus. Your Wisdom score increases by 1.

May not be Neutral. Clerics must be of either Lawful or Chaotic Alignment.

Saving Throw Bonus. Clerics gain advantage on saving throws against being paralyzed or poisoned.

Turn Undead. As an action, you present your holy symbol and speak a prayer censuring the undead. Each undead that can see or hear you within Near of you must make a Wisdom saving throw vs. your Spell Save DC. If the creature fails its saving throw, it is turned for 3d6 rounds or until it takes any damage.

A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within Near of you. For its action, it can only try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature will cower.

Note: Chaotic Clerics do not have the ability to Turn Undead but at the Referee's discretion can use this power to gain control of undead or to turn Lawful magical beings, such as Lammasu.

Spellcasting. As a conduit for divine power, you can cast cleric spells. See Spells Rules for the general rules of spellcasting and the Spells Listing for the cleric spell list.

Establish Stronghold. At 9th level, a Cleric may establish a stronghold.

Level	Feature
1	Multiple attacks
2	-
3	-
4	+1 to any one ability score
5	-
6	-
7	-
8	+1 to any one ability score
9	Establish stronghold
10	-

Alternatively, you may start with 4d4x10 gp to buy your own equipment.

Ability Score Increase. Your Strength score increases by 1.

Multiple Attacks. A Fighter may make one melee attack per Fighter level he possesses each round against creatures with 1 HD or less (see Moving Between Attacks page 82).

Establish Stronghold. At 9th level, a Fighter may establish a stronghold.

Fighter

As a fighter, you gain the following class features.

Hit Points.

Hit Dice: 1d8 per fighter level

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

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

Proficiencies.

Armor: Light armor, medium armor, heavy armor, shields.

Weapons: Simple weapons, martial weapons.

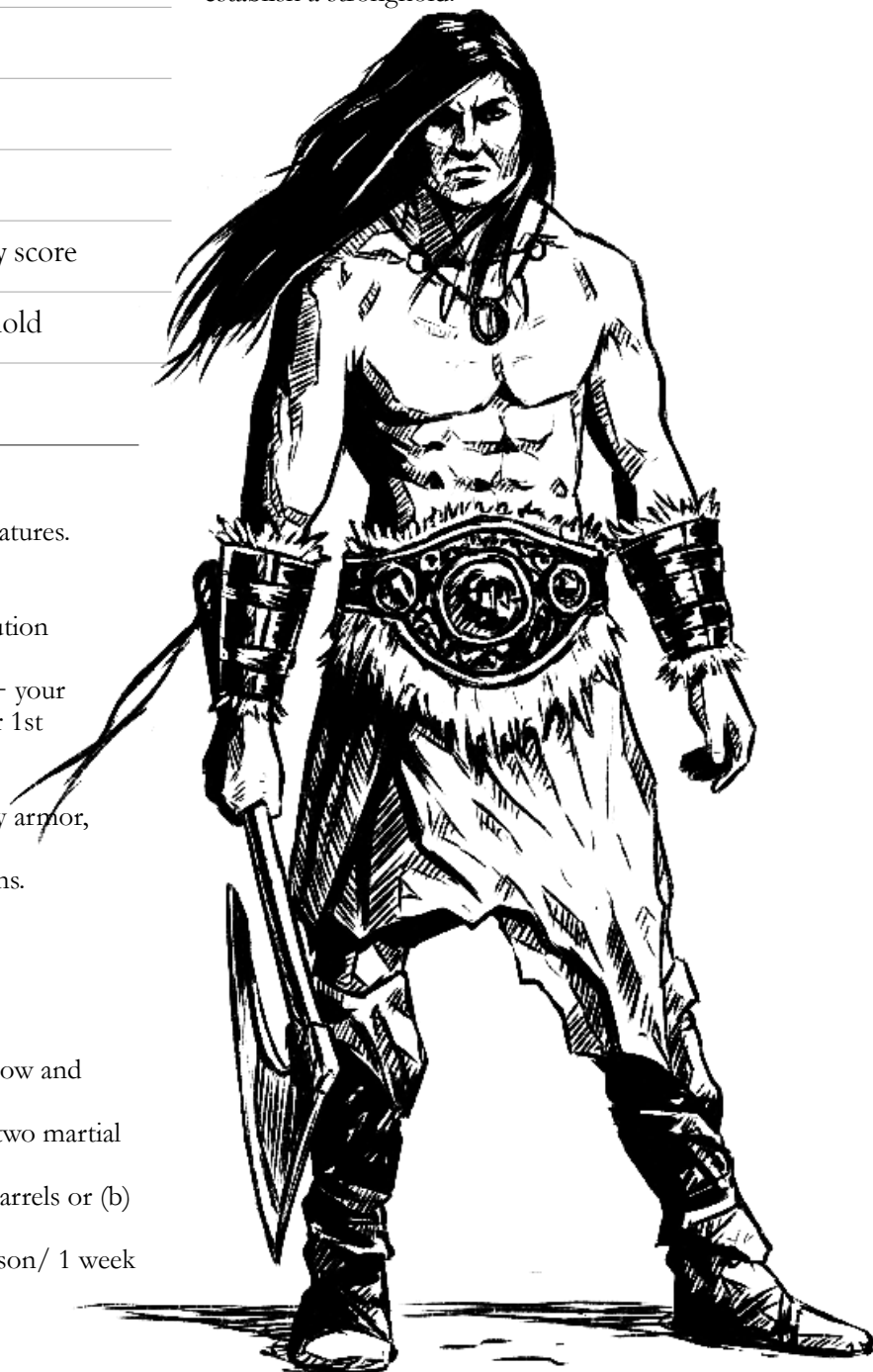
Tools: None.

Saving Throws: Strength, Constitution

Equipment.

You start with the following equipment:

- Chainmail or (b) Leather Armor, Long Bow and Quiver of 20 Arrows
- (a) any martial weapon and shield or (b) two martial weapons
- (a) Light Crossbow and Case with 30 Quarrels or (b) two Hand Axes
- 6 Torches, Backpack, Iron Rations, 1 person/ 1 week and Water/ Wine Skin
- 5 gp



Magic-User

As a magic-user, you gain the following class features.

Hit Points.

Hit Dice: 1d4 per magic-user level

Hit Points at 1st Level: 4 + your Constitution modifier

Hit Points at Higher Levels: 1d4 (or 3) + your Constitution modifier per magic-user level after 1st

Proficiencies.

Armor: None.

Weapons: Dagger.

Tools: None.

Saving Throws: Intelligence, Wisdom

Equipment.

You start with the following equipment:

- Dagger and Arcane Staff
- Spellbook
- Iron Rations, 1 person/ 1 week, Backpack and Water/ Wine Skin
- 10 gp

Alternatively, you may start with **4d4 x 10** gp to buy your own equipment.

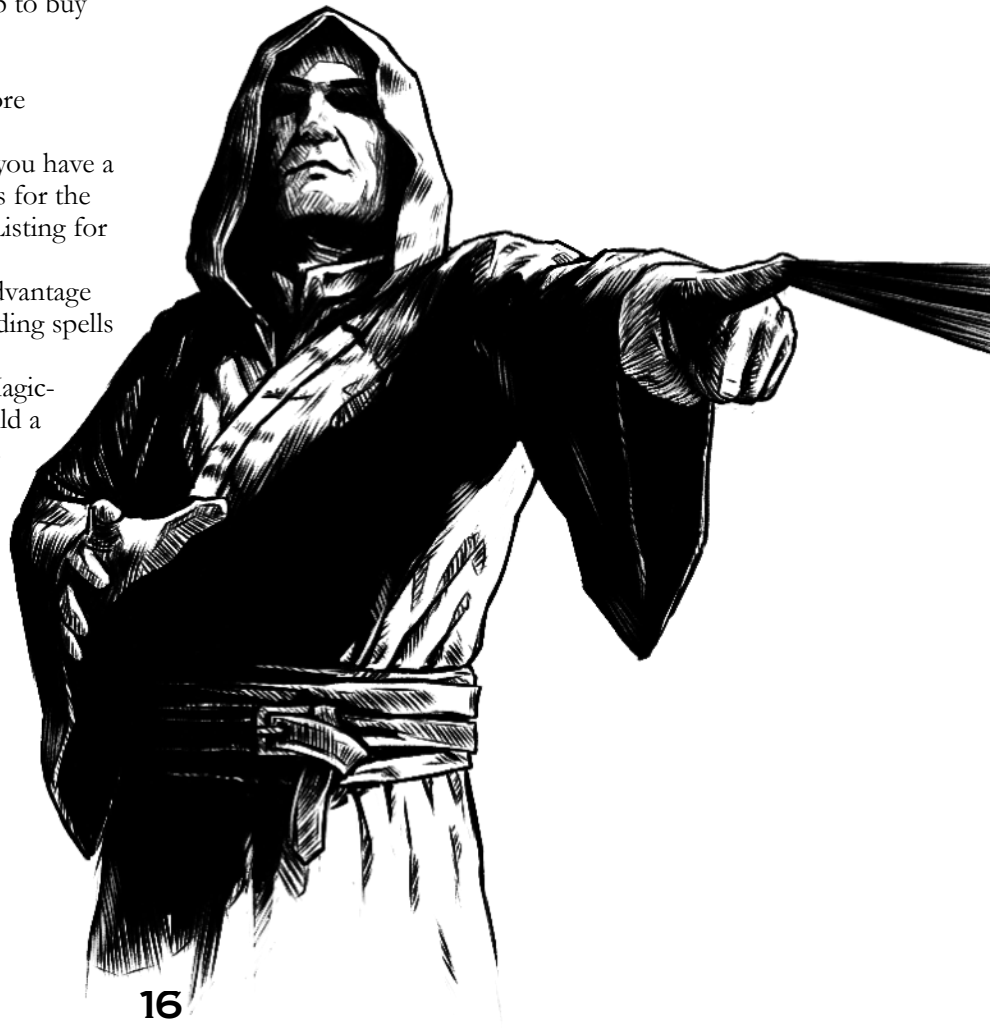
Ability Score Increase. Your Intelligence score increases by 1.

Spellcasting. As a student of arcane magic, you have a spellbook containing spells. See Spells Rules for the general rules of spellcasting and the Spells Listing for the magic-user spell list.

Saving Throw Bonus. Magic-Users gain advantage on all saving throw rolls against spells, including spells from magic wands and staves.

Establish Wizard's Tower. At 9th level, a Magic-User gains the title of "wizard," and can build a stronghold to contain the necessary libraries and laboratories of a high level mage.

Level	Feature
1	Spellcasting
2	-
3	-
4	+1 to any one ability score
5	-
6	-
7	-
8	+1 to any one ability score
9	Establish wizard's tower
10	-



Thief

As a thief, you gain the following class features.

Hit Points.

Hit Dice: 1d4 per thief level

Hit Points at 1st Level: 4 + your Constitution modifier

Hit Points at Higher Levels: 1d4 (or 3) + your Constitution modifier per thief level after 1st

Proficiencies.

Armor: Light armor.

Weapons: Simple weapons, martial weapons.

Tools: Thieves' Tools.

Saving Throws: Dexterity, Intelligence

Equipment.

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

- Sword
- Quiver of 20 Arrows and Short Bow
- Leather Armor, two Daggers and Thieves' Tools
- 6 Torches, Backpack, Iron Rations, 1 person/ 1 week and Water/ Wine Skin
- 25 gp

Alternatively, you may start with **4d4 x 10** gp to buy your own equipment.

Ability Score Increase. Your Dexterity score increases by 1.

Must Be Neutral or Chaotic. All Thieves must be either Neutral or Chaotic in alignment.

Backstab. When attacking with surprise, from behind, the Thief gains advantage on the attack roll and a successful attack inflicts double damage. At levels 5-8, damage is tripled, and above level 8 such an attack inflicts quadruple damage.

Thief Skills. All thief skill checks are rolled with a proficiency bonus.

Thief Skill: Open Locks (DEX) & Traps (INT or DEX). Picking a lock requires a DEX Check. Locks are EASY (DC 8), NORMAL (DC 12), or HARD (DC 16). Finding a trap requires an INT Check. Disarming a trap requires a DEX Check and Thieve's Tools, and setting a trap requires 1d4 rounds and a successful INT Check. Finding, disarming and setting a trap may be EASY, NORMAL or HARD.

Thief Skill: Pick Pocket (DEX). Picking a pocket requires a DEX Check and may be EASY, NORMAL or HARD.

Thief Skill: Move Silently / Hide in Shadows (DEX). Moving Silently requires a DEX Check and is compared to the NPC or Monsters passive Perception.

Hiding in Shadows works the same way, while hidden there's a possibility of gaining surprise and making a Backstab attack.

Thief Skill: Hear Noise (WIS). Listening intently a Thief can hear the slightest sound in a range of NEAR. This requires a successful WIS Check and may be EASY, NORMAL or HARD.

Saving Throw Bonus. Thieves gain advantage on saving throws against devices, including traps, magical wands or staves, and other magical devices.

Read Normal Languages. Thieves of 3rd level and above can figure out the gist of most written languages, and have an 80% chance to comprehend treasure maps or written documents. This does not mean they can automatically decipher codes or solve riddles, although it would allow them to understand what a riddle says, for example.

Read Magical Writings. At 9th level, a Thief has gained enough knowledge to decipher magical writings (although not the "divine" writings of Clerics). Thieves can cast Magic-User spells from scrolls.

Establish Guild. At 9th level, a Thief is well known enough to assemble a small guild of Thieves if the character chooses, attracting a shadowy band of sneaks, thugs, and other unsavory characters into his (or her) service.

Level	Feature
1	Backstab, thief skills, save bonus
2	-
3	Read normal languages
4	+1 to any one ability score
5	-
6	-
7	-
8	+1 to any one ability score
9	Establish guild, read magical writings
10	-

Beyond 1st Level

As your character goes on adventures and overcomes challenges, he or she gains experience, represented by experience points. A character who reaches a specified experience point total advances in capability. This advancement is called **gaining a level**.

When your character gains a level, his or her class occasionally grants additional features, as detailed in the class description. Some of these features allow you to increase one of your ability scores by one point. You can't increase an ability score above 20. In addition, every character's proficiency bonus increases at certain levels.

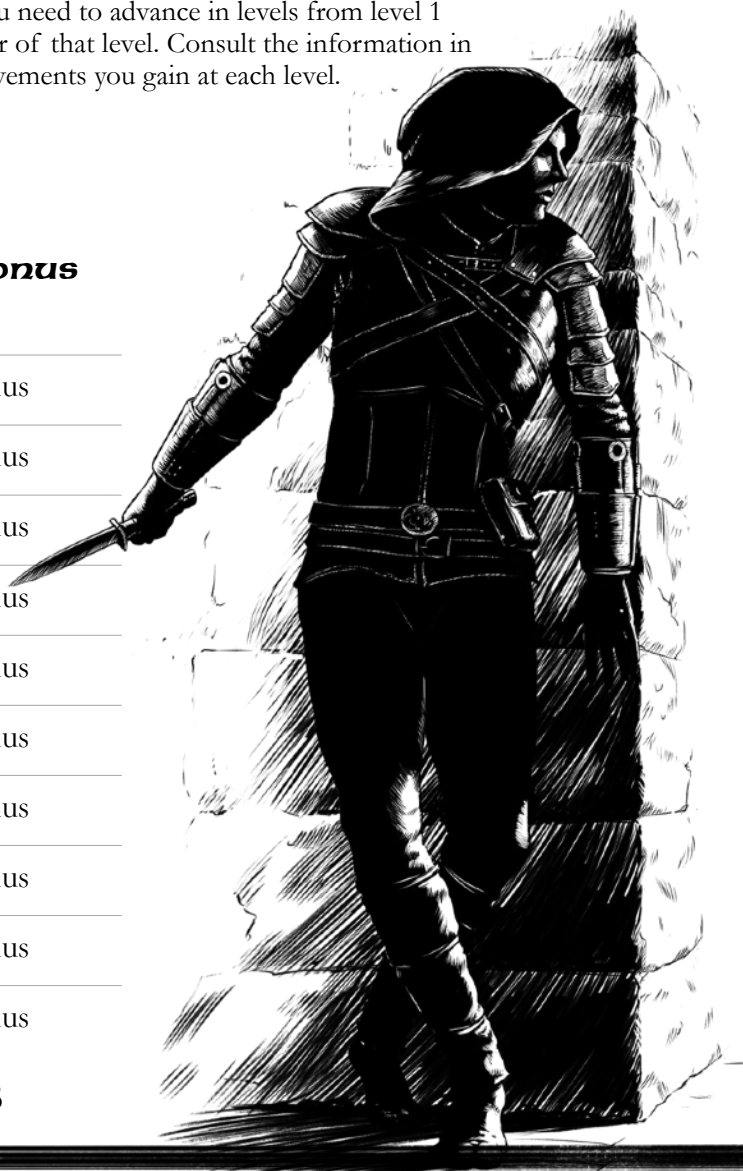
Each time you gain a level, you gain **1 additional Hit Die**. Roll that Hit Die, add your Constitution modifier to the roll, and add the total to your hit point maximum. Alternatively, you can use the fixed value shown in your class entry, which is the average result of the die roll (rounded up).

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

The Character Advancement table summarizes the XP you need to advance in levels from level 1 through level 10, and 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 Table

Level	XP Needed	Prof. Bonus
1	0	+2 bonus
2	300	+2 bonus
3	900	+2 bonus
4	2,700	+2 bonus
5	6,500	+3 bonus
6	14,000	+3 bonus
7	23,000	+3 bonus
8	34,000	+3 bonus
9	48,000	+4 bonus
10	64,000	+4 bonus



Multiclassing

Multiclassing allows you to gain levels in multiple classes. Doing so lets you mix the abilities of those classes to realize a character concept that might not be reflected in one of the standard class options.

With this rule, you have the option of gaining a level in a new class whenever you advance in level, instead of gaining a level in your current class. Your levels in all your classes are added together to determine your character level. For example, if you have three levels in magic-user and two in fighter, you're a 5th level character.

Only certain races have the ability to multiclass and some races can only multiclass in certain combinations, see Races for more.

As you advance in levels, you might primarily remain a member of your original class with just a few levels in another class, or you might change course entirely, never looking back at the class you left behind. Compared to a single-class character of the same level, you'll sacrifice some focus in exchange for versatility.

Prerequisites

To qualify for a new class, you must meet the ability score prerequisites for both your current class and your new one, as shown in the Multiclassing Prerequisites table. For example, a fighter who decides to multiclass into the thief class must have a Dexterity score of 13 or higher. Without the full training that a beginning character receives, you must be a quick study in your new class, having a natural aptitude that is reflected by higher-than-average ability scores.

Multiclassing Prerequisites

Class	Ability Score Minimum
Cleric	Wisdom 13
Fighter	Strength 13
Magic-User	Intelligence 13
Thief	Dexterity 13

Experience Points

The experience point cost to gain a level is always based on your total character level, as shown in the Character Advancement table, not your level in a particular class. So, if you are a cleric 6/fighter 1, you must gain enough XP to reach 8th level before you can take your second level as a fighter or your seventh level as a cleric.

Hit Points and Hit Dice

You gain the hit points from your new class as described for levels after 1st. You gain the 1st-level hit points for a class only when you are a 1st-level character.

You add together the Hit Dice granted by all your classes to form your pool of Hit Dice. If the Hit Dice are the same die type, you can simply pool them together. For example, both the thief and the magic-user have a d4, so if you are a thief 5/magic-user 5, you have ten d4 Hit Dice. If your classes give you Hit Dice of different types, keep track of them separately. If you are a fighter 5/cleric 5, for example, you have five d8 Hit Dice and five d6 Hit Dice.

Proficiency Bonus

Your proficiency bonus is always based on your total character level, as shown in the Character Advancement table, not your level in a particular class. For example, if you are a fighter 3/thief 2, you have the proficiency bonus of a 5th-level character, which is +3.

Proficiencies

When you gain your first level in a class other than your initial class, you gain only some of new class's starting proficiencies, as shown in the Multiclassing Proficiencies table.

Class	Proficiencies Gained
Cleric	Light armor, medium armor, shields
Fighter	Light armor, medium armor, shields, simple, martial weapons
Magic-User	None
Thief	Light armor, thief's tools

BACKGROUNDS

At character creation players choose one background for their character. Or to randomly choose roll a d20 and check the list below.

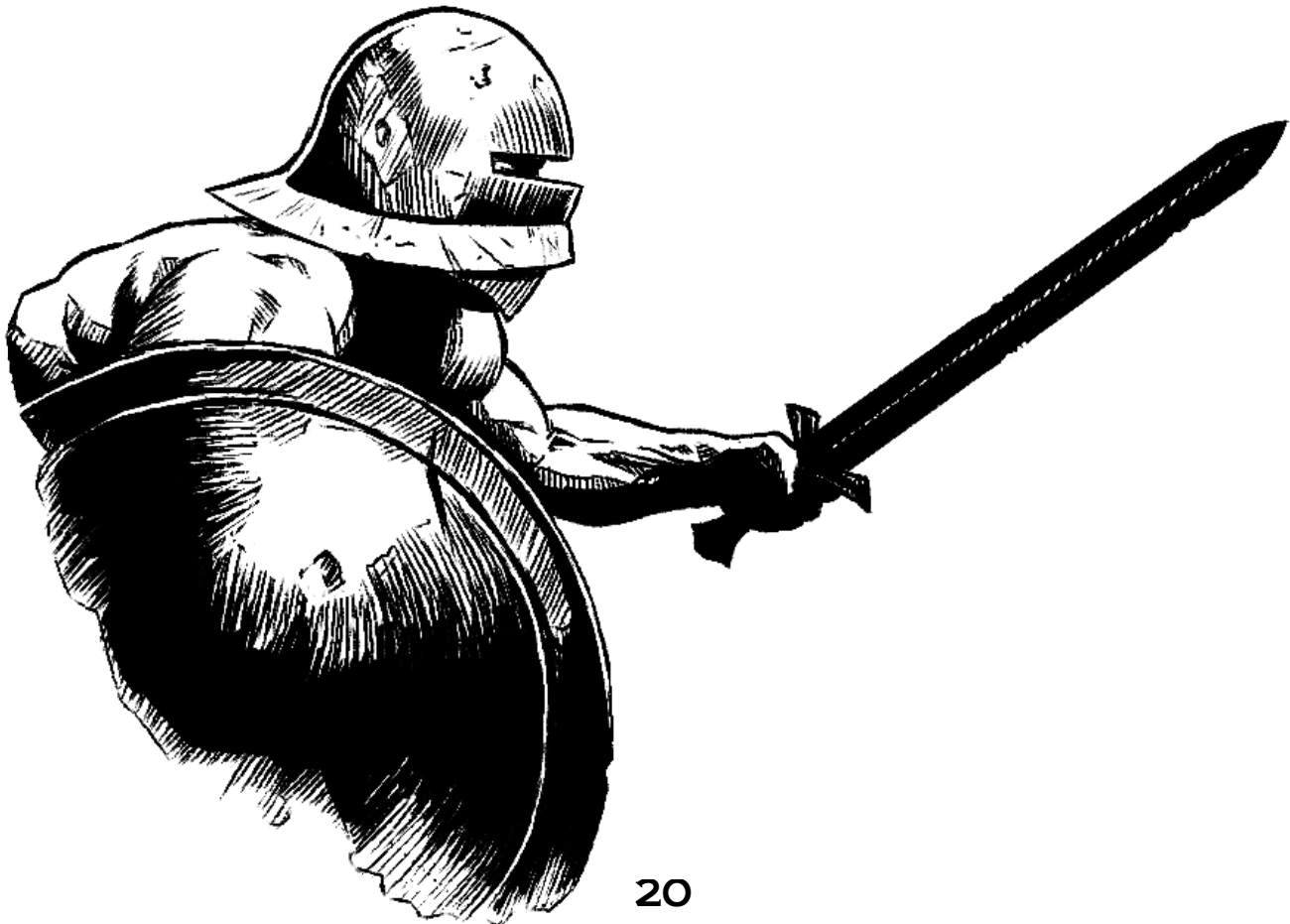
Using Backgrounds

Backgrounds grant a proficiency bonus to any, non-combat related checks that would fall under the background's skillset. Such as a tracking check by a hunter, a smith repairing armor, a barbarian searching the wilds for food, etc.

Players should tell the referee that they would like to use their background proficiency, but the final call on whether it's applicable to the current check is the referee's.

Background List

- | | | | |
|--------------|------------------|-----------------|---------------|
| 1. Acrobat | 6. Beast Trainer | 11. Noble Blood | 16. Sellsword |
| 2. Alchemist | 7. Beggar | 12. Sailor | 17. Smith |
| 3. Assassin | 8. Farmer | 13. Scoundrel | 18. Soldier |
| 4. Barbarian | 9. Healer | 14. Scribe | 19. Trader |
| 5. Bard | 10. Hunter | 15. Seducer | 20. Worker |



Background Descriptions

Acrobat

Juggling and tumbling are important parts of entertainment in the world. Ceremonies and feasts will have tumblers, jugglers, acrobats, and the like.

Acrobats are athletic, showing feats of skill, agility, and coordination. Some tumblers extend their skills to a few sleight-of-hand and juggling tricks, and others to feats of contortion.

Alchemist

They are master brewers and herbalists; mixing and blending various ingredients together to create potions and tinctures. Their work with herbs, fungi, venoms, and oils enables them to produce perfumes, potions, powders, poisons, poultices, and other amazing creations.

Assassin

Blades-for-hire, perhaps agents in the service of a noble house or guild, spies and assassins make killing and stealing in a discreet manner a way of life. They are adept at sneak attacks, killing, information gathering, disguises, city lore, persuasion, poisons, and lock picking.

Barbarian

Barbarians are wild and untamed, like the lands they live in. They have natural skills in wilderness lore, survival, beast riding, intimidation, natural instincts, and so on.

Bard

Wandering or employed by a lord, the Bard is an accomplished artist and scholar who knows legends of past heroes, and who may even be ready to join an adventure himself so he can get a good story out of it. Some extend their art to a bit of juggling and, possibly, sleight-of-hand trickery. Because they travel and are great gossips, they learn ancient legends, are good orators, and have some knowledge of city and world lore.

Beast Trainer

Beast Trainers are in demand all over for their special empathy and skill with animals. They train animals for riding, for pulling wagons, for combat, and even for gladiatorial and pit-fighting. They can calm maddened creatures, are expert riders and wagoners, can recognize whether creatures are dangerous and about to attack or not, and often have some skill in healing them if injured or sick.

Beggar

Beggars are vagrants or tramps, aimlessly wandering from place to place. They may do casual work here and there, they may sell a few small trinkets that they carry about in their backpacks, or they may have to beg for a few coins when times are really hard. Some even turn their hands to dishonest pursuits.

Farmer

Farmers live outside of large settlements, but often within half a day's travel, so that they are able to get their produce to market. They are hardy and hardworking, and are skilled in basic plant and animal lore, animal handling, cooking, baking, brewing, trading for basic goods, and the like.

Healer

Healers maintain the medical traditions of their ancestors; knowledge passed down through the generations. This is not magic, but rather a good working knowledge of the body and its functions: a healer knows how to set a broken bone, stitch a wound, and defeat an infection. He knows how the organs work, and of remedies that relieve pain.

Hunter

The hunter is a master of tracking prey through the wilderness and wastelands. Once hunters locate their target, they'll use stealth, traps and/or expert bowmanship to bring it down. They are at home in the wild and can survive there for long periods, returning to more civilized areas only when they have furs and hides to sell, or when they require the company of their fellow men (or women).

Noble Blood

Often holding homes in cities and towns, and estates or hunting lodges in the countryside, these characters are usually titled (though not necessarily deserving) and have some authority over the common people, peasants, and thralls. Those of noble blood are often able to obtain credit, have high-ranking contacts, and are skilled in such things as bribery, browbeating, dress sense, and etiquette.

Sailor

Sailors are sea warriors and adventurers who are skilled in sea lore, navigation by stars, and boat handling, and have a good knowledge of local ports and nearby coastlines and islands. Skilled mariners are always in demand and will rarely be refused working passage on board a ship. Some sailors lust for gold and become pirates.

Scoundrel

Perhaps you fell into a life of crime or began as a young street urchin. In either case, you have a certain unique set of skills that most find unsavory. Scoundrels and other ne'er-do-wells will have skill in such things as city lore, climbing, burglary, gambling, and other skullduggery, and may be part of some "guild" or order. You will almost certainly be robbed at some time or another, if you stay in the city for any length of time, because of some Scoundrel.

Scribe

Scribes are chroniclers and teachers, well-educated and knowledgeable on a wide variety of subjects – they are cartographers, astronomers, linguists, historians, and philosophers. Scribes are also skilled at debate as they discuss at length a variety of topics with other enlightened individuals.

Seducer

There are some who have honed seduction and manipulation down to an art form. The seducer may be a nobleman's mistress, an ambitious courtier, or a power-hungry advisor who tries to gain power over others through flattery and various forms of enticement. A Seducer is skilled in etiquette, intuition, conversation, manipulation, and seduction.

Sellsword

These warriors work for anyone who will pay for their services. Some form themselves into companies under a strong leader and others travel individually or in small bands to seek employment. Often these mercenary groups turn to banditry when not gainfully employed. Just about all noble houses have used these mercenaries and sellswords in past conflicts and will continue to do so. They tend to have skill in living rough, riding, intimidation, carousing, and in basic upkeep and repair of weapons and armor.

Smith

These craftspeople work hard at their forges – melting, bending, shaping, and fixing metal objects. They are skilled at weapon and armor smithing and repair. They craft tools and implements, and manufacture many other metallic items and objects, from shackles and cages to the metal parts of ships and wagons. Their skills lie in metallurgy, and the knowledge of weapons, armor, and metal goods.

Soldier

Soldiers are the guards in a town or in the standing armies of rich nobles. They are often stoic but of limited imagination. They will have some city lore, perhaps skills in intimidation and riding, as well as a limited amount of authority – especially the officers.

Trader

Traders are not shopkeepers – they are wide-traveled adventurers, who seek new and exotic goods to sell from faraway places. As such, trader characters pick up a range of useful skills like trading, appraisal, obtaining rare or unusual goods, persuasion, city lore, knowledge of distant places, and guild membership. If you want a strange or unusual item, speak to a trader first.

Worker

Workers are unskilled laborers – men who erect palisades, dig ditches, build homes, city walls and temples, or who load and unload wagons and riverboats. Workers often move around doing a range of odd jobs here and there, many of which are seasonal or temporary. Workers will be skilled in heavy lifting, intimidation, carousing, and hard labor.



ABILITY SCORES

Six abilities provide a quick description of every creature's physical and mental characteristics:

- Strength**, measuring physical power
- Dexterity**, measuring agility
- Constitution**, measuring endurance
- Intelligence**, measuring reasoning and memory
- Wisdom**, measuring perception and insight
- Charisma**, measuring force of personality

ABILITY SCORES & MODIFIERS

A score of 10 or 11 is the normal human average, but adventurers and many monsters are a cut above average in some abilities. A score of 18 is the highest that a person usually reaches. Adventurers can have scores as high as 20, and monsters and divine beings can have scores as high as 30.

Each ability also has a modifier, derived from the score and ranging from -5 (for an ability score of 1) to +10 (for a score of 30). The Ability Scores and Modifiers table notes the ability modifiers for the range of possible ability scores, from 1 to 30.

ROLLING ABILITY SCORES

Roll 3d6 six times, place them in the 6 ability scores. You get a further +1 to two (or three, if human) abilities based on your choices of race and class.

USING ABILITY SCORES

For more on using abilities see **Volume 3: Rules & Strongholds**.

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

FINISHING YOUR CHARACTER

Alignment

In addition to selecting race, class and backgrounds, at character creation choose an Alignment. In the game all monsters, NPCs and player characters have an alignment. Alignment defines your characters views and moral code. It is a way to help point out what the ethics, behavior and awareness of your adventurer towards society are.

There are three basic alignments: **Lawful**, **Neutral** and **Chaotic**.

Lawful

Adventurers who choose this alignment believe strongly in law and order, truth and justice. They fight so that good triumphs over evil. A fighter who fights and risks his or her own life, defending others without expecting anything in return, is the perfect example of a lawful adventurer.

Neutral

Neutral characters believe in the balance between good and evil. They may sometimes commit what would be seen as kind or wicked acts. These adventurers are usually faithful to the popular maxim that the end justifies the means. A good example may be the party's thief who can steal an object from a just and lawful king only to later die saving another party member from a trap.

Chaotic

Chaotic adventurers are evil and selfish. Their own interests and benefit are paramount. They are not trustworthy and will lie to benefit themselves. A necromancer obsessed with killing all living creatures is the perfect example of this alignment.

Languages

Your race indicates the languages your character can speak by default. Note these languages on your character sheet. Characters can also choose one additional language for each + Intelligence modifier they have above +1. i.e. a character with a +3 INT modifier gains two additional languages.

Choose your languages from the Standard Languages table, or choose one that is common in your campaign.

With the referee's permission, you can instead choose a language from the Exotic Languages table or a secret language, such as thieves' cant.

Some of these languages are actually families of languages with many dialects. For example, the Primordial language includes the Auran, Aquan, Ignan, and Terran dialects, one for each of the four elemental planes. Creatures that speak different dialects of the same language can communicate with one another.



Standard Languages

Language	Typical Speakers
Common	Humans
Dwarvish	Dwarves
Elvish	Elves
Giant	Ogres, Giants
Goblin	Goblinoids
Halfling	Halflings
Orc	Orc

Exotic Languages

Language	Typical Speakers
Abyssal	Demons
Celestial	Celestials
Draconic	Dragons, Kobolds
Deep Speech	Aboleth, Cloakers
Infernal	Devils
Primordial	Elementals
Sylvan	Fey Creatures, Gnomes
Undercommon	Drow, Underworld Traders



EQUIPMENT

Coins

The three most common coins are the gold piece (gp), the silver piece (sp), and the copper piece (cp).

One gold piece is worth 10 sp or 100 cp and 1 sp is worth 10 cp.

Occasionally rare, ancient coinage might be found that may be worth more than 1 gp per coin but these are not kept in circulation and may be sold to moneylenders or coin collectors in exchange for gold.

Standard Exchange Rates

Coin	cp	sp	gp
Copper	1	1/10	1/100
Silver	10	1	1/10
Gold	100	10	1

SELLING TREASURE

Opportunities abound to find treasure, equipment, weapons, armor, and more in the dungeons you explore. Normally, you can sell your treasures and trinkets when you return to a town or other settlement, provided that you can find buyers and merchants interested in your loot.

Arms, Armor, and Other Equipment. Undamaged weapons, armor, and other equipment fetch half their cost when sold in a market.

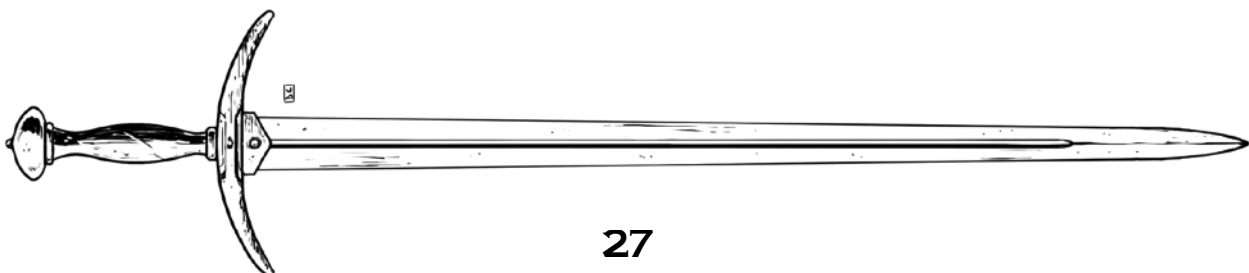
Magic Items. Finding someone to buy a potion or a scroll isn't too hard, but other items are out of the realm of most but the wealthiest nobles. The value of magic is far beyond simple gold and should always be treated as such.

Gems, Jewelry, and Art Objects. These items retain their full value in the marketplace, and you can either trade them in for coin or use them as currency for other transactions.

Trade Goods. 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 in the market and can be used as currency.

Encumbrance

Encumbrance in *Olde Swords Reign* is very simple, a character can carry their Strength ability score in armor, weapons and items and an additional 10 items with a backpack. Encumbrance can be increased with sacks (see small and large sack in the adventuring gear, page 34). Every 100 coins count as 1 item. This minimizes bookkeeping but some Referees may want to alternate methods to track encumbrance.



ARMOR

The Armor table shows the cost, weight, and other properties of the common types of armor worn in fantasy gaming worlds.

Armor Proficiency. Anyone can put on a suit of armor or strap a shield to an arm. Only those proficient in the armor's use know how to wear it effectively, however. Your class gives you proficiency with certain types of armor. If you wear armor that you lack proficiency with, you have disadvantage on any ability check, saving throw, or attack roll that involves Strength or Dexterity, and you can't cast spells.

Armor Class (AC). Armor protects its wearer from attacks. The armor (and shield) you wear determines your base Armor Class.

Heavy Armor. Heavier armor interferes with the wearer's ability to move quickly, stealthily, and freely. Plate Mail armor reduces the wearer's speed by 10 feet unless the wearer has a Strength score equal to 12 or higher.

Stealth. If the Armor table shows "Disadvantage" in the Stealth column, the wearer has disadvantage on Dexterity checks to do with stealth.

Shields. A shield is made from wood or metal and is carried in one hand. Wielding a shield increases your Armor Class by 1. You can benefit from only one shield at a time.

Light, Medium and Heavy Armors

No matter the armor you wear you add your Dexterity modifier to the base number from your armor type to determine your Armor Class.

Getting Into and Out of Armor

The time it takes to don or doff armor depends on the armor's category.

Armor	Don	Doff
Leather	1 minute	1 minute
Chainmail	5 minutes	1 minute
Plate Mail	10 minutes	5 minutes
Shield	1 action	1 action

Don. This is the time it takes to put on armor. You benefit from the armor's AC only if you take the full time to don the suit of armor.

Doff. This is the time it takes to take off armor. If you have help, reduce this time by half.

Armors

Armor	Cost	AC	Str.	Stealth
None	-	10 +DEX	-	-
Leather	15 gp	12 +DEX	-	-
Chain	30 gp	14 +DEX	9	-
Plate	50 gp	16 +DEX	12	Dis.
Shield	10 gp	AC +1	-	-



WEAPONS

Your class grants proficiency in certain weapons, reflecting both the class's focus and the tools you are most likely to use.

The Weapons table shows the most common weapons, their price and weight, the damage they deal when they hit, and any special properties they possess. Every weapon is classified as either melee or ranged. A **melee weapon** is used to attack a target within CLOSE range of you, whereas a **ranged weapon** is used to attack a target at a distance.

Weapon Proficiency

Your race, class, and feats can grant you proficiency with certain weapons or categories of weapons. Proficiency with a weapon allows you to add your proficiency bonus to the attack roll for any attack you make with that weapon. If you make an attack roll using a weapon with which you lack proficiency, you do not add your proficiency bonus to the attack roll.

Weapon Categories

The two categories are **simple** and **martial**. Most people can use simple weapons with proficiency. These weapons include clubs, maces, and other weapons often found in the hands of commoners. Martial weapons, including swords, axes, and polearms, require more specialized training to use effectively. Most fighters use martial weapons because these weapons put their fighting style and training to best use.

Weapon Properties

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

Ammunition. You can use a weapon that has the ammunition property to make a ranged attack only if you have ammunition to fire from the weapon. Each time you attack with the weapon, you expend one piece of ammunition. Drawing the ammunition from a quiver, case, or other container is part of the attack (you need a free hand to load a one-handed weapon). At the end of the battle, you can recover half your expended ammunition by taking a minute to search the battlefield.

If you use a weapon that has the ammunition property to make a melee attack, you treat the weapon as an improvised weapon (see "Improvised Weapons" later in the section). A sling must be loaded to deal any damage when used in this way.

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

Heavy. Small creatures, like Halflings, have disadvantage on attack rolls with heavy weapons. A heavy weapon's size and bulk make it too large for a Small creature to use effectively.

Light. A light weapon is small and easy to handle, making it ideal for use when fighting with two weapons.

Range. A weapon that can be used to make a ranged attack has a *maximum* range in parentheses after the ammunition or thrown property. Ranges in OSR are Close, Near, Far, and Very Far. When attacking a target beyond the weapons range, you have disadvantage on the attack roll and going beyond range with certain weapons may be impossible (referee's discretion). You can't attack a target beyond double the weapons range.

Reach. This weapon adds 5 feet to your reach when you attack with it, as well as when determining your reach for opportunity attacks with it.

Thrown. If a weapon has the thrown property, you can throw the weapon to make a ranged attack. If the weapon is a melee weapon, you use the same ability modifier for that attack roll and damage roll that you would use for a melee attack with the weapon. For example, if you throw a hand axe, you use your Strength, but if you throw a dagger, you can use either your Strength or your Dexterity, since the dagger has the finesse property.

Two-Handed. This weapon requires two hands when you attack with it.

Versatile. This weapon can be used with one or two hands. When used two handed the damage value in parentheses is the two handed damage.

Improvised Weapons

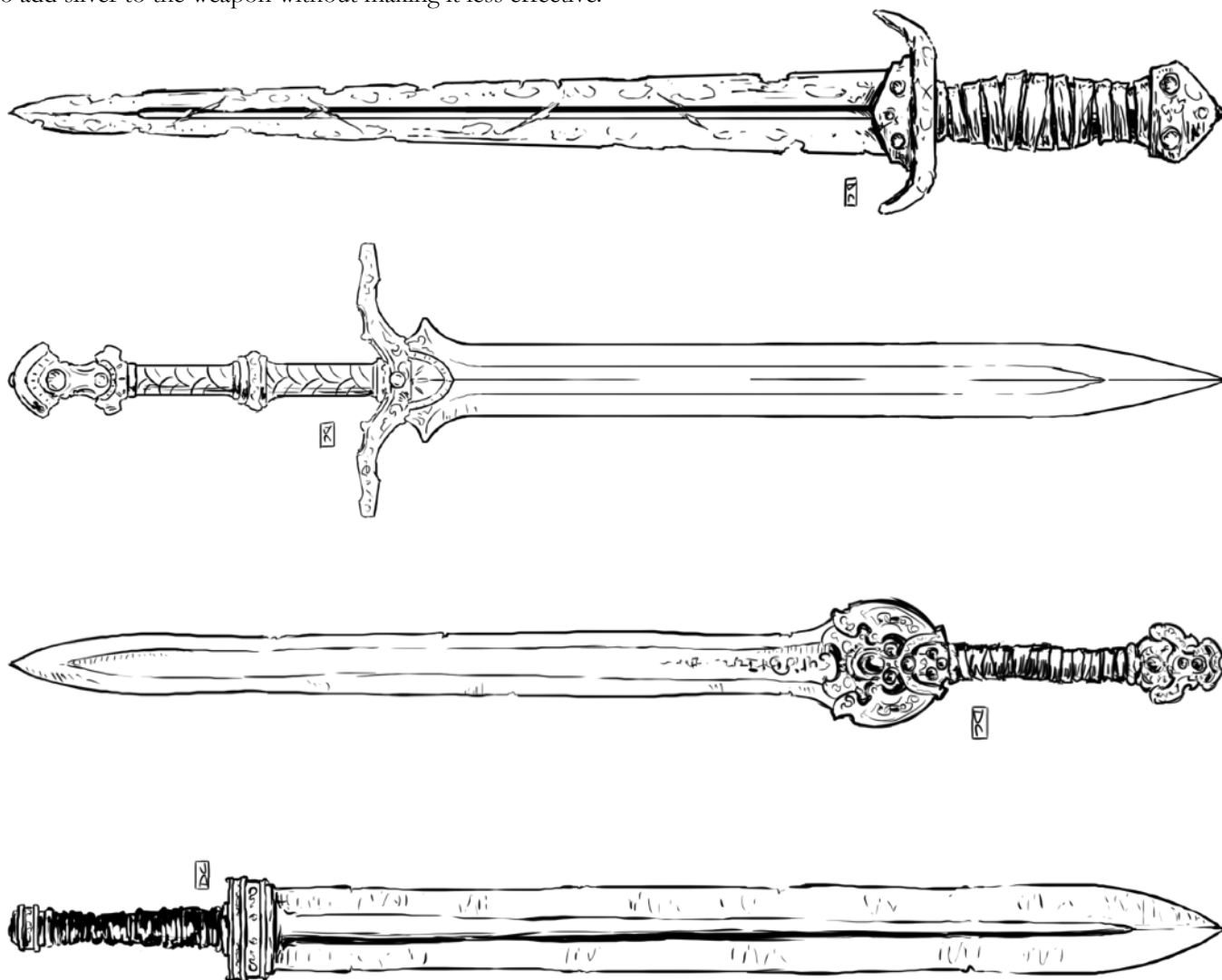
Sometimes characters don't have their weapons and have to attack with whatever is at hand. An improvised weapon includes any object you can wield in one or two hands, such as broken glass, a table leg, a frying pan, a wagon wheel, or a dead goblin.

Often, an improvised weapon is similar to an actual weapon and can be treated as such. For example, a table leg is akin to a club. At the Referee's option, a character proficient with a weapon can use a similar object as if it were that weapon and use his or her proficiency bonus.

An object that bears no resemblance to a weapon deals 1d4 damage (the Referee assigns a damage type appropriate to the object). If a character uses a ranged weapon to make a melee attack, or throws a melee weapon that does not have the thrown property, it also deals 1d4 damage. An improvised thrown weapon has a normal range of Near.

Silvered Weapons

Some monsters that have immunity or resistance to nonmagical weapons are susceptible to silver weapons, so cautious adventurers invest extra coin to plate their weapons with silver. You can silver a single weapon or ten pieces of ammunition for 100 gp. This cost represents not only the price of the silver, but the time and expertise needed to add silver to the weapon without making it less effective.

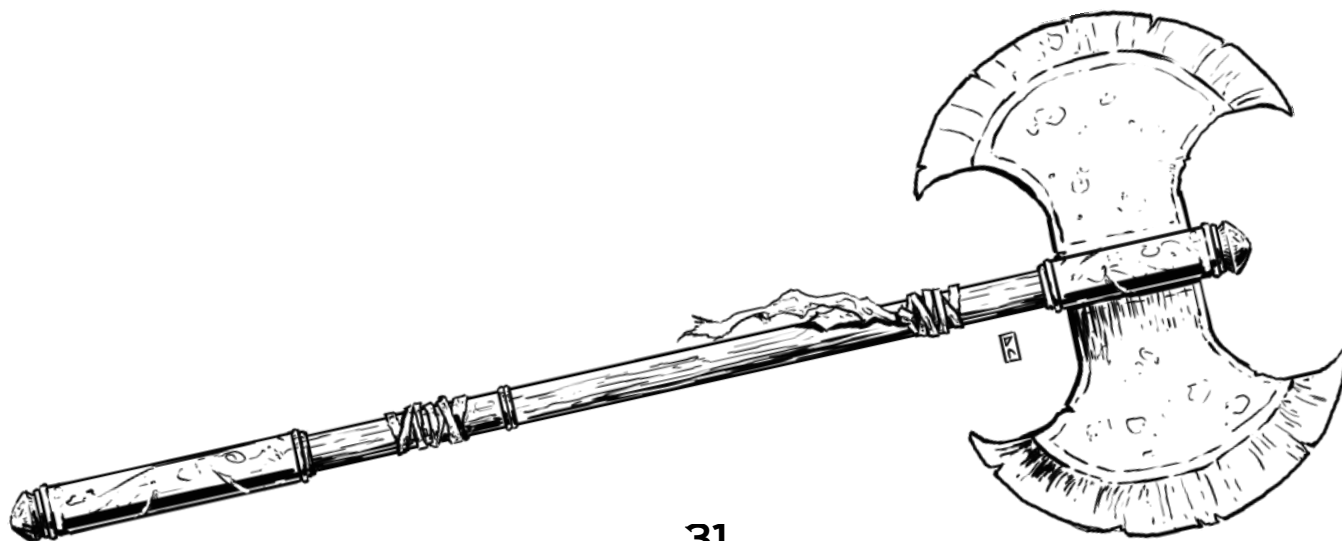


Simple Melee Weapons

Weapon	Cost	Damage	Properties
Dagger	3 gp	1d4 pierce	Thrown (Near), light, finesse
Hand Axe	3 gp	1d6 slash	Thrown (Near), light
Mace	5 gp	1d6 (1d8) bludgeon	Versatile
Spear	1 gp	1d6 (1d8) pierce	Thrown (Near), versatile
Staff	1 gp	1d6 bludgeon	-

Martial Melee Weapons

Weapon	Cost	Damage	Properties
Battle Axe	3 gp	1d8 (1d10) slash	Versatile
Flail	8 gp	1d8 bludgeon	-
Halberd	7 gp	1d10 slash	Two-handed, heavy, reach
Lance	4 gp	1d8 pierce	Heavy, reach
Morning Star	6 gp	1d8 pierce	-
Pike	5 gp	1d8 pierce	Two-handed, heavy, reach
Pole Arm	7 gp	1d8 pierce	Two-handed
Short Sword	8 gp	1d6 slash	Light, finesse
Sword	10 gp	1d6 (1d8) slash	Versatile
Two-handed Sword	15 gp	1d10 slash	Two-handed, heavy



Simple Ranged Weapons

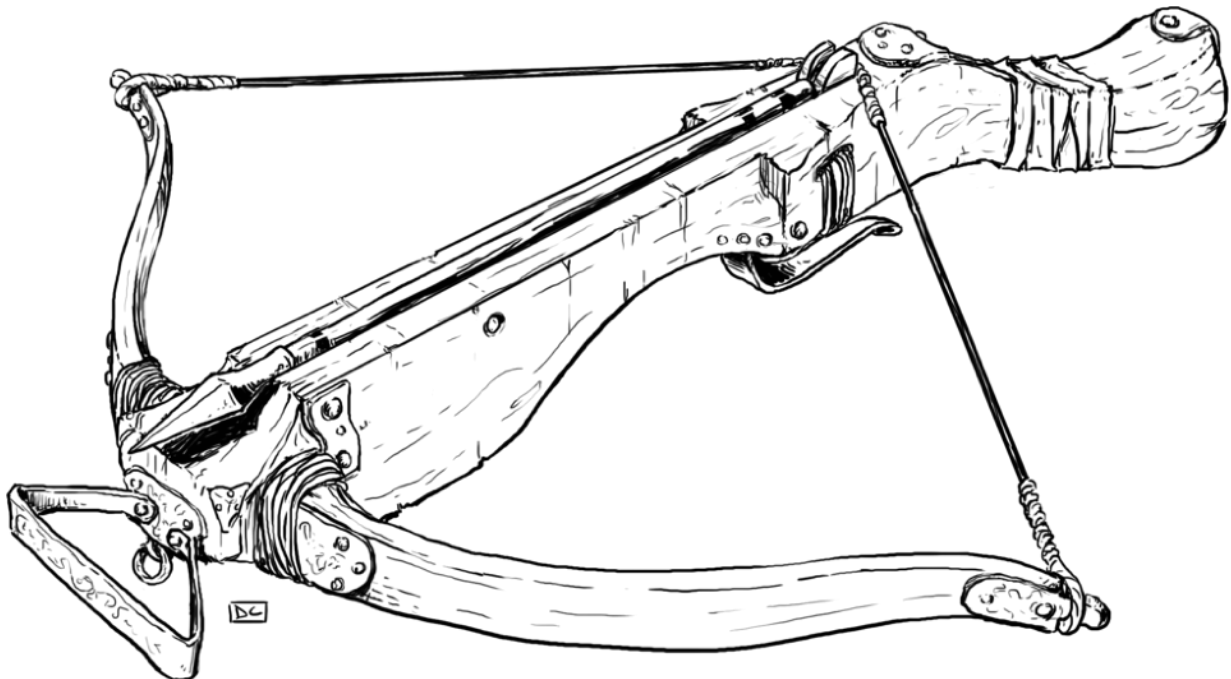
Weapon	Cost	Damage	Properties
Light Crossbow	15 gp	1d4+1 pierce	Ammunition, two-handed
Short Bow	25 gp	1d6 pierce	Ammunition, two-handed
Sling	1 sp	1d4 bludgeon	Ammunition, two-handed

Martial Ranged Weapons

Weapon	Cost	Damage	Properties
Heavy Crossbow	25 gp	1d6+1 pierce	Ammunition, two-handed, heavy
Long Bow	40 gp	1d8 pierce	Ammunition, two-handed, heavy

Ammunitions

Weapon	Cost	Range
Case with 30 Quarrels	10 gp	Far
Quiver of 20 Arrows	10 gp	Far
Silver Tipped Arrow	5 gp	Far
Sling Stones (50)	4 cp	Near



Adventuring Gear

Item	Cost	Properties
10' Pole	1 gp	-
Iron Spikes (12)	1 gp	-
3 Stakes & Mallet	3 gp	-
50' of Rope	1 gp	-
Arcane Staff	10 gp	Arcane Focus
Backpack	5 gp	-
Flask of Oil	2 gp	Refill lanterns, fire
Healing Kit	25 gp	10 wounds
Holy Water	25 gp	1d8 damage to undead
Iron Rations (week)	15 gp	-
Lantern	10 gp	Light to Near, Bullseye To Far
Large Sack	2 gp	Hold 20 additional items
Potion of Healing	75 gp	Heal 1d6+1 damage
Silver Holy Symbol	25 gp	Needed to Turn Undead
Silver Mirror, small	15 gp	-
Small Sack	1 gp	Hold 10 additional items
Spellbook	100 gp	Holds 20 spells
Standard Rations (7)	5 gp	-
Steel Mirror	5 gp	-
Thieve's Tools	25 gp	Required to pick locks
Torches (6)	1 gp	Light to Near
Water/ Wine skin	1 gp	-
Wine (quart)	1 gp	-
Wolfsbane (bunch)	10 gp	Keep werewolves away
Wooden Holy Symbol	2 gp	Needed to Turn Undead

Adventuring Gear

Descriptions

10' Pole. Used to prod around for traps.

12 Iron spikes. Used to climb, spike shut doors, etc.

3 Stakes & Mallet. For all your vampire hunting needs.

50' of Rope. Rope, made of hemp, has 2 hit points and can be burst with a Hard (DC 16) Strength check.

Arcane Staff. Not used for combat but can be used as an arcane focus. An arcane focus is a special item—an orb, a crystal, a rod, a specially constructed staff, a wand-like length of wood, or some similar item, designed to channel the power of arcane spells. A magic-user can use this item as a spellcasting focus.

Backpack- A backpack allows a character to carry 10 additional items. See Encumbrance.

Flask of Oil. Can be used as a Near ranged weapon for 1d6 fire damage per round until extinguished.

Healing Kit. A Healing Kit contains enough bandages and supplies to heal 10 wounds, see Rests in Rules & Strongholds for more on Healing Kits.

Holy Water. Causes 1d8 damage (thrown weapon attack, Near range) when thrown on most types of undead creatures and demons. This can be useful, since many of the more-powerful undead and demons can otherwise only be damaged with magical weapons.

Iron Rations (7). One week worth of iron rations. Iron rations are water resistant and great for long dungeon explorations. Rations consist of dry foods suitable for underground travel, including jerky, dried fruit, hardtack, and nuts.

Lantern. A lantern casts light in a Near radius. Once lit, it burns for 6 hours on a flask (1 pint) of oil. As an action, you can lower the hood, using it in a direct line out to Far.

Large Sack. Large sacks allow you to carry 20 additional items but they take up a hand and DEX based moves are HARD.

Potion of Healing. This small vial or potion heals 1d6+1 hit points of damage. Drinking or administering a potion takes an action.

Silver Holy Symbol. A holy symbol is a representation of a god or pantheon. It might be an amulet depicting a symbol representing a deity, the same symbol carefully engraved or inlaid as an emblem on a shield, or a tiny box holding a fragment of a sacred relic. A cleric can use a holy symbol as a spellcasting focus. To use the symbol in this way, the caster must hold it in hand, wear it visibly, or bear it on a shield.

Silver Mirror, small. A small (4 inch in diameter) mirror, can be used for signaling others from a distance.

Small Sack. Small sacks allow you to carry 10 additional items but they take up a hand and DEX based moves are HARD.

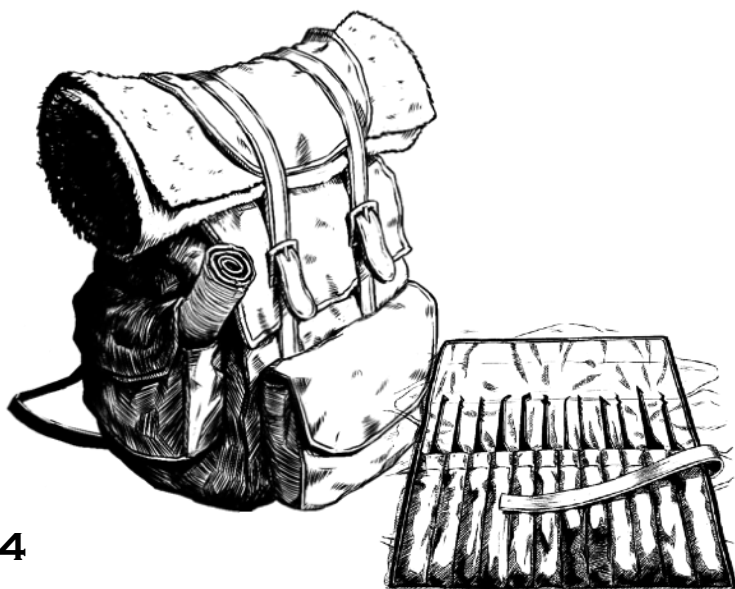
Spellbook. Essential for magic-users, a spellbook is a leather-bound tome with 100 blank vellum pages suitable for recording spells. Holds up to 20 spells.

Standard Rations (7). One week worth of standard rations. Standard rations are packed in a sack and great for travel.

Steel Mirror. A sheet of mirrored steel, usually 2 ft. in diameter.

Thieve's Tools. A set of small lock picks, pliers, etc,

Torch. A torch burns for 1 hour, providing light out to Near. If you make a melee attack with a burning torch and hit, it deals 1d4 fire damage.



Transport, Tack & Harness

Item	Cost	Properties
Barding, (Horse Armor)	150 gp	Provides a mount with AC 17
Cart	100 gp	Transport up to 50 items
Large Galley	30,000 gp	-
Large Merchant Ship	20,000 gp	-
Mule	20 gp	Can carry 50 items
Riding Horse	40 gp	-
Saddle	25 gp	-
Saddle Bags	10 gp	Carry 20 items and rider
Small Boat	100 gp	Up to 6 passengers
Small Galley	10,000 gp	-
Small Merchant Ship	5,000 gp	-
Wagon	200 gp	Transport up to 100 items
Warhorse	200 gp	-





SPELLS

SPELLCASTING

Magic permeates fantasy gaming worlds and often appears in the form of a spell.

This section provides the rules for casting spells. Different character classes have distinctive ways of learning and preparing their spells, and monsters use spells in unique ways. Regardless of its source, a spell follows the rules here.

What Is a Spell?

A spell is a discrete magical effect, a single shaping of the magical energies that suffuse the multiverse into a specific, limited expression. In casting a spell, a character carefully plucks at the invisible strands of raw magic suffusing the world, pins them in place in a particular pattern, sets them vibrating in a specific way, and then releases them to unleash the desired effect—in most cases, all in the span of seconds.

Spell Level

Every spell has a level from 0 to 5. A spell's level is a general indicator of how powerful it is, with the lowly (but still impressive) *cure light wounds* is 1st level and the earth-shaking *raise dead* is 5th. Cantrips & Orisons—simple spells that characters can 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 don't correspond directly. A character has to be at least 9th level, not 5th level, to cast a 5th-level spell.

Preparing Spells

Before a spellcaster can use a spell, he or she must have the spell firmly fixed in mind, or must have access to the spell in a magic item. Spellcasters undergo a process of preparing spells. This process varies for different classes, as detailed in their descriptions. Magic-using monsters who cast spells do not have to prepare them.

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, he or she can cast only 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, and higher-level spells are even more so. Thus, the table on the next page shows how many spell slots of each spell level a character can use at each character level. For example, the 3rd-level magic-user has four 1st-level spell 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, effectively "filling" a slot with the spell. You can think of a spell slot as a groove of a certain size—small for a 1st-level slot, larger for a spell of higher level. A 1st-level spell fits into a slot of any size, but a 5th-level spell fits only in a 5th-level slot. So when the 3rd level magic-user above casts *magic missile*, a 1st-level spell, they spend one of their four 1st-level slots and have three remaining.

Finishing a short or long rest restores any expended spell slots.

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 the 3rd level magic-user casts *magic missile* using one of their 2nd-level slots, that *magic missile* expends one of the characters' 2nd level spell slots.

Casting in Armor

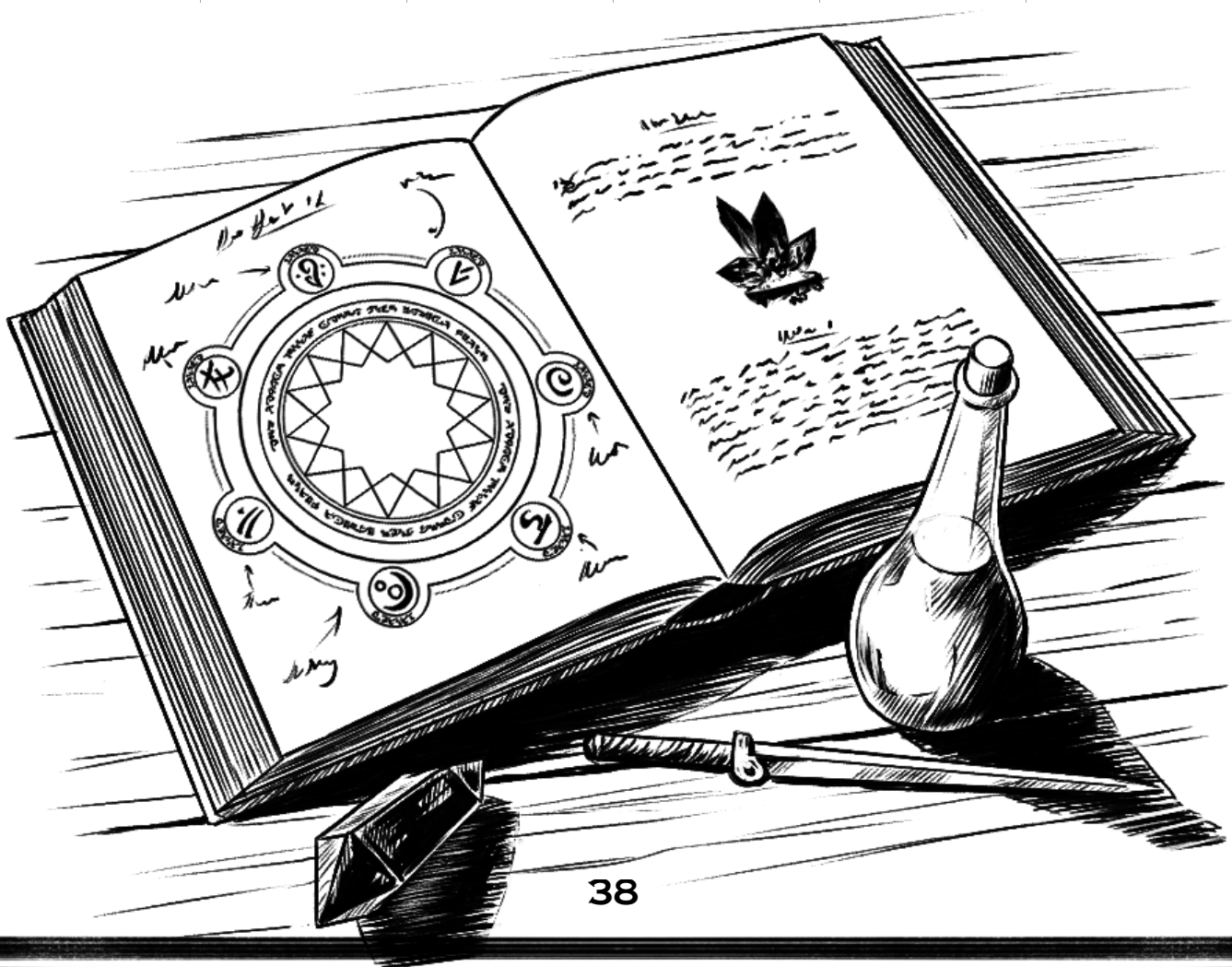
Because of the mental focus and precise gestures required for spellcasting, you must be proficient with the armor you are wearing to cast a spell. You are otherwise too distracted and physically hampered by your armor for spellcasting.

Cantrips & Orisons

A cantrip (for magic-users) or orison (for clerics) is a spell that can be cast at will, without using a spell slot and without being prepared in advance. Repeated practice has fixed the spell in the caster's mind and infused the caster with the magic needed to produce the effect over and over. A cantrip or orison's spell level is effectively 0.

Spell Slots per Spell Level

Level	1st	2nd	3rd	4th	5th
1st	2	-	-	-	-
2nd	3	-	-	-	-
3rd	4	2	-	-	-
4th	4	3	-	-	-
5th	4	3	2	-	-
6th	4	3	3	-	-
7th	4	3	3	1	-
8th	4	3	3	2	-
9th	4	3	3	3	1
10th	4	3	3	3	2



Cleric Spellcasting

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

Orisons

At 1st level, clerics know and can cast Orisons.

Preparing and Casting Cleric Spells

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

You prepare the list of cleric spells that are available for you to cast, choosing from the cleric spell list. When you do so, choose 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.

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

You can change your list of prepared spells when you finish a short or 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.

Spellcasting Ability

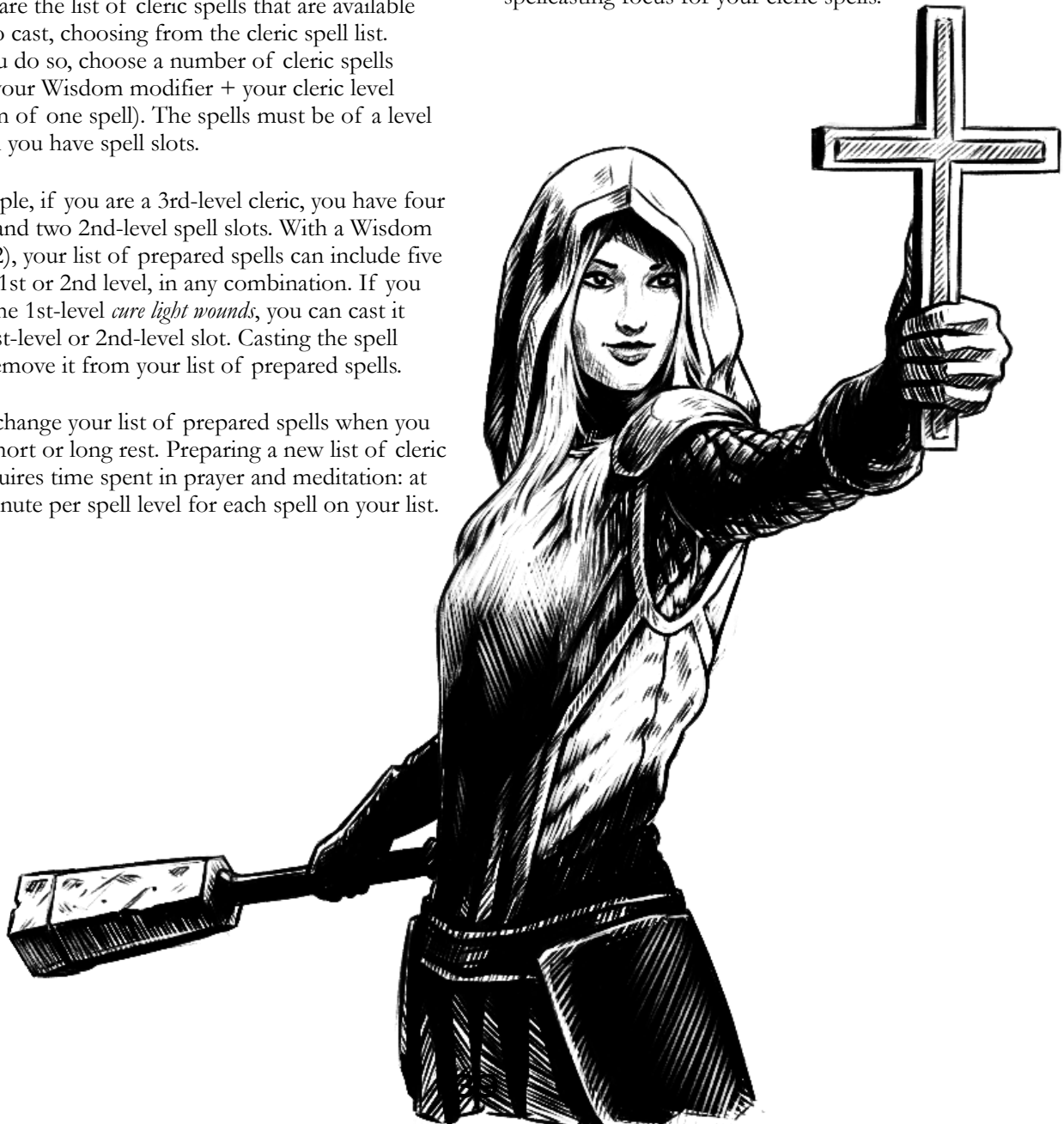
Wisdom is your spellcasting ability for your cleric spells. The power of your spells comes from your devotion to your deity. You use your Wisdom whenever a cleric spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a cleric spell you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

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

Spell attack modifier = your proficiency bonus + your Wisdom modifier

Spellcasting Focus

You can use a holy symbol (see "Equipment") as a spellcasting focus for your cleric spells.



Magic-User Spellcasting

As a student of arcane magic, you have a spellbook containing spells that show the first glimmerings of your true power.

Cantrip

At 1st level, you know and can cast Cantrip.

Spellbook

At 1st level, you have a spellbook containing six 1st-level magic-user spells of your choice. Your spellbook is the repository of the magic-user spells you know, except cantrip, which is fixed in your mind.

Preparing and Casting Spells

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

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

For example, if you're a 3rd-level magic-user, you have four 1st-level and two 2nd-level spell slots. With an Intelligence of 16 (+2), your list of prepared spells can include five spells of 1st or 2nd level, in any combination, chosen from your spellbook. If you prepare the 1st-level spell *magic missile*, you can 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 can change your list of prepared spells when you finish a short or long rest. Preparing a new list of magic-user spells requires time spent studying your spellbook and memorizing the incantations and gestures you must make to cast the spell: at least 1 minute per spell level for each spell on your list.

Spellcasting Ability

Intelligence is your spellcasting ability for your magic-user spells, since you learn your spells through dedicated study and memorization. You use your Intelligence whenever a spell refers to your spellcasting ability. In addition, you use your Intelligence modifier

when setting the saving throw DC for a magic-user 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

Spellcasting Focus

You can use an arcane focus as a spellcasting focus for your magic-user spells

Learning Spells of 1st Level and Higher

Each time you gain a magic-user level, you can add two magic-user spells of your choice to your spellbook for free. Each of these spells must be of a level for which you have spell slots, as shown on the Spell Slots table. On your adventures, you might find other spells that you can add to your spellbook.

Your Spellbook

The spells that 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 had about the nature of the multiverse. You might find other spells during your adventures. You could discover 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 magic-user spell of 1st level or higher, you can add it to your spellbook if it is of a spell level you can prepare and if you can spare the time to decipher and copy it.

Copying that spell into your spellbook involves reproducing the basic form of the spell, then deciphering the unique system of notation used by the magic-user who wrote it. You must practice the spell until you understand the sounds or gestures required, then transcribe it into your spellbook using your own notation.

For each level of the spell, the process takes **1 day and costs 500 gp**. The cost represents material components you expend as you experiment with the spell to master it, as well as the fine inks you need to record it. Once you have spent this time and money,

spell to master it, as well as the fine inks you need to record it. Once you have spent this time and money, you can prepare the spell just like your other spells.

Replacing the Book. You can copy a spell from your own spellbook into another book—for example, if you want to make a backup copy of your spellbook. This is just like copying a new spell into your spellbook, but faster and easier, since you understand your own notation and already know how to cast the spell. You need spend only **1 hour and 100 gp** for each level of the copied spell.

If you lose your spellbook, you can use the same procedure to transcribe the spells that you have prepared into a new spellbook. Filling out the remainder of your spellbook requires you to find new spells to do so, as normal. For this reason, many magic-users keep backup spellbooks in a safe place.

The Book's Appearance. Your spellbook is a unique compilation of spells, with its own decorative flourishes and margin notes. It might be a plain, functional leather volume that you received as a gift from your master, a finely bound gilt-edged tome you found in an ancient library, or even a loose collection of notes scrounged together after you lost your previous spellbook in a mishap.



Casting a Spell

When a character casts any spell, the same basic rules are followed, regardless of the character's class or the spell's effects.

Each spell description begins with a block of information, including the spell's name, level, 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 more time to cast.

Longer Casting Times

Certain spells require more time to cast: minutes or even hours. When you cast a spell with a casting time longer than a single action, you must spend your action each turn casting the spell, and you must maintain your concentration while you do so (see "Concentration" below). 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 Ranges from Close to Far. Some spells can 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 that create cones or lines of effect that originate from you also have a range of self, indicating that the origin point of the spell's effect must be you (see "Areas of Effect").

Once a spell is cast, its effects aren't limited by its range, unless the spell's description says otherwise.

Components

A spell's components are the physical requirements you must meet in order to cast it. Each spell's description indicates whether it requires verbal (V) or somatic (S) components. If you can't perform one of the components, you are unable to cast the spell. Such as when you are gagged or bound.

Verbal (V)

Most spells require the chanting of mystic words. The words themselves aren't the source of the spell's power; rather, the particular 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 gestures 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.

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 in order to keep their magic active. If you lose concentration, such a spell ends.

If a spell must be maintained with concentration, that fact appears in its 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 can break concentration:

- **Casting another spell that requires concentration.** You lose concentration on a spell if you cast another spell that requires concentration. You can't concentrate on two spells at once.
- **Taking damage.** Whenever you take damage while you are concentrating on a spell, you must make a Normal (DC 12) Constitution saving throw to maintain your concentration. If you take damage from multiple sources, such as an arrow and a dragon's breath, you make a separate saving throw for each source of damage.

- **Being incapacitated or killed.** You lose concentration on a spell if you are incapacitated or if you die.

The Referee might also decide that certain environmental phenomena, such as a wave crashing over you while you're on a storm-tossed ship, require you to succeed on an Easy (DC 8) Constitution saving throw to maintain concentration on a spell.

Targets

A typical spell requires you to pick one or more targets to be affected by the spell's magic. A spell's description tells you whether the spell targets creatures, objects, or a point of origin for an area of effect (described below).

Unless a spell has a perceptible effect, a creature might not know it was targeted by a spell at all. An effect like crackling lightning is obvious, but a more subtle effect, such as an attempt to read a creature's thoughts, typically goes unnoticed, unless a spell says otherwise.

A Clear Path to the Target

To target something, you must have a clear path to it, so it can't be behind total cover. 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 near side of that obstruction.

Targeting Yourself

If a spell targets a creature of your choice, you can choose yourself, unless the creature 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 *Fire Ball* and *plant growth* cover an area, allowing them to affect multiple creatures at once.

A spell's description specifies its area of effect. Every area of effect has a **point of origin**, a location from which the spell's energy erupts.

Saving Throws

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 DC to resist one of your spells equals 8 + your spellcasting ability modifier + your proficiency bonus + any special modifiers.

Attack Rolls

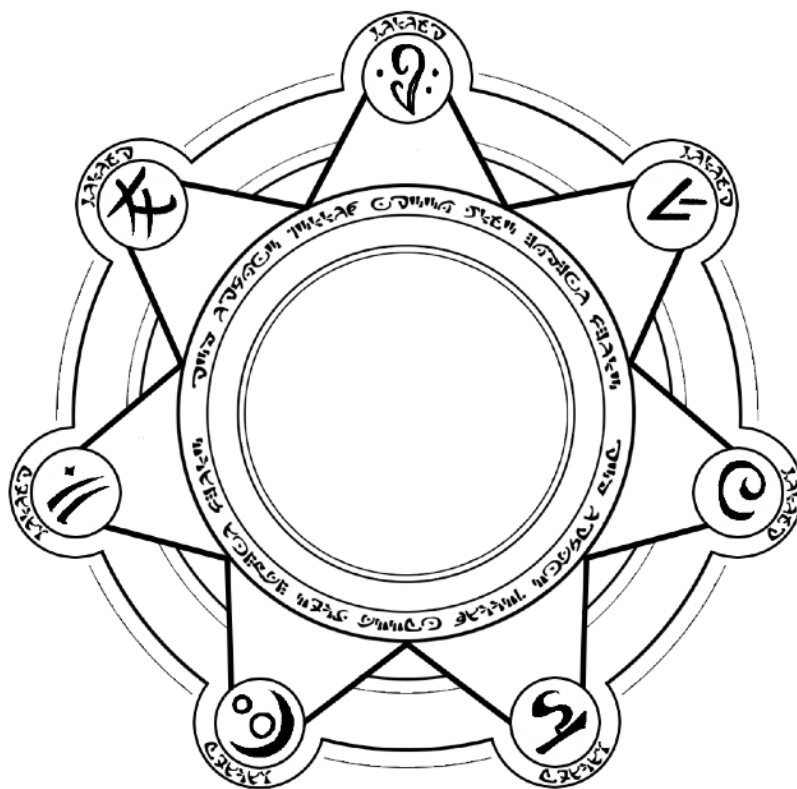
Some spells require the caster to make an attack roll to determine whether the spell effect hits the intended target. Your attack bonus with a spell attack equals your spellcasting ability modifier + your proficiency bonus.

Most spells that require attack rolls involve ranged attacks. Remember that 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.

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 *bleed* on the same target, that character gains the spell's benefit only once; he or she doesn't get to roll two +1's to attack rolls.



SPELL LISTS

Cleric Spell

List

Orison

1st level

Cure Light Wounds
 Detect Evil
 Detect Magic
 Light
 Protection from Evil
 Purify Food & Water

2nd level

Bless
 Find Traps
 Hold Person
 Silence
 Snake Charm
 Speak with Animals

3rd level

Continual Light
 Cure Disease
 Locate Object
 Prayer
 Remove Curse
 Speak with Dead

4th level

Create Water
 Cure Serious Wounds
 Neutralize Poison
 Protection from Evil,
 Near
 Speak with Plants
 Turn Sticks to Snakes

5th level

Commune
 Create Food

Dispel Evil
 Insect Plague
 Quest
 Raise Dead

Magic-User Spell List

Cantrip

1st level

Charm Person
 Detect Magic
 Hold Portal
 Light
 Magic Missile
 Protection from Evil
 Read Languages
 Shield
 Sleep

2nd level

Continual Light
 Darkness
 Detect Evil
 Detect Invisible
 ESP
 Invisibility
 Knock
 Levitate
 Locate Object
 Magic Mouth
 Mirror Image
 Phntasmal forces
 Pyrotechnics
 Strength
 Web

3rd level

Clairaudience
 Clairvoyance
 Darkvision
 Dispel Magic
 Explosive Runes
 Fireball
 Fly
 Haste
 Hold Person
 Invisibility, Close radius
 Lightning Bolt
 Monster Summoning I
 Protection from Evil,
 Near
 Protection from Normal
 Missiles
 Rope Trick
 Slow
 Suggestion
 Water Breathing

4th level

Charm Monster
 Confusion
 Dimension Door
 Extension I
 Fear
 Hallucinatory Terrain
 Ice Storm
 Massmorph
 Monster Summoning II
 Plant Growth
 Polymorph Others
 Polymorph Self
 Remove Curse
 Wall of Fire
 Wizard Eye

5th level

Animal Growth
 Animate Dead
 Cloudkill
 Conjure Elemental
 Contact Higher Plane
 Extension II
 Feeblemind
 Hold Monster
 Magic Jar
 Monster Summoning
 III
 Passwall
 Telekinesis
 Teleport
 Transmute Rock to
 Mud
 Wall of Iron
 Wall of Stone



SPELL DESCRIPTIONS

Animal Growth

5th-level magic-user spell
Casting Time: 1 action
Range: Far
Components: V, S
Duration: 2 hours

This spell causes **1d6** normal creatures to grow immediately to giant size. While the spell lasts, the affected creatures can attack as per a giant version of themselves.

Animate Dead

5th-level magic-user spell
Casting Time: 1 action
Range: Far
Components: V, S
Duration: Permanent

This spell animates skeletons or zombies from dead bodies. **1d6** undead are animated per level of the caster above 8th. The corpses remain animated until slain.

Bless

2nd-level cleric spell
Casting Time: 1 action
Range: Near
Components: V
Duration: 1 hour

This spell grants its recipient a +1 to attack rolls and saving throws.

Cantrip

0-level magic-user spell
Casting Time: 1 action
Range: Touch
Components: V
Duration: Instantaneous

A magic user may always perform the small magical tricks that they learn as part of their apprenticeship. These effects are always minor in nature, including making small objects disappear, fetching objects from across a room, animating a broom to sweep a floor, etc. These effects are obviously magical.

Wizard's Bolt: With a successful INT attack roll (1d20 + INT modifier + Prof. bonus) a cantrip can do **1d2** damage. This increases to **1d4** at level 10.

Referee's Note: Because Orisons and Cantrips are unlimited in the 5e ruleset, much care must be taken on what to allow and disallow.

Charm Monster

4th-level magic-user spell
Casting Time: 1 action
Range: Near
Components: V
Duration: see below

This spell operates in the same manner as *Charm Person*, but can affect any one living creature, including powerful monsters. For monsters of fewer than 3 hit dice, up to **3d6** can be affected. Monsters can break free of the charm, (one chance per week) by making a successful CHA saving throw.

Charm Person

1st-level magic-user spell
Casting Time: 1 action
Range: Near
Components: V, S
Duration: Until dispelled

This spell affects living bipeds of human size or smaller, such as goblins or dryads. If the spell succeeds (CHA saving throw allowed), the unfortunate creature falls under the caster's influence.

Clairaudience

3rd-level magic-user spell
Casting Time: 1 action
Range: Near
Components: V, S
Duration: 2 hours

Clairaudience allows the caster to hear through solid stone (limiting range to 2 feet or so) and other obstacles, any sounds within a range of Near. The spell's effect cannot pass through even a thin sheeting of lead, however, for this metal blocks it utterly. The spell can be cast through a crystal ball.

Clairvoyance

3rd-level magic-user spell

Casting Time: 1 action

Range: Near

Components: V, S

Duration: 2 hours

Clairvoyance allows the caster to see through solid stone (limiting range to 2 feet or so) and other obstacles, anything within a range of Near. The spell's effect cannot pass through even a thin sheeting of lead, however, for this metal blocks it completely.

Cloudkill

5th-level magic-user spell

Casting Time: 1 action

Range: Moves 6ft. per minute

Components: V, S

Duration: 1 hour

Foul and poisonous vapors boil from the thin air, forming a cloud 15 feet in radius at any target point within Far. The cloud moves directly forward at a rate of 6 feet per minute unless its direction or speed is affected by winds. Unusually strong gusts can dissipate and destroy the cloud. Poison-laden, the horrid mist is heavier than air, and thus sinks down any pits or stairs in its path. For any creature with fewer than 5HD, touching the cloud (much less breathing it) requires a CON saving throw to avoid immediate death.

Commune

5th-level cleric spell

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 3 Questions

Higher powers grant an answer to three questions the caster poses to them. Higher powers do not like being constantly interrogated by mere mortals, so use of the spell should be limited to once per week or so by the Referee.

Confusion

4th-level magic-user spell

Casting Time: 1 action

Range: Far

Components: V

Duration: 2 hours

This spell confuses people and monsters, making them act randomly. On a roll of **2d6**, the creatures will do the following:

2-5 Attack Caster & His Allies

6-8 Stand Baffled and Inactive

9-12 Attack Each Other

The effects of the confusion may shift every ten minutes or so, and the dice are once again rolled.

The spell affects **2d6** creatures, plus an additional creature for every caster level above 8th. Creatures of 3 hit dice or fewer are automatically affected by the spell, and it takes effect instantly. Creatures of 4 hit dice or more automatically overcome the confusion effect as it builds up to its full power (**1d12** minutes, plus the caster's level), and only then are they permitted a WIS saving throw. Eventually, these creatures are likely to succumb to the confusion, for they must continue to make another saving throw every 10 minutes until the spell's two-hour duration has run its course.

Conjure Elemental

5th-level magic-user spell

Casting Time: 1 action

Range: Far

Components: V, S

Duration: Concentration, or until dispelled or slain

The caster summons a 16 HD elemental (any kind) from the elemental planes of existence, and binds it to follow commands. The elemental obeys the caster only for as long as the caster concentrates on it; and when the caster ceases to concentrate, even for a moment, the elemental is released and will attack its former master.

Contact Higher Plane

5th-level magic-user spell

Casting Time: 1 action

Range: Touch

Components: V

Duration: Instantaneous

The caster creates a mental contact with the planes, forces, powers, and geometries of the beyond, in order to gain affirmative or negative answers to the questions he contemplates. The spell's effects depend upon how deeply into the caster quests into the various planes of existence. The caster must decide how "far" into the

planes of existence he wishes to make contact. The number of planes in "depth" that he chooses will affect the number of yes or no questions he can ask, the chance that the knowledge is available at that level, the chance of receiving a wrong answer, and the chance that he will become temporarily insane from the experience. Temporary insanity lasts for as many weeks as the "number" of the plane where the caster's sanity failed (or was deliberately removed).

Contact Higher Plane Table

Plane	Max # of Questions	Available Knowledge	Wrong Result	Temporary Insanity
3rd	3	25%	70%	1%
4th	4	30%	60%	10%
5th	5	40%	50%	20%
6th	6	50%	40%	30%
7th	7	60%	30%	40%
8th	8	70%	25%	45%
9th	9	80%	20%	55%
10th	10	85%	15%	65%
11th	11	90%	10%	75%
12th	12	95%	1%	85%

Continual Light

2nd-level magic-user, 3rd-level cleric spell

Casting Time: 1 action

Range: Far

Components: V, S

Duration: Permanent unless dispelled

The targeted person or object produces light as bright as sunlight (and with the same effects as sunlight), to a radius of Far.

Create Food

5th-level cleric spell

Casting Time: 1 action

Range: Close

Components: V, S

Duration: Instantaneous

This spell creates a one-day supply of food for 24 humans (or the like). At 10th level the amount of food doubles.

Create Water

4th-level cleric spell

Casting Time: 1 action

Range: Close

Components: V, S

Duration: Instantaneous

This spell creates a one-day supply of drinking water for 24 men (or, for game purposes, horses). At 9th level the amount of water doubles, and it doubles again at every level thereafter.

Cure Disease

3rd-level cleric spell

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

Cures the spell's recipient of any diseases, including magically inflicted ones. An evil reversal of this spell allows a Chaotically aligned Cleric to cause disease.

Cure Light Wounds

1st-level cleric spell

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

Cures 1d6+1 hit points of damage. An evil reversal of this spell allows a Chaotically aligned Cleric to cause light wounds rather than curing them.

Cure Serious Wounds

4th-level cleric spell

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

Cures 2d6+2 hit points of damage. An evil reversal of this spell allows a Chaotically aligned Cleric to cause serious wounds.

Darkness

2nd-level magic-user spell

Casting Time: 1 action

Range: Far

Components: V, S

Duration: Instantaneous

Darkness falls within a Near radius of the target point, impenetrable even to darkvision. A Light spell or Dispel Magic can be used to counteract the darkness.

Darkvision

3rd-level magic-user spell

Casting Time: 1 action

Range: Touch

Components: V

Duration: 1 day

The recipient of the spell can see in total darkness out to Near for 24 hours.

Detect Evil

1st-level cleric, 2nd level magic-user spell

Casting Time: 1 action

Range: Far

Components: V, S

Duration: 1 hour

The caster detects any evil enchantments, evil intentions, evil thoughts, or evil auras within the spell's range of Far. Poison is not inherently evil and cannot be detected by means of this spell. Whether there is any distinction between "evil" and "Chaos" is left to the Referee; in most campaigns they are exactly the same.

Detect Invisible

2nd-level magic-user spell

Casting Time: 1 action

Range: Near

Components: V, S

Duration: 1 hour

The caster can perceive invisible objects and creatures, even those lurking in the Astral or Ethereal planes of existence.

Detect Magic

1st-level cleric or magic-user spell

Casting Time: 1 action

Range: Self, Near area

Components: V, S

Duration: 20 min.

The caster can perceive, in places, people, or things, the presence of a magical spell or enchantment out to Near. For example, magical items may be discovered in this fashion, as can the presence of a charm secretly laid upon a person.

Dimension Door

4th-level magic-user spell

Casting Time: 1 action

Range: Far

Components: V, S

Duration: 1 hour

Dimension Door is a weak form of teleportation, a spell that can be managed by lesser magicians who cannot yet manage the Teleport spell. The caster can teleport himself, an object, or another willing person, with perfect accuracy to the stated location, as long as it is within the spell's range.

Dispel Evil

5th-level cleric spell

Casting Time: 1 action

Range: Near

Components: V, S

Duration: 10 minutes against an item

This spell is similar to the Magic-User spell Dispel Magic, but affects only evil magic. Also unlike the Dispel Magic spell, Dispel Evil functions (temporarily) against evil "sendings", possibly including dreams or supernatural hunting-beasts. The power of an evil magic item is held in abeyance for 10 minutes rather than being permanently dispelled. Evil spells are completely destroyed. As with Dispel Magic, the chance of successfully dispelling evil is a percentage based on the ratio of the level of the dispelling caster over the level of original caster (or HD of the monster). Thus, a 9th-level Cleric attempting to dispel an evil charm cast by a 12th-level Cleric has a 75% chance of success ($9/12 = .75$, or 75%). If the 10th-level Cleric was dispelling the 9th-level Cleric's charm, success would be certain ($10/9 = 1.11$, or 111%).

Dispel Magic

3rd-level magic-user spell

Casting Time: 1 action

Range: Far

Components: V, S

Duration: Instantaneous, or 10 minutes against an item

Dispel Magic, although not powerful enough to permanently disenchant a magic item (nullifies for 10 minutes), can be used to completely dispel most other spells and enchantments.

The chance of successfully dispelling magic is a percentage based on the ratio of the level of the dispelling caster over the level of original caster (or HD of the monster). Thus, a 5th-level Magic-User attempting to dispel a charm cast by a 10th-level Magic-User has a 50% chance of success ($6/12 = .50$, or 50%). If the 10th-level Magic-User was dispelling the 5th-level Magic-User's charm, success would be certain ($10/5 = 2.00$, or 200%).

ESP

2nd-level magic-user spell

Casting Time: 1 action

Range: Near

Components: V

Duration: 2 hours

The caster can detect the thoughts of other beings at a distance of Near. The spell cannot penetrate more than two feet of stone, and is blocked by even a thin sheet of lead.

Explosive Runes (OSR)

3rd-level magic-user spell

Casting Time: 1 action

Range: Written on Parchment

Components: V, S

Duration: Permanent

The Magic-User scribes a rune onto parchment, vellum, or paper as a deadly trap. If anyone other than the caster reads the rune, the sigil explodes into fire, automatically dealing **4d6** points of damage to anyone directly in front of it. The parchment or book upon which the rune was scribed will also be destroyed. An explosive rune can be detected, bypassed, and even removed by a higher-level Magic-User. Any Magic-User at least two levels higher than the rune's creator has a 60% chance to detect it, a 75% chance to bypass it (if it is detected), and a 100% chance to remove it (if it is successfully detected and bypassed).

Extension I

4th-level magic-user spell

Casting Time: bonus action

Range: Self

Components: V, S

Duration: see below

Extension I lengthens the duration of another of the caster's spells by 50%. Only spells of levels 1-3 can be affected by Extension I.

Extension II

5th-level magic-user spell

Casting Time: bonus action

Range: Self

Components: V, S

Duration: see below

Extension II lengthens the duration of another of the caster's spells by 50%. Only spells of levels 1-4 can be affected by Extension II.

Fear

4th-level

Casting Time: 1 action

Range: Cone to Far

Components: V, S

Duration: 1 hour

This spell causes the creatures in its cone-shaped path to flee in horror if they fail a CHA saving throw. If they fail the save they must make a WIS saving throw or drop whatever they are holding. The cone extends to Far from the caster.

Feeblemind

5th-level magic-user spell

Casting Time: 1 action

Range: Near

Components: V

Duration: Permanent until dispelled

Feeblemind is a spell that affects only Magic-Users. The INT saving throw against the spell is made at a disadvantage, and if the saving throw fails, the targeted Magic-User becomes feeble of mind until the magic is dispelled.

Find Traps

2nd-level cleric spell
Casting Time: 1 action
Range: Near
Components: V, S
Duration: 20 minutes

The caster can perceive both magical and non-magical traps at a distance of Near.

Fireball

3rd-level magic-user spell
Casting Time: 1 action
Range: Far
Components: V, S
Duration: Instantaneous

A bead-like missile shoots from the caster's finger, to explode, at the targeted location, in a furnace-like blast of fire. The burst radius is an area of Near from the target point, and damage is **1d6** per level of the caster (i.e. an 8th level magic-user casts an 8d6 fireball). A successful DEX saving throw means that the target takes only half damage.

Fly

3rd-level magic-user spell
Casting Time: 1 action
Range: Self
Components: V, S
Duration: 10 minutes per caster level + 1d6x10 minutes

This spell imbues the Magic-User with the power of flight, with a movement rate of Fast per round. The Referee secretly rolls the **1d6** x 10 additional turns; the player does not know exactly how long the power of flight will last.

Hallucinatory Terrain

4th-level magic-user spell
Casting Time: 1 action
Range: Within Eyesight
Components: V, S
Duration: Until touched (other than by ally) or dispelled
This spell changes the appearance of the terrain into the semblance of what the caster desires. A hill can be made to disappear, or it could be replaced with an illusory forest, for example.

Haste

3rd-level magic-user spell
Casting Time: 1 action
Range: Far
Components: V, S
Duration: 30 minutes

In an area with a radius of Near feet around the point where the spell is targeted, as many as 24 creatures become able to move and attack at double normal speed.

Hold Monster

5th-level magic-user spell
Casting Time: 1 action
Range: Near
Components: V, S
Duration: 1 hour + 10 min. Per caster level

The caster targets **1d4** creatures, which are completely immobilized (WIS saving throw applies). The caster may also target a single creature, in which case the WIS saving throw is made at disadvantage.

Hold Person

2nd-level cleric spell, 3rd-level magic-user spell
Casting Time: 1 action
Range: Far
Components: V, S
Duration: 90 minutes

The caster targets **1d4** persons (according to the same parameters as the Charm Person spell), who are completely immobilized (WIS saving throw applies). The caster may also target a single person, in which case the saving throw is made with disadvantage.

Hold Portal

1st-level magic-user spell
Casting Time: 1 action
Range: Touch
Components: V, S
Duration: 2d6 x 10 minutes

This spell holds a door closed for the spell's duration or until dispelled (see Dispel_Magic). Creatures with magic resistance can shatter the spell without effort. This arcane lock lasts for **2d6 x 10** minutes.

This spell requires 25 gp in gold dust, which the spell casting consumes.

Ice Storm

4th-level magic-user spell

Casting Time: 1 action

Range: Far

Components: V, S

Duration: 1 round

A whirling vortex of ice, snow, and hail forms in a radius of near from the target point. Massive hailstones inflict **3d10** hit points of damage (no saving throw applies) to all within the area.

Insect Plague

5th-level cleric spell

Casting Time: 1 action

Range: Within eyesight

Components: V, S

Duration: 24 hours

This spell works only outdoors. A storm of insects gathers, and goes wherever the caster directs. The cloud covers approximately 400 square feet (20 feet by 20 feet, with roughly corresponding height). Any creature of 2 HD or fewer that is exposed to the cloud of insects flees in terror (no saving throw).

Invisibility

2nd-level magic-user spell

Casting Time: 1 action

Range: Far

Components: V, S

Duration: Until dispelled or an attack is made

The object of this spell, whether a person or a thing, becomes invisible to both normal sight and darkvision. The result is that an invisible creature cannot be attacked unless its approximate location is known, and all attacks are made at disadvantage to hit. If the invisible creature makes an attack, the spell is broken. Otherwise, it lasts until dispelled or removed by the caster.

Invisibility, Close

3rd-level

Casting Time: 1 action

Range: Far

Components: V, S

Duration: Concentration, or until dispelled or an attack is made

Like the Invisibility spell, Invisibility, Close makes the target creature or object invisible to normal sight and

darkvision. It also, however, throws a radius of invisibility around the recipient, which moves with him/her/it. Nothing inside the radius of invisibility can be attacked unless its approximate location is known, and all attacks are made at disadvantage to hit. If an invisible creature makes an attack, the spell is broken.

Otherwise, it lasts until concentration ends, dispelled or removed by the caster.

Knock

2nd-level magic-user spell

Casting Time: 1 action

Range: Near

Components: V, S

Duration: Instantaneous

This spell unlocks and unbars all doors, gates, and portals within its range, including those held or locked by normal magic.

Levitate

2nd-level magic-user spell

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 10 min. per caster level

This spell allows the Magic-User to levitate himself, moving vertically up or down, but the spell itself provides no assistance with lateral movement. A wall, cliff side, or ceiling could, of course, be used to pull along hand-over-hand. Levitation allows up- or downward movement at a rate of up to 6 feet per minute (60 feet per 10 min.), and the caster cannot levitate more than 20 feet per level from the ground level where the spell was cast. (Such range is applied both to movement into the air and to downward movement into a pit or chasm.)

Light

1st-level cleric or magic-user spell

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 2 hours

The target person or object produces light about as bright as a torch, to a radius of Near for the duration.

Lightning Bolt

3rd-level magic-user spell

Casting Time: 1 action

Range: Self, out to far

Components: V, S

Duration: Instantaneous

A bolt of lightning extends out to Far from the caster, almost ten feet wide. Anyone in its path suffers **1d6** points of damage per level of the caster (half with a successful DEX saving throw). The bolt always extends to Far, this means that it ricochets backward from something that blocks its path.

Locate Object

3rd-level cleric, 2nd-level magic-user spell

Casting Time: 1 action

Range: Near

Components: V, S

Duration: 1 round per caster level

Within the spell's range, the caster perceives the correct direction (as the crow flies) toward an object the caster specifies by description in the spell. The object must be something the caster has seen, although the spell can detect an object in a general class of items known to the caster: stairs, gold, etc.

Magic Jar

5th-level magic-user spell

Casting Time: 1 action

Range: See below

Components: V, S

Duration: See below

This spell relocates the caster's life essence, intelligence, and soul into an object of virtually any kind. The 'jar' must be within Near of the caster's body for the transition to succeed. Once within the magic jar, the caster can possess the bodies of other creatures and people, provided that they are within Far of the jar and fail a CHA saving throw. The caster can return his or her soul to the magic jar at any time; if a body the caster controls is slain, the soul returns to the jar immediately. The Magic-User can return from the jar to his or her original body whenever desired, thus ending the spell. If the caster's body is destroyed while his or her soul is in the magic jar, the soul no longer

has a home other than within the magic jar, although the disembodied magic-user can still possess other bodies as before. If the jar itself is destroyed while the Magic-User's soul is within, the soul is lost.

Magic Missile

1st-level magic-user spell

Casting Time: 1 action

Range: Far

Components: V, S

Duration: Instantaneous

A magical missile flies where the caster directs, within a distance of Far. The missile hits automatically, doing **1d4+1** points of damage.

The Magic-User casts an additional two missiles for every 5 levels of experience. Thus, at 5th level, the caster is able to hurl 3 magic missiles for **3d4+3** damage and 5 missiles at 10th level for **5d4+5** damage.

Magic Mouth (OSR)

2nd-level magic-user spell

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Permanent or until triggered or dispelled

This enchantment is set upon an object, and the magic is triggered when certain conditions established by the caster are met. When that happens, a mouth appears on the object and speaks the message it has been commanded to speak. The message may be up to thirty words long.

Massmorph

4th-level magic-user spell

Casting Time: 1 action

Range: Far

Components: V, S

Duration: Concentration or until dispelled

One hundred or fewer man, or horse-sized creatures are changed to appear like innocent trees. The illusion is so perfect that creatures moving through the 'forest' will not detect the deception.

Mirror Image

2nd-level magic-user spell

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 1 hour or until destroyed

The spell creates **1d4** images of the caster, acting in perfect synchronization with him like mirror images. Attackers cannot distinguish the images from the caster, and may attack one of the images instead of the caster himself (determined randomly). When a hit is scored upon one of the images, it disappears.

Monster Summoning I

3rd-level magic-user spell

Casting Time: 1 action

Range: n/a

Components: V, S

Duration: 2d6 rounds

The caster summons allies, who serve him until slain (or until the duration of the spell expires). The allies appear immediately.

Monster Summoning I

D6 Roll	Summoned
1	1d6 giant rats
2	1d3 goblins
3	1d3 hobgoblins
4	1d6 kobolds
5	1d3 orcs
6	1d3 skeletons

Monster Summoning II

4th-level magic-user spell

Casting Time: 1 action

Range: n/a

Components: V, S

Duration: 2d6 rounds

The caster summons allies, who serve him until slain (or until the duration of the spell expires). The allies appear immediately.

Monster Summoning II

D6 Roll	Summoned
1	1d2 hobgoblins
2	1d2 zombies
3	1d2 gnolls
4	1d2 bugbears
5	1d6 orcs
6	1d6 skeletons

Monster Summoning III

5th-level magic-user spell

Casting Time: 1 action

Range: n/a

Components: V, S

Duration: 2d6 rounds

The caster summons allies, who serve him until slain (or until the duration of the spell expires). The allies appear immediately.

Monster Summoning III

D6 Roll	Summoned
1	1d4 bugbears
2	1d2 harpies
3	1d2 ochre jellies
4	1d2 wererats
5	1d2 wights
6	1d2 wild boar

Neutralize Poison

4th-level cleric spell

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

This spell counteracts poison if used promptly, but cannot be used to bring the dead back to life later.

Orison

0-level cleric spell

Casting Time: 1 action

Range: Touch

Components: V

Duration: Instantaneous

The most humble of priestly spells is the **orison**, a brief prayer or invocation of a minor nature. Typically, priests learn a number of orisons as acolytes or students in order to hone their spellcasting skills and emphasize concepts, ideals, or phrases of particular importance to the faith.

Orisons cannot cause damage, cannot heal more than 1 hp and are generally based around a prayer (such as

blessing a meal that heals those dining 1 hp when finished).

Referee's Note: Because Orisons and Cantrips are unlimited in the 5e ruleset, much care must be taken on what to allow and disallow.

Passwall

5th-level magic-user spell

Casting Time: 1 action

Range: Near

Components: V, S

Duration: 30 minutes

This spell creates a hole through solid rock, about 7 feet high, 10 feet wide, and 10 feet deep (possibly deeper at the discretion of the Referee). The hole closes again at the end of the spell's duration.

Phantasmal Forces

2nd-level magic-user spell

Casting Time: 1 action

Range: Far

Components: V, S

Duration: Concentration

This spell creates an illusion that seems realistic to all who view it. The illusion disappears when it is touched, but if the viewer believes the illusion is real, it can cause damage. Unless the Referee rules otherwise, victims of the spell are permitted an INT saving throw, and the illusion cannot cause more than **2d6** points of damage per victim. This will depend on circumstances; a truly brilliant use of the spell can be quite devastating, and a poorly thought-out illusion might cause almost immediate disbelief.

Plant Growth

4th-level magic-user spell

Casting Time: 1 action

Range: Far

Components: V, S

Duration: Permanent until dispelled

Undergrowth in the area suddenly grows into an impassable forest of thorns and vines. A radius out to Far can be affected by this spell and the caster can decide the shape of the area to be enchanted.

Polymorph Others

4th-level magic-user spell

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Permanent until dispelled

This spell allows the caster to turn another being into a different type of creature, such as a dragon, a garden slug, or of course, a frog or newt. The polymorphed creature gains all the abilities of the new form, but retains its own mind and hit points. Unwilling targets get a WIS saving throw.

Polymorph Self

4th-level magic-user spell

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 1 hour or Referee's Discretion

The caster assumes the form of any object or creature, gaining the new form's attributes (the use of wings, for example), but not its hit points or combat abilities. The Referee might allow the benefit of the new form's armor class, if it is due to heavily armored skin. A great deal of the spell's effect is left to the Referee to decide.

Prayer

3rd-level cleric spell

Casting Time: 1 action

Range: 30 ft.

Components: V, S

Duration: Instantaneous

The Prayer spell seeks short-term favor from the gods to help some other spell or attack to succeed. Prayer affects a Near area, causing all creatures in that area to have disadvantage on their saving throws.

The penalty lasts for one full round.

Protection from Evil

1st-level cleric or magic-user spell

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 1 hour

Creates a magical field of protection immediately around the caster, blocking out aberrations, evil elementals, undead and fiends. These monsters suffer a disadvantage penalty to hit the caster and the caster has advantage on saving throws against them. You can also not be charmed, frightened or possessed by such a creature.

Protection from Evil, Near

3rd-level cleric, 4th level magic-user spell

Casting Time: 1 action

Range: Self, Near radius around self

Components: V, S

Duration: 1 hour

Creates a magical field of protection around the caster in a Near radius. Blocking out aberrations, evil elementals, undead and fiends. These monsters suffer a disadvantage penalty to hit the caster and the caster has advantage on saving throws against them. You can also not be charmed, frightened or possessed by such a creature.

Protection from Normal Missiles

3rd-level magic-user spell

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 2 hours

The caster becomes invulnerable to non-magical missiles, although larger missiles such as boulders will overcome the spell's magic.

Purify Food & Water

1st-level cleric spell

Casting Time: 1 action

Range: Touch/Close (Referee's discretion)

Components: V, S

Duration: Instantaneous

Enough food and water for up to a dozen people is made pure, removing spoilage and poisons.

Pyrotechnics

2nd-level magic-user spell

Casting Time: 1 action

Range: Far

Components: V, S

Duration: 1 Hour

The caster creates either fireworks or blinding smoke from a normal fire source such as a torch or campfire. The Referee will decide exactly how much smoke (or fireworks) is produced, what effect it has, and what happens to it as it is produced, but the amount of smoke will definitely be more than a Near radius.

Quest

5th-level cleric spell

Casting Time: 1 action

Range: Near

Components: V, S

Duration: Until completed

If the spell succeeds (WIS saving throw applies), the caster may set a task for the spell's victim. If the victim does not diligently work at performing the task, a deadly weakness will set in (50% reduction in Strength), and an attempt to entirely abandon the quest incurs a curse set by the caster in the wording of the original Quest. The details, of course, must be approved by the Referee.

Raise Dead

5th-level cleric spell

Casting Time: 1 action

Range: Touch/Close (Referee's discretion)

Components: V, S

Duration: Instantaneous

Raise Dead allows the Cleric to raise a corpse from the dead, provided it has not been dead too long. The normal time limit is 5 days, but for every caster level higher than 8th, the time limit extends another 5 days. The dead must make a successful NORMAL (DC 12) CON saving throw to be brought back to life (failing this saving throw the same cleric may not attempt to raise this particular dead again). This spell functions only on 'human-like' races, that is, ones that can be used for player characters.

Read Languages

1st-level

Casting Time: 1 action

Range: Normal Reading Distance

Components: V

Duration: Instantaneous

This spell allows the caster to decipher directions, instructions, and formula in languages unknown to the caster. This can be particularly useful for treasure maps, but it does not solve any codes.

Read Magic

1st-level magic-user spell

Casting Time: 1 action

Range: Self

Components: V

Duration: 1 or 2 scrolls or other magical writings

This spell allows the caster to read the magical writings, including scrolls or other magic-users spellbooks. Without the use of this spell, magical writing cannot be read even by a Magic-User.

Remove Curse

3rd-level cleric, 4th-level magic-user spell

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

This spell removes one curse from a person or object.

Rope Trick

3rd-level magic-user spell

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 hour + 10 minutes per caster level

This spell enables the user to cause a length of rope (6' to 24') to stand upright by itself, and when he (and up to three others) climbs to its summit, disappears into another dimension. The rope is simply tossed into the air and climbed. If undisturbed the rope remains in place for the duration of the spell, but it can be removed, and if it is, the persons coming back from the other dimension will fall the distance they climbed to the top of the rope.

Shield

1st-level magic-user spell
Casting Time: 1 action
Range: Self
Components: V, S
Duration: 20 minutes

The caster conjures up an invisible shield that interposes itself in front of attacks. The shield improves the caster's armor class to AC 16. If the caster's armor class is already better than the spell would grant, the spell has no effect.

Silence

2nd-level cleric spell
Casting Time: 1 action
Range: Far
Components: V, S
Duration: 2 hours

Magical silence falls in an area with a Near radius around the targeted creature or object, and moves with it. Nothing from this area, no matter how loud, can be heard outside the radius.

Sleep

1st-level magic-user spell
Casting Time: 1 action
Range: Far
Components: V, S
Duration: 1 Hour

This spell puts enemies into an enchanted slumber (no saving throw is permitted). It affects creatures based on their hit dice.

Sleep Table

Victims HD	Number Affected
Less than 1d8	4d4
1d8 to 2d8	2d6
3d8	1d6
4d8	1

Slow

3rd-level magic-user spell
Casting Time: 1 action
Range: Far
Components: V, S
Duration: 30 minutes

In an area with a radius of Near around the point where the spell is targeted, as many as 24 creatures failing a WIS saving throw can move and attack only at half speed.

Snake Charm

2nd-level cleric spell
Casting Time: 1 action
Range: Near
Components: V, S
Duration: 1d4 x 10 plus 20 minutes

One hit die (1 HD) of snakes can be charmed per level of the caster. The snakes obey the caster's commands.

Speak with Dead

3rd-level cleric spell
Casting Time: 1 action
Range: Touch
Components: V, S
Duration: 3 Questions

The caster can ask three questions of a corpse, and it will answer, although the answers might be cryptic. Only higher-level Clerics have enough spiritual power to command answers of long-dead corpses. Clerics lower than 8th level can gain answers only from bodies that have been dead **1d4** days. Clerics levels 8+ can speak to corpses that have been dead **1d4** months.

Note that a die roll is involved here: for example, a seventh-level Cleric attempting to speak with a two-day-old corpse might still fail-the **d4** roll might indicate that only a one-day-old corpse can be reached with this particular attempt at the spell.

Speak with Animals

2nd-level cleric spell

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 1 hour

The caster can speak with normal animals. There is a good chance that the animals will provide reasonable assistance if requested, and they will not attack - unless the caster uses the spell to say something particularly offensive.

Speak with Plants

4th-level cleric spell

Casting Time: 1 action

Range: Speaking range

Components: V, S

Duration: 60 minutes

The caster can speak and understand the speech of plants. Plants smaller than trees will obey commands, moving aside when requested, etc.

Strength

2nd-level magic-user spell

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 8 hours

This spell may be cast upon a Fighter or a Cleric. For the duration of the spell, a Fighter gains **2d4** points of Strength, and a Cleric gains **1d6** points of Strength. Strength cannot exceed 20.

Suggestion

3rd-level magic-user spell

Casting Time: 1 action

Range: Shouting distance

Components: V, S

Duration: 1 week

A spell which works on the principle of hypnosis. If the creature which it is thrown at fails to make a Wisdom saving throw it will carry out the suggestion, immediately or deferred according to the wish of the magic-user. Self-destruction is 99% unlikely, but carefully worded suggestions can, at the referee's option, alter this probability. Suggestions must be simple and relatively short, i.e. a sentence or two.

Telekinesis

5th-level magic-user spell

Casting Time: 1 action

Range: Far

Components: V, S

Duration: 1 hour

The caster can move objects using mental power alone. The amount of weight that can be lifted and moved is 20 pounds per caster level. It is up to the Referee's interpretation of the spell whether the objects can be thrown, and at what speed.

Teleport

5th-level magic-user spell

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

This spell transports the caster or another person to a destination that the caster knows, or at least knows what it looks like from a picture or a map. Success depends on how well the caster knows the targeted location, as follows:

1. If the caster has only seen the location in a picture or through a map (so that knowledge is not based on direct experience), there is only a 25% chance of success, and failure means death, for the traveler's soul is lost in the spaces between realities.
2. If the caster has seen but not studied the location, there is a 20% chance of error. In the case of an error, there is a 50% chance that the traveler arrives low, **1d10x10** feet below the intended location (with death resulting from arrival within a solid substance). If the error is high (over the 50% chance for a "low" arrival), the traveler arrives **1d10x10** feet above the targeted location-likely resulting in a deadly fall.
3. If the caster is well familiar with the location, or has studied it carefully, there is only a 5% chance of error. On a 1 in 6 (roll **1d6**) the teleport is low, otherwise it is high. In either case, the arrival is **1d4x10** feet high or low.

Transmute Rock to Mud

5th-level

Casting Time: 1 action

Range: Far

Components: V, S

Duration: 3d6 day unless reversed

This spell transmutes rock (and any other form of earth, including sand) into mud. An area of roughly 300 x 300 feet becomes a deep mire, making it Difficult Terrain.

Turn Sticks to Snakes

4th-level cleric spell

Casting Time: 1 action

Range: Far

Components: V, S

Duration: 1 hour

The caster may turn as many as **2d8** normal sticks into snakes, each one having a 50% chance of being venomous. The snakes follow commands, but turn back into sticks at the end of the spell, or when killed.

Wall of Fire

4th-level magic-user spell

Casting Time: 1 action

Range: Near

Components: V, S

Duration: Concentration

A wall of fire flares into being and burns for as long as the caster concentrates upon it. Creatures with 3 or fewer hit dice cannot pass through it, and no creature can see through it to the other side. Passing through the fire inflicts **1d6** hit points of damage (no saving throw) and undead creatures sustain twice the normal damage. The caster may choose to create a straight wall 60 feet long and 20 feet high, or a circular wall with a 15-foot radius, also 20 feet high.

Wall of Ice

4th-level magic-user spell

Casting Time: 1 action

Range: Near

Components: V, S

Duration: Concentration

The caster conjures up a wall of ice, six feet thick and non-transparent. The caster may choose to create a straight wall 60 feet long and 20 feet high, or a circular wall with a 15-foot radius, also 20 feet high. Creatures with 3 or fewer hit dice cannot affect the wall, but creatures of 4+ hit dice are able to smash through it, taking **1d6** points of damage in the process.

Creatures with fire-based metabolisms take **2d6** instead of the normal 1d6. Fire spells and magical effects are negated in the vicinity of the wall.

Wall of Iron

5th-level magic-user spell

Casting Time: 1 action

Range: Near

Components: V, S

Duration: 2 hours

The caster conjures an iron wall from thin air. The wall is 3 feet thick, 50 feet tall, and 50 feet long.

Wall of Stone

5th-level magic-user spell

Casting Time: 1 action

Range: Near

Components: V, S

Duration: Permanent until dispelled

The wall of stone conjured by this spell is two feet thick, with a surface area of 1,000 square feet. The caster might choose to make the wall 50 feet long (in which case it would be 20 feet tall), or 100 feet long (in which case it would be only 10 feet tall).

Water Breathing

3rd-level magic-user spell

Casting Time: 1 action

Range: Touch

Components: V

Duration: 2 hours

The recipient of the spell is able to breathe underwater until the spell's duration expires.

Web

2nd-level magic-user spell
Casting Time: 1 action
Range: Far
Components: V, S
Duration: 8 hours

Fibrous, sticky webs fill an area up to Near radius from the target point. It is extremely difficult to get through the mass of strands—it takes 10 minutes if a torch and sword (or a flaming sword) are used, and creatures larger than a horse can break through in 20 minutes. Humans alone take more time to break through—perhaps 30-40 minutes or longer at the Referee's discretion.

Wizard Eye

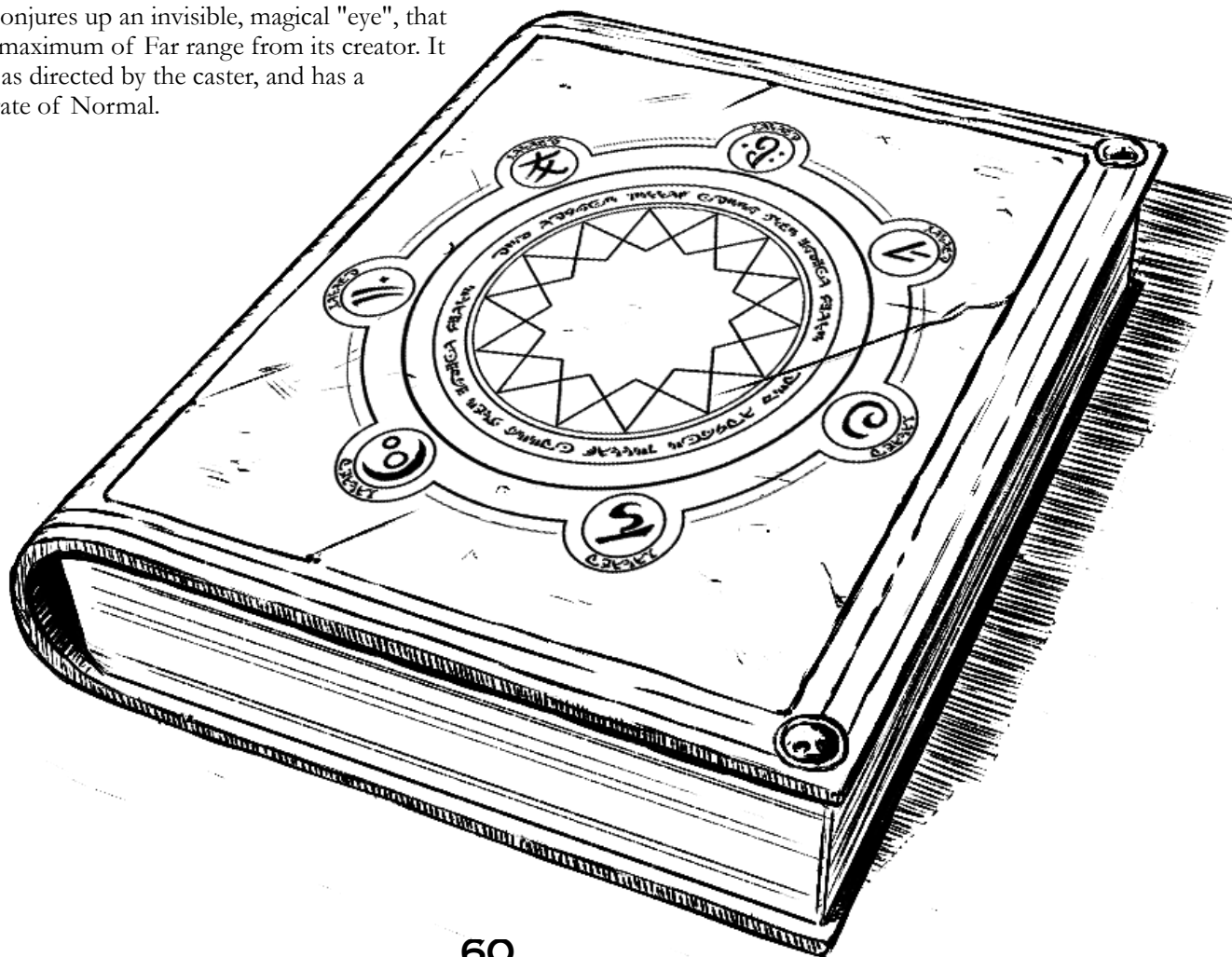
4th-level magic-user spell
Casting Time: 1 action
Range: Far
Components: V, S
Duration: 1 hour

The caster conjures up an invisible, magical "eye", that can move a maximum of Far range from its creator. It floats along as directed by the caster, and has a movement rate of Normal.

Wizard Lock

2nd-level
Casting Time: 1 action
Range: Touch
Components: V
Duration: Permanent unless dispelled

As with a *Hold Portal* spell, Wizard Lock holds a door closed, but it is permanent until dispelled. Creatures with magic resistance can shatter the spell without effort. Any Magic-User at least three levels higher than the caster can open the portal, and a *Knock* spell will open it as well, although the spell is not permanently destroyed in these cases.





RULES & STRONGHOLDS
CHAPTER 2 OF 3

THE BASICS

How to Play

The play of the game unfolds according to this basic pattern.

1. The Referee describes the environment.

The Referee tells the players where their adventurers are and what's around them, presenting the basic scope of options that present themselves (how many doors lead out of a room, what's on a table, who's in the tavern, and so on).

2. The players describe what they want to do.

Sometimes one player speaks for the whole party, saying, "We'll take the west door," for example. Other times, different adventurers do different things: one adventurer might search a treasure chest while a second examines an esoteric symbol engraved on a wall and a third keeps watch for monsters. The players don't need to take turns, but the Referee listens to every player and decides how to resolve those actions. Sometimes, resolving a task is easy. If an adventurer wants to walk across a room and open a door, the Referee might just say that the door opens and describe what lies beyond. But the door might be locked, the floor might hide a deadly trap, or some other circumstance might make it challenging for an adventurer to complete a task. In those cases, the Referee decides what happens, often relying on the roll of a die to determine the results of an action.

3. The Referee narrates the results of the adventurers' actions.

Describing the results often leads to another decision point, which brings the flow of the game right back to step 1.

This pattern holds whether the adventurers are cautiously exploring a ruin, talking to a devious prince, or locked in mortal combat against a mighty dragon. In certain situations, particularly combat, the action is more structured and the players (and Referee) do take turns choosing and resolving actions. But most of the time, play is fluid and flexible, adapting to the circumstances of the adventure.

Often the action of an adventure takes place in the imagination of the players and Referee, relying on the Referee's verbal descriptions to set the scene. Some Referees like to use music, art, or recorded sound

effects to help set the mood, and many players and Referees alike adopt different voices for the various adventurers, monsters, and other characters they play in the game. Sometimes, a Referee might lay out a map and use tokens or miniature figures to represent each creature involved in a scene to help the players keep track of where everyone is.

Game Dice

The game uses polyhedral dice with different numbers of sides. You can find dice like these in game stores and in many bookstores.

In these rules, the different dice are referred to by the letter d followed by the number of sides: d4, d6, d8, d10, d12, and d20. For instance, a d6 is a six-sided die (the typical cube that many games use).

Percentile dice, or d100, work a little differently. You generate a number between 1 and 100 by rolling two different ten-sided dice numbered from 0 to 9. One die (designated before you roll) gives the tens digit, and the other gives the ones digit. If you roll a 7 and a 1, for example, the number rolled is 71. Two 0s represent 100. Some ten-sided dice are numbered in tens (00, 10, 20, and so on), making it easier to distinguish the tens digit from the ones digit. In this case, a roll of 70 and 1 is 71, and 00 and 0 is 100.

When you need to roll dice, the rules tell you how many dice to roll of a certain type, as well as what modifiers to add. For example, "3d8 + 5" means you roll three eight-sided dice, add them together, and add 5 to the total.

The same d notation appears in the expressions "1d3" and "1d2." To simulate the roll of 1d3, roll a d6 and divide the number rolled by 2 (round up). To simulate the roll of 1d2, roll any die and assign a 1 or 2 to the roll depending on whether it was odd or even. (Alternatively, if the number rolled is more than half the number of sides on the die, it's a 2.)

The D20

Does an adventurer's sword swing hurt a dragon or just bounce off its iron-hard scales? Will the ogre believe an outrageous bluff? Can a character swim across a raging river? Can a character avoid the main blast of a fireball, or does he or she take full damage from the blaze? In cases where the outcome of an action is uncertain, the game relies on rolls of a 20-sided die, a d20, to determine success or failure.

Every character and monster in the game has capabilities defined by six **ability scores**. The abilities are Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma, and they typically range from 3 to 18 for most adventurers. (Monsters might have scores as low as 1 or as high as 30.) These ability scores, and the **ability modifiers** derived from them, are the basis for almost every d20 roll that a player makes on a character's or monster's behalf.

Ability checks, attack rolls, and saving throws are the three main kinds of d20 rolls, forming the core of the rules of the game. All three follow these simple steps.

1. Roll the die and add a modifier.

Roll a d20 and add the relevant modifier. This is typically the modifier derived from one of the six ability scores, and it sometimes includes a proficiency bonus to reflect a character's particular skill. (See Chapter 1 for details on each ability and how to determine an ability's modifier.)

2. Apply circumstantial bonuses and penalties.

A class feature, a spell, a particular circumstance, or some other effect might give a bonus or penalty to the check.

3. Compare the total to a target number.

If the total equals or exceeds the target number, the ability check, attack roll, or saving throw is a success. Otherwise, it's a failure. The **Referee** is usually the one who determines target numbers and tells players whether their ability checks, attack rolls, and saving throws succeed or fail.

The target number for an ability check or a saving throw is called a **Difficulty Class** (DC). The target number for an attack roll is called an **Armor Class** (AC).

This simple rule governs the resolution of most tasks in play. "Using Ability Scores" provides more detailed rules for using the d20 in the game.

Advantage and Disadvantage

Sometimes an ability check, attack roll, or saving throw is modified by special situations called advantage and disadvantage. Advantage reflects the positive circumstances surrounding a d20 roll, while disadvantage reflects the opposite. When you have either advantage or disadvantage, you 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, you use the 5. If you instead have advantage and roll those numbers, you use the 17.

More detailed rules for advantage and disadvantage are presented on page 67,

Specific Beats General

This rulebook contains rules that govern how the game plays. That said, many racial traits, class features, spells, magic items, monster abilities, and other game elements break the general rules in some way, creating an exception to how the rest of the game works.

Remember this: If a specific rule contradicts a general rule, the specific rule wins.

Exceptions to the rules are often minor. For instance, many adventurers don't have proficiency with longbows, but every elf does because of a racial trait. That trait creates a minor exception in the game. Other examples of rule-breaking are more conspicuous. For instance, an adventurer can't normally pass through walls, but some spells make that possible. Magic accounts for most of the major exceptions to the rules.

Round Down

There's one more general rule you need to know at the outset. Whenever you divide a number in the game, round down if you end up with a fraction, even if the fraction is one-half or greater.



GENERAL RULES

INSPIRATION

Inspiration is a rule the game master can use to reward you for playing your character in a way that's true to his or her personality traits, ideal, bond, and flaw. By using inspiration, you can draw on your personality trait of compassion for the downtrodden to give you an edge in negotiating with the Beggar Prince. Or inspiration can let you call on your bond to the defense of your home village to push past the effect of a spell that has been laid on you.

Gaining Inspiration

Your Referee can choose to give you inspiration for a variety of reasons. Typically, Referees award it when you play out your characters alignment or otherwise portray your character in a compelling way. Your Referee will tell you how you can earn inspiration in the game.

You either have inspiration or you don't—you can't stockpile multiple "inspirations" for later use.

Using Inspiration

If you have inspiration, you can expend it when you make an attack roll, saving throw, or ability check. Spending your inspiration gives you advantage on that roll.

Additionally, if you have inspiration, you can reward another player for good roleplaying, clever thinking, or simply doing something exciting in the game. When another player character does something that really contributes to the story in a fun and interesting way, you can give up your inspiration to give that character inspiration.



USING ABILITY SCORES

Six abilities provide a quick description of every creature's physical and mental characteristics:

- **Strength**, measuring physical power
- **Dexterity**, measuring agility
- **Constitution**, measuring endurance
- **Intelligence**, measuring reasoning and memory
- **Wisdom**, measuring perception and insight
- **Charisma**, measuring force of personality

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

The three main rolls of the game—the ability check, the saving throw, and the attack roll—rely on the six ability scores. The basic rule behind these rolls: roll a d20, add an ability modifier derived from one of the six ability scores, and compare the total to a target number.

Ability Scores and Modifiers

Each of a creature's abilities has a score, a number that defines the magnitude of that ability. An ability score is not just a measure of innate capabilities, but also encompasses a creature's training and competence in activities related to that ability.

A score of 10 or 11 is the normal human average, but adventurers and many monsters are a cut above average in some abilities. A score of 18 is the highest that a person usually reaches. Adventurers can have scores as high as 20, and monsters and divine beings can have scores as high as 30.

Each ability also has a modifier, derived from the score and ranging from -5 (for an ability score of 1) to +10 (for a score of 30). The Ability Scores and Modifiers table notes the ability modifiers for the range of possible ability scores, from 1 to 30.

To determine an ability modifier without consulting the table, subtract 10 from the ability score and then divide the total by 2 (round down).

Because ability modifiers affect almost every attack roll, ability check, and saving throw, ability modifiers come up in play more often than their associated scores.

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

Advantage and Disadvantage

Sometimes a special ability or spell tells you that you have advantage or disadvantage on an ability check, a saving throw, or an attack roll. When that happens, you 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, you use the 5. If you instead have advantage and roll those numbers, you use the 17.

If multiple situations affect a roll and each one grants advantage or imposes disadvantage on it, you don't roll more than one additional d20. If two favorable situations grant advantage, for example, you still roll only one additional d20.

If circumstances cause a roll to have both advantage and disadvantage, you are considered to have neither of them, and you roll one d20. This is true even if multiple circumstances impose disadvantage and only one grants advantage or vice versa. In such a situation, you have neither advantage nor disadvantage.

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

Inspiration can give a character advantage. The Referee can also decide that circumstances influence a roll in one direction or the other and grant advantage or impose disadvantage as a result.

Proficiency Bonus

Characters have a proficiency bonus determined by level. Monsters also have this bonus, which is incorporated in their stat blocks. The bonus is used in the rules on ability checks with backgrounds, saving throws, and attack rolls.

Your proficiency bonus can't be added to a single die roll or other number more than once. For example, if two different rules say you can add your proficiency bonus to a Wisdom saving throw, you nevertheless add the bonus only once when you make the save.

If a circumstance suggests that your proficiency bonus applies more than once to the same roll, you still add it only once and multiply or divide it only once.

Ability Checks

An ability check tests a character's or monster's innate talent and training in an effort to overcome a challenge. The Referee calls for an ability check when a character or monster attempts an action (other than an attack) that has a chance of failure. When the outcome is uncertain, the dice determine the results.

For every ability check, the Referee decides which of the six abilities is relevant to the task at hand and the difficulty of the task, represented by a Difficulty Class. The more difficult a task, the higher its DC. *Olde Swords Reign* only uses three DC's... EASY, NORMAL, & HARD.

Difficulty Classes

Difficulty	DC
EASY	8
NORMAL	12
HARD	16

To make an ability check, roll a d20 and add the relevant ability modifier. As with other d20 rolls, apply bonuses and penalties, and compare the total to the DC. 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, which means the character or monster makes no progress toward the objective or makes progress combined with a setback determined by the Referee.

Contests

Sometimes one character's or monster's efforts are directly opposed to another's. This can occur when both of them are trying to do the same thing and only one can succeed, such as attempting to snatch up a magic ring that has fallen on the floor. This situation also applies when one of them is trying to prevent the other one 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, the outcome is determined by a special form of ability check, called a contest.

Both participants in a contest make ability checks appropriate to their efforts. They apply all appropriate bonuses and penalties, but instead of comparing the total to a DC, they compare the totals of their two checks. The participant with the higher check total wins the contest. That character or monster 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.

Background Skills

Each character has a background and that background covers a multitude of differing skills. When making a non-combat related ability check that the background would cover, inform the Referee, and your proficiency bonus might apply to the ability check.

The final call on whether your background would apply to the check is the Referee's.

Backgrounds never apply to saving throws, attacks, or any other combat or damage related checks.

Passive Checks

A passive check is a special kind of ability check that doesn't involve any die rolls. Such a check can represent the average result for a task done repeatedly, such as searching for secret doors over and over again,

or can be used when the Referee wants to secretly determine whether the characters succeed at something without rolling dice, such as noticing a hidden monster.

Here's how to determine a character's total for a passive check:

10 + proficiency bonus + ability score modifier equals the passive score

If the character has advantage on the check, add 5. For disadvantage, subtract 5. The game refers to a passive check total as a **score**.

For example, if a 1st-level character has a Wisdom of 15, he or she has a passive Wisdom score of 14.

The rules on hiding in the "Dexterity" section below rely on passive checks, as do the exploration rules.

Working Together

Sometimes two or more characters team up to attempt a task. The character who's leading the effort—or the one with the highest ability modifier—can make an ability check with advantage, reflecting the help provided by the other characters. In combat, this requires the Help action.

A character can only provide help if the task is one that he or she could attempt alone. For example, trying to open a lock requires proficiency with thieves' tools, so a character who lacks that proficiency can't help another character in that task. Moreover, a character can help only when two or more individuals working together would actually be productive. Some tasks, such as threading a needle, are no easier with help.

Group Checks

When a number of individuals are trying to accomplish something as a group, the Referee might ask for a group ability check. In such a situation, the characters who are skilled at a particular task help cover those who aren't. To make a group ability check, everyone in the group makes the ability check. If at least half the group succeeds, the whole group succeeds. Otherwise, the group fails.

Group checks don't come up very often, and they're most useful when all the characters succeed or fail as a group. For example, when adventurers are navigating a swamp, the Referee might call for a group Wisdom check to see if the characters can avoid the quicksand, sinkholes, and other natural hazards of the environment. If at least half the group succeeds, the successful characters are able to guide their companions out of danger. Otherwise, the group stumbles into one of these hazards.

Using Each Ability

Every task that a character or monster might attempt in the game is covered by one of the six abilities. This section explains in more detail what those abilities mean and the ways they are used in the game.

Strength

Strength measures bodily power, athletic training, and the extent to which you can exert raw physical force.

Strength Checks

A Strength check can model any attempt to lift, push, pull, or break something, to force your body through a space, or to otherwise apply brute force to a situation. Examples include the following activities:

- Climb a sheer or slippery cliff, avoid hazards while scaling a wall, or cling to a surface while something is trying to knock you off.
- Jump an unusually long distance or pull off a stunt midjump.
- Swim or stay afloat in treacherous currents, storm-tossed waves, or areas of thick seaweed. Or another creature tries to push or pull you underwater or otherwise interfere with your swimming.
- Force open a stuck, locked, or barred door
- Break free of bonds
- Push through a tunnel that is too small
- Hang on to a wagon while being dragged behind it
- Tip over a statue
- Keep a boulder from rolling

Attack Rolls and Damage

You 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 sword. You use melee weapons to make melee attacks in hand-to-hand combat, and some of them can be thrown to make a ranged attack.

Encumbrance

Your Strength score determines the amount of items you can bear. A character can carry their Strength ability score in weapons and items, and an additional 10 items with a backpack. This total is your Encumbrance score.

If you carry weight in excess of your Encumbrance score, you are **encumbered**, which means your speed drops to Slow.

If you attempt to carry items in excess of double your Encumbrance score, you are **heavily encumbered**, which means your speed drops to a crawl and you have disadvantage on ability checks, attack rolls, and saving throws that use Strength, Dexterity, or Constitution.

Dexterity

Dexterity measures agility, reflexes, and balance.

Dexterity Checks

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

Attempt to stay on your feet in a tricky situation, such as when you're trying to run across a sheet of ice, balance on a tightrope, or stay upright on a rocking ship's deck.

- Perform acrobatic stunts, including dives, rolls, somersaults, and flips.
- Planting something on someone else,
- Concealing an object on your person,
- Conceal yourself from enemies
- Slink past guards
- Slip away without being noticed
- Sneak up on someone without being seen or heard
- Control a heavily laden cart on a steep descent
- Steer a chariot around a tight turn
- Securely tie up a prisoner
- Wiggle free of bonds

Attack Rolls and Damage

You add your Dexterity modifier to your attack roll and your damage roll when attacking with a ranged weapon, such as a sling or a longbow. You can also 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 a rapier.

Armor Class

While wearing armor, you add your Dexterity modifier to your Armor Class.

Hiding

The Referee decides when circumstances are appropriate for hiding. When you try to hide, make a Dexterity check. Until you are discovered or you stop hiding, that check's total is contested by the Wisdom check of any creature that actively searches for signs of your presence.

You can't hide from a creature that can see you clearly, and 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. Signs of its passage might still be noticed, and it does have to stay quiet. In combat, most creatures stay alert for signs of danger all around, so if you come out of hiding and approach a creature, it usually sees you. However, under certain circumstances, the Referee might allow you to stay hidden as you approach a creature that is distracted, allowing you to gain advantage on an attack roll before you are seen.

Passive Perception. When you hide, there's a chance someone will notice you even if they aren't searching. To determine whether such a creature notices you, the Referee compares your Dexterity check with that creature's passive Wisdom score, which equals **10 + proficiency bonus + the creature's Wisdom modifier**. If the creature has advantage, add 5. For disadvantage, subtract 5.

What Can You See? One of the main factors in determining whether you can find a hidden creature or object is how well you can see in an area, which might be **lightly** or **heavily obscured**, as explained in "The Environment."

Constitution

Constitution measures health, stamina, and vital force.

Constitution Checks

Constitution checks are uncommon because the endurance this ability represents is largely passive rather than involving a specific effort on the part of a character or monster. A Constitution check can model your attempt to push beyond normal limits, however.

The Referee might call for a Constitution check when you try to accomplish tasks like the following:

- Hold your breath
- March or labor for hours without rest
- Go without sleep
- Survive without food or water
- Quaff an entire stein of ale in one go

Hit Points

Your Constitution modifier contributes to your hit points. Typically, you add your Constitution modifier to each Hit Die you roll for your hit points.

If your Constitution modifier changes, your hit point maximum changes as well, as though you had the new modifier from 1st level. For example, if you raise your Constitution score when you reach 4th level and your Constitution modifier increases from +1 to +2, you adjust your hit point maximum as though the modifier had always been +2. So you add 3 hit points for your first three levels, and then roll your hit points for 4th level using your new modifier. Or if you are 7th level and some effect lowers your Constitution score so as to reduce your Constitution modifier by 1, your hit point maximum is reduced by 7.

Intelligence

Intelligence measures mental acuity, accuracy of recall, and the ability to reason.

Intelligence Checks

An Intelligence check comes into play when you need to draw on logic, education, memory, or deductive reasoning.

- Recall lore about historical events, legendary people, ancient kingdoms, past disputes, recent wars, and lost civilizations
- Deduce the location of a hidden object, discern from the appearance of a wound what kind of weapon dealt it, or determine the weakest point in a tunnel that could cause it to collapse
- Recall lore about terrain, plants and animals, the weather, and natural cycles.
- Recall lore about deities, rites and prayers, religious hierarchies, holy symbols, and the practices of secret cults.
- Communicate with a creature without using words
- Estimate the value of a precious item
- Pull together a disguise to pass as a city guard
- Forge a document
- Recall lore about a craft or trade
- Win a game of skill

Spellcasting Ability

Magic-users use Intelligence as their spellcasting ability, which helps determine the saving throw DCs of spells they cast.

Wisdom

Wisdom reflects how attuned you are to the world around you and represents perceptiveness and intuition.

Wisdom Checks

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

- Calm down a domesticated animal, keep a mount from getting spooked, or intuit an animal's intentions
- Determine the true intentions of a creature, such as when searching out a lie or predicting someone's next move
- Stabilize a dying companion or diagnose an illness
- Spot, hear, or otherwise detect the presence of something
- Spot things that are obscured or easy to miss
- Follow tracks, hunt wild game, guide your group through frozen wastelands, predict the weather, or avoid quicksand and other natural hazards.
- Get a gut feeling about what course of action to follow
- Discern whether a seemingly dead or living creature is undead

Spellcasting Ability

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

Charisma

Charisma measures your ability to interact effectively with others. It includes such factors as confidence and eloquence, and it can represent a charming or commanding personality.

Charisma Checks

A Charisma check might arise when you try to influence or entertain others, when you try to make an impression or tell a convincing lie, or when you are navigating a tricky social situation.

- Convincingly hide the truth, either verbally or through your actions.
- Pry information out of a prisoner
- Delight an audience with music, dance, acting, storytelling, or some other form of entertainment.
- Attempt to influence someone or a group of people with tact, social graces, or good nature
- Find the best person to talk to for news, rumors, and gossip
- Blend into a crowd to get the sense of key topics of conversation



SAVES, TIME & MOVEMENT

Saving Throws

A saving throw—also called a save—represents an attempt to resist a spell, a trap, a poison, a disease, or a similar threat. You don't normally decide to make a saving throw; you are forced to make one because your character or monster is at risk of harm.

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

A saving throw can be modified by a situational bonus or penalty and can be affected by advantage and disadvantage, as determined by the Referee.

Each class gives proficiency in two saving throws. The magic-user, for example, is proficient in Intelligence saves. Proficiency in a saving throw lets a character add his or her proficiency bonus to saving throws made using a particular ability score. Most monsters have saving throw proficiencies as well, but they work a little differently, see *Monsters*, page 99.

The Difficulty Class for a saving throw is often determined by the trap, monster's HD, or general difficulty of the situation. It will be EASY, NORMAL, or HARD.

The result of a successful or failed saving throw is also detailed in the effect that allows the save. Usually, a successful save means that a creature suffers no harm, or reduced harm, from an effect.

Time

In situations where keeping track of the passage of time is important, the Referee determines the time a task requires. The Referee might use a different time scale depending on the context of the situation at hand. In a dungeon environment, the adventurers' movement happens on a scale of **minutes**. It takes them about a minute to creep down a long hallway, another minute to check for traps on the door at the end of the hall, and a good ten minutes to search the chamber beyond for anything interesting or valuable.

In a city or wilderness, a scale of **hours** is often more appropriate. Adventurers eager to reach the lonely

tower at the heart of the forest hurry across those fifteen miles in just under four hours' time. For long journeys, a scale of **days** works best.

In combat and other fast-paced situations, the game relies on **rounds**, a 6-second span of time.

Movement

Swimming across a rushing river, sneaking down a dungeon corridor, scaling a treacherous mountain slope—all sorts of movement play a key role in fantasy gaming adventures.

The Referee can summarize the adventurers' movement without calculating exact distances or travel times: "You travel through the forest and find the dungeon entrance late in the evening of the third day." Even in a dungeon, particularly a large dungeon or a cave network, the Referee can summarize movement between encounters: "After killing the guardian at the entrance to the ancient dwarven stronghold, you consult your map, which leads you through miles of echoing corridors to a chasm bridged by a narrow stone arch."

Sometimes it's important, though, to know how long it takes to get from one spot to another, whether the answer is in days, hours, or minutes. The rules for determining travel time depend on two factors: the speed and travel pace of the creatures moving and the terrain they're moving over.

Speed

Every character and monster has a speed, which is the distance in that the character or monster can walk in 1 round. This number assumes short bursts of energetic movement in the midst of a life-threatening situation.

Speeds are Slow, Normal and Fast.

Normal movement allows a character to move to anywhere Near and still make an action, or move out to Far and take no action.

Slow movement is half that. And Fast movement is 1 1/2 times that. *Movements & Distance in Olde Swords Reign* are purposefully vague but Normal is roughly 30 ft., Slow is 15 ft. and fast is 45 ft. movement.

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

While climbing or swimming, movement is reduced one step (from Fast to Normal, Normal to Slow, etc.), unless a creature has a climbing or swimming speed. At the Referee's option, climbing a slippery vertical surface or one with few handholds requires a successful Strength check. Similarly, gaining any distance in rough water might require a successful Strength check.

Jumping

Your Strength determines how far you can jump.

Long Jump. When you make a long jump, you cover a number of feet up to your Strength score if you move at least 10 feet on foot immediately before the jump. When you make 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 Referee's option, you must succeed on an EASY Strength 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 an EASY, NORMAL, or HARD Dexterity check (Referee's call, depending on the situation) to land on your feet. Otherwise, you land prone.

High Jump. When you make a high jump, you leap into the air a number of feet equal to 1/2 your Strength score if you move at least 10 feet on foot immediately before the jump. When you make a standing high jump, you can jump only 1/4 your STR. Either way, each foot you clear on the jump costs a foot of movement.

In some circumstances, your Referee might allow you to make a Strength check (EASY, NORMAL or HARD) to jump higher than you normally can.

Ranges

Ranges can become important. Olde Swords Reign uses a simple and freeform range system but for those using grid based play on a table or VTT the following increments can be used.

CLOSE- within 5 feet

NEAR- within 30 feet

FAR- from NEAR to 120 feet

VERY FAR- beyond 120 feet

Close is within striking distance of all melee weapons and close enough to whisper to someone.

Near is within distance of all ranged weapons. In combat, it is the amount of movement that can be made by someone with Normal movement and still take an action. And a normal voice is easily heard when Near.

Far is within distance of more powerful ranged weapons. In combat, it is the amount of movement someone with Normal movement can move and make no action. Loud voices may need to be used to hear each other.

Very Far often puts combatants out of eyesight and/or far out of striking range of each other. Screams may be needed to be heard by those Very Far away.



THE ENVIRONMENT

By its nature, adventuring involves delving into places that are dark, dangerous, and full of mysteries to be explored. The rules in this section cover some of the most important ways in which adventurers interact with the environment in such places.

Falling

A fall from a great height is one of the most common hazards facing an adventurer. At the end of a fall, a creature takes 1d6 bludgeoning damage for every 10 feet it fell, to a maximum of 20d6. The creature lands prone, unless it avoids taking damage from the fall.

Suffocating

A creature can hold its breath for a number of minutes equal to 1 + its Constitution modifier (minimum of 30 seconds).

When a creature runs out of breath or is choking, it can survive for a number of rounds equal to its Constitution modifier (minimum of 1 round). At the start of its next turn, it drops to 0 hit points and is dying, and it can't regain hit points or be stabilized until it can breathe again.

For example, a creature with a Constitution of 14 can hold its breath for 3 minutes. If it starts suffocating, it has 2 rounds to reach air before it drops to 0 hit points.

Vision and Light

The most fundamental tasks of adventuring, noticing danger, finding hidden objects, hitting an enemy in combat, and targeting a spell, to name just a few, rely heavily on a character's ability to see.

Darkness and other effects that obscure vision can prove a significant hindrance.

A given area might be lightly or heavily obscured. In a **lightly obscured** area, such as dim light, patchy fog, or moderate foliage, creatures have disadvantage on Wisdom checks that rely 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 (see appendix A) when trying to see something in that area.

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 usually a boundary between a source of bright light, such as a torch, and surrounding darkness. The soft light of twilight and dawn also counts as dim light. A particularly brilliant full moon might bathe the land in dim light.

Darkness creates a heavily obscured area. 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

A creature with blindsight can perceive its surroundings without relying on sight, within a Near radius. 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 Near, a creature with darkvision can see in darkness as if the darkness were dim light, so areas of darkness are only lightly obscured as far as that creature is concerned. However, the creature can't discern color in darkness, only shades of gray.

Truesight

A creature with truesight can, out to Near, see in normal and magical darkness, see invisible creatures and objects, automatically detect visual illusions and succeed on saving throws against them, and perceives the original form of a shapechanger or a creature that is transformed by magic.

Food and Water

Characters who don't eat or drink suffer the effects of exhaustion (see appendix A). Exhaustion caused by lack of food or water can't be removed until the character eats and drinks the full required amount.

Food

A character needs one pound of food per day and can make food last longer by subsisting on half rations.

Eating half a pound of food in a day counts as half a day without food.

A character can go without food for a number of days equal to their Constitution Score before dying.

Characters may be subject to Exhaustion after a number of days equal to 1/2 their Constitution score.

Water

A character needs one gallon of water per day, or two gallons per day if the weather is hot. A character who drinks only half that much water must succeed on a Normal (DC 12) 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.

Interacting with Objects

A character's interaction with objects in an environment is often simple to resolve in the game.

The player tells the Referee that his or her character is doing something, such as moving a lever, and the Referee describes what, if anything, happens.

For example, a character might decide to pull a lever, which might, in turn, raise a portcullis, cause a room to flood with water, or open a secret door in a nearby wall. If the lever is rusted in position, though, a character might need to force it. In such a situation, the Referee might call for a Strength check to see whether the character can wrench the lever into place. The Referee sets the DC (EASY, NORMAL or HARD) for any such check based on the difficulty of the task.

Characters can also damage objects with their weapons and spells. Objects are immune to poison and psychic damage, but otherwise they can be affected by physical and magical attacks much like creatures can. The Referee determines an object's Armor Class and hit points, and might decide that certain objects have resistance or immunity to certain kinds of attacks. (It's hard to cut a rope with a club, for example.) Objects always fail Strength and Dexterity saving throws, and they are immune to effects that require other saves. When an object drops to 0 hit points, it breaks.

A character can also attempt a Strength check to break an object. The Referee sets the DC for any such check.



RESTS

Heroic though they might be, 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, tend their wounds, refresh their minds and spirits for spellcasting, and brace themselves for further adventure.

There are three types of Rests in *Olde Swords Reign*, they are Breathers, Short Rests, & Long Rests.

Breather

Right after a combat, characters can take a Breather. Breathers are a short, five to ten minute, rest period where they bandage wounds, sip some water and get their wits about them again.

As long as they have water, some bandages, and the Breather is uninterrupted, each character regains **1d4 plus (or minus) their Constitution modifier** in hit points, with a minimum of 1 hit point healed.

If the characters have no bandages (bandages are found in the Healing Kits in the Equipment section) they only heal their Constitution modifier in hit points or a minimum of 1 hit point.

Only one Breather can be taken after a combat and the damage healed during a Breather can only be from the combat preceding it. Breathers cannot restore temporary hit points or more hit points than the characters maximum.

Short Rest

A short rest is a period of downtime, at least 8 hours long, during which a character does nothing more strenuous than sleeping, eating, drinking, reading, and tending to wounds.

If the rest is interrupted by a period of strenuous activity—at least 1 hour of walking, fighting, casting spells, or similar adventuring activity—the characters must begin the rest again to gain any benefit from it.

A character can spend one or more Hit Dice at the end of a short rest, up to the character's maximum number

of Hit Dice, which is equal to the character's level. For each Hit Die spent in this way, the player rolls the die and adds the character's Constitution modifier to it.

The character regains hit points equal to the total. The player can decide to spend an additional Hit Die after each roll. A character regains some spent Hit Dice upon finishing a long rest, as explained below.

Spellcasting characters regain all Spell Slots after a Short Rest.

Long Rest

A long rest is a period of extended downtime, 1d4+1 Days or more long, if in a safe and non-strenuous place, such as a village, castle, town, or city. If the rest is interrupted by any long combats or strenuous activity they cannot gain the benefits of a long rest.

Long rests are often done in between adventures but on the rare occasion characters wish to take one during an adventure they can do so if they can find a safe place and the Referee allows it.

At the end of a long rest, a character regains all lost hit points. The character also regains spent Hit Dice, up to a number of dice equal to half of the character's total number of them (minimum of one die). For example, if a character has eight Hit Dice, he or she can regain four spent Hit Dice upon finishing a long rest.

A character must have at least 1 hit point at the start of the rest to gain its benefits.

Characters can take two back-to-back long rests (an Extended Rest) between adventures to regain ALL of their Hit Dice.



BETWEEN ADVENTURES

Between trips to dungeons and battles against ancient evils, adventurers need time to rest, recuperate, and prepare for their next adventure. Many adventurers also use this time to perform other tasks, such as crafting arms and armor, performing research, or spending their hard-earned gold.

In some cases, the passage of time is something that occurs with little fanfare or description. When starting a new adventure, the Referee might simply declare that a certain amount of time has passed and allow you to describe in general terms what your character has been doing. At other times, the Referee might want to keep track of just how much time is passing as events beyond your perception stay in motion.

Lifestyle Expenses

Between adventures, you choose a particular quality of life and pay the cost of maintaining that lifestyle. Living a particular lifestyle doesn't have a huge effect on your character, but your lifestyle can affect the way other individuals and groups react to you. For example, when you lead an aristocratic lifestyle, it might be easier for you to influence the nobles of the city than if you live in poverty.

Lifestyle expenses provide you with a simple way to account for the cost of living in a fantasy world. They cover your accommodations, food and drink, and all your other necessities. Furthermore, expenses cover the cost of maintaining your equipment so you can be ready when adventure next calls.

At the start of each week or month (your choice), choose a lifestyle from the Expenses table and pay the price to sustain that lifestyle. The prices listed are per day, so if you wish to calculate the cost of your chosen lifestyle over a thirty-day period, multiply the listed price by 30. Your lifestyle might change from one period to the next, based on the funds you have at your disposal, or you might maintain the same lifestyle throughout your character's career.

Your lifestyle choice can have consequences. Maintaining a wealthy lifestyle might help you make contacts with the rich and powerful, though you run the risk of attracting thieves. Likewise, living frugally might help you avoid criminals, but you are unlikely to make powerful connections.

Lifestyle Expenses

Lifestyle	Price Per Day
Wretched	-
Squalid	1 sp
Poor	2 sp
Modest	1 gp
Comfortable	2 gp
Wealthy	4 gp
Aristocratic	10 gp minimum

Wretched. You live in inhumane conditions. With no place to call home, you shelter wherever you can, sneaking into barns, huddling in old crates, and relying on the good graces of people better off than you. A wretched lifestyle presents abundant dangers. Violence, disease, and hunger follow you wherever you go. Other wretched people covet your armor, weapons, and adventuring gear, which represent a fortune by their standards. You are beneath the notice of most people.

Squalid. You live in a leaky stable, a mud-floored hut just outside town, or a vermin-infested boarding house in the worst part of town. You have shelter from the elements, but you live in a desperate and often violent environment, in places rife with disease, hunger, and misfortune. You are beneath the notice of most people, and you have few legal protections. Most people at this lifestyle level have suffered some terrible setback. They might be disturbed, marked as exiles, or suffer from disease.

Poor. A poor lifestyle means going without the comforts available in a stable community. Simple food and lodgings, threadbare clothing, and unpredictable conditions result in a sufficient, though probably unpleasant, experience. Your accommodations might be a room in a flophouse or in the common room above a tavern. You benefit from some legal protections, but you still have to contend with violence, crime, and disease. People at this lifestyle level tend to be unskilled laborers, costermongers, peddlers, thieves, mercenaries, and other disreputable types.

Modest. A modest lifestyle keeps you out of the slums and ensures that you can 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. Ordinary people living modest lifestyles include soldiers with families, laborers, students, priests, hedge wizards, and the like.

Comfortable. Choosing a comfortable lifestyle means that you can afford nicer clothing and can easily maintain your equipment. You live in a small cottage in a middle-class neighborhood or in a private room at a fine inn. You associate with merchants, skilled tradespeople, and military officers.

Wealthy. Choosing a wealthy lifestyle means living a life of luxury, though you might not have achieved the social status associated with the old money of nobility or royalty. You live a lifestyle comparable to that of a highly successful merchant, a favored servant of the royalty, or the owner of a few small businesses. You have respectable lodgings, usually a spacious home in a good part of town or a comfortable suite at a fine inn. You likely have a small staff of servants.

Aristocratic. You live a life of plenty and comfort. You move in circles populated by the most powerful people in the community. You have excellent lodgings, perhaps a townhouse in the nicest part of town or rooms in the finest inn. You dine at the best restaurants, retain the most skilled and fashionable tailor, and have servants attending to your every need. You 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. You must also contend with the highest levels of deceit and treachery. The wealthier you are, the greater the chance you will be drawn into political intrigue as a pawn or participant.

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. If you spend your time between adventures practicing a profession,

you can eke out the equivalent of a poor lifestyle. Backgrounds like Hunter allow you to live at the equivalent of a comfortable lifestyle.

Downtime Activities

Between adventures, the Referee might ask you what your character is doing during his or her downtime. Periods of downtime can vary in duration, but each downtime activity requires a certain number of days to complete before you gain any benefit, and at least 8 hours of each day must be spent on the downtime activity for the day to count. The days do not need to be consecutive. If you have more than the minimum amount of days to spend, you can keep doing the same thing for a longer period of time, or switch to a new downtime activity.

Downtime activities other than the ones presented below are possible. If you want your character to spend his or her downtime performing an activity not covered here, discuss it with your Referee.

Crafting

You can craft nonmagical objects, including adventuring equipment and works of art if you have a Background that allows you to do so. You might also need access to special materials or locations necessary to create it. For example, a Smith needs a forge in order to craft a sword or suit of armor.

For every day of downtime you spend crafting, you can craft one or more items with a total market value not exceeding 5 gp, and you must expend raw materials worth half the total market value. If something you want to craft has a market value greater than 5 gp, you make progress every day in 5 gp increments until you reach the market value of the item. For example, a suit of plate armor (market value 50 gp) takes 10 days to craft by yourself.

Multiple characters can combine their efforts toward the crafting of a single item, provided that the characters all have similar Backgrounds and are working together in the same place. Each character contributes 5 gp worth of effort for every day spent helping to craft the item.

While crafting, you can maintain a modest lifestyle without having to pay 1 gp per day, or a comfortable lifestyle at half the normal cost.

Practicing a Profession

You can work between adventures, allowing you to maintain a modest lifestyle without having to pay 1 gp per day. This benefit lasts as long you continue to practice your profession.

If you are a member of an organization that can provide gainful employment, such as a temple or a thieves' guild, you earn enough to support a comfortable lifestyle instead.

Recuperating

You can use downtime between adventures to recover from a debilitating injury, disease, or poison.

After three days of downtime spent recuperating, you can make a NORMAL (DC 12) Constitution saving throw. On a successful save, you can choose one of the following results:

- End one effect on you that prevents you from regaining hit points.
- For the next 24 hours, gain advantage on saving throws against one disease or poison currently affecting you.
-

Researching

The time between adventures is a great chance to perform research, gaining insight into mysteries that have unfurled over the course of the campaign. Research can include poring over dusty tomes and crumbling scrolls in a library or buying drinks for the locals to pry rumors and gossip from their lips.

When you begin your research, the Referee determines whether the information is available, how many days of downtime it will take to find it, and whether there are any restrictions on your research (such as needing to seek out a specific individual, tome, or location). The Referee might also require you to make one or more ability checks, such as an Intelligence check to find clues pointing toward the information you seek, or a Charisma check to secure someone's aid. Once those conditions are met, you learn the information if it is available.

For each day of research, you must spend 1 gp to cover your expenses. This cost is in addition to your normal lifestyle expenses.

Training

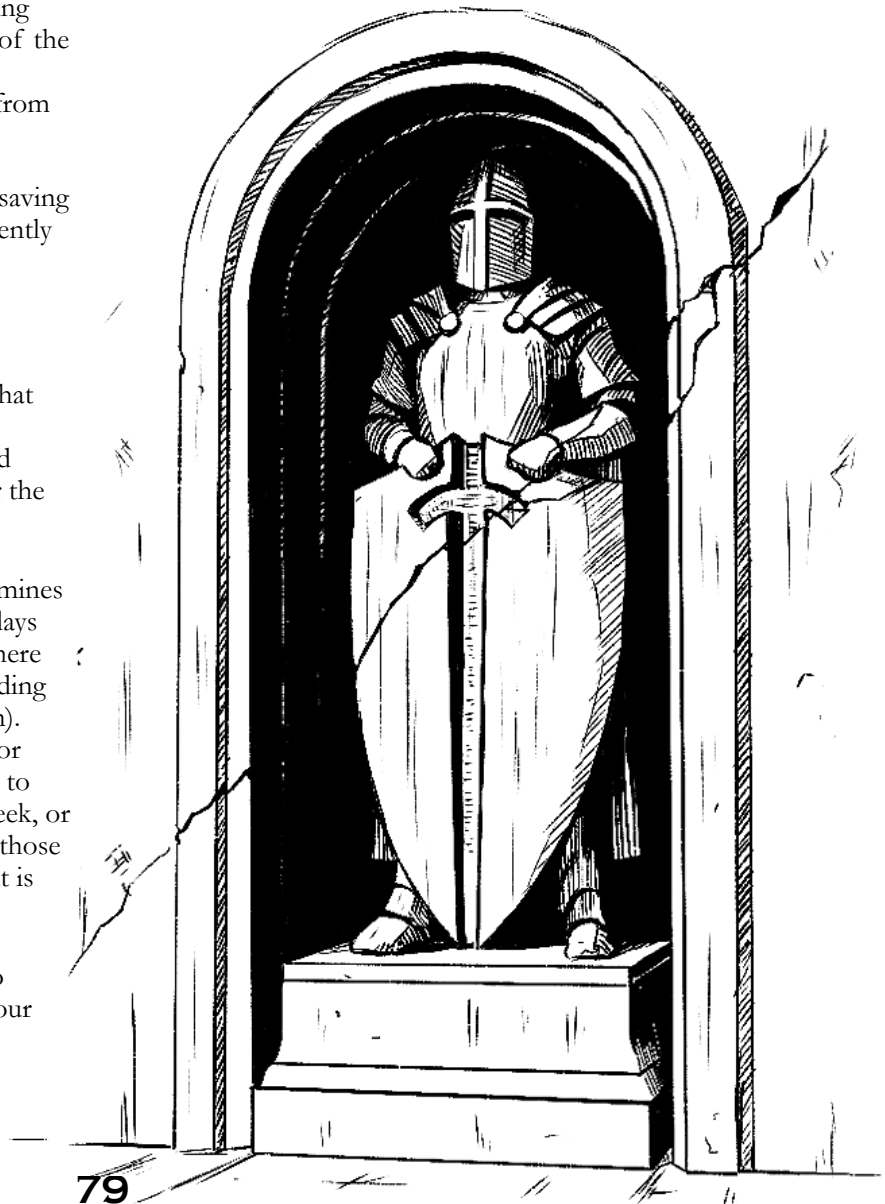
You can spend time between adventures learning a new language or training with a weapon or a set of tools. Your Referee might allow additional training options.

First, you must find an instructor willing to teach you.

The Referee determines how long it takes, and whether one or more ability checks are required.

The training lasts for 250 days and costs 1 gp per day.

After you spend the requisite amount of time and money, you learn the new language or gain proficiency with a new tool or weapon.





COMBAT RULES

THE ORDER OF COMBAT

A typical combat encounter is a clash between two sides, a flurry of weapon swings, feints, parries, footwork, and spellcasting. The game organizes the chaos of combat into a cycle of rounds and turns. A **round** represents about 6 seconds in the game world. During a round, each participant in a battle takes a **turn**. The order of turns is determined at the beginning of a combat encounter, when everyone rolls initiative. Once everyone has taken a turn, the fight continues to the next round if neither side has defeated the other.

Combat Step by Step

- 1. Determine surprise.** The Referee determines whether anyone involved in the combat encounter is surprised.
- 2. Establish positions.** The Referee decides where all the characters and monsters are located. Given the adventurers' marching order or their stated positions in the room or other location, the Referee figures out where the adversaries are and how far away and in what direction.
- 3. Roll initiative.** Each side rolls a d20, highest side wins, determining the order of combatants' turns.
- 4. Take turns.** Each participant in the battle takes a turn in side initiative order, the players decide in which order their characters go in on their turn.
- 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.

Surprise

A band of adventurers sneaks up on a bandit camp, springing from the trees to attack them. A gelatinous cube glides down a dungeon passage, unnoticed by the adventurers until the cube engulfs one of them. In these situations, one side of the battle gains surprise over the other.

The Referee determines who might be surprised. If neither side tries to be stealthy, they automatically notice each other. Otherwise, the Referee compares the Dexterity checks of anyone hiding with the passive Wisdom score of each creature on the opposing side. Any character or monster that doesn't notice a threat is surprised at the start of the encounter.

If you're surprised, you can't move or take an action on your first turn of the combat. A member of a group can be surprised even if the other members aren't.

Initiative

Initiative determines the order of turns during combat. When combat starts, one of the players rolls a d20, and the Referee makes a d20 roll for the monsters or NPCs. The side with the higher roll goes first.

The players decide in which order their characters will go on their turn, and the Referee decides the monsters order. These decisions set the order (called the initiative order) in which they act during each round. The initiative order remains the same from round to round.

If a tie occurs, the players side goes first.

Your Turn

On your turn, you can **move** a distance up to your speed and **take one action**. You decide whether to move first or take your action first. Your speed is noted on your character sheet, but barring Encumbrance or some other penalty, or effect, your movement is Normal.

The most common actions you can take are described in the "Actions in Combat" section.

The "Movement and Position" section gives the rules for your move.

You can forgo moving, taking an action, or doing anything at all on your turn. If you can't decide what to do on your turn, consider taking the Dodge or Ready action, as described in "Actions in Combat."

MOVEMENT & POSITION

In combat, characters and monsters are in constant motion, often using movement and position to gain the upper hand.

On your turn, you can move a distance up to your speed. You can use as much or as little of your speed as you like on your turn, following the rules here.

Your movement can include jumping, climbing, and swimming. These different modes of movement can be combined with walking, or they can constitute your entire move. However you're moving, you deduct the distance of each part of your move from your speed until it is used up or until you are done moving.

Movement Rates

Olde Swords Reign has 3 movement rates, Slow, Normal, and Fast.

Slow. 15 ft. or so

Normal. 30 ft. or so

Fast. 45 ft. or so

All characters have a walking speed of Normal.

Breaking Up Your Move

You can break up your movement on your turn, using some of your speed before and after your action. For example, if you have a speed of Normal, 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 who can make two attacks with the Multiple Attacks feature and who has a speed of Normal could move 10 feet, make an attack, move 20 feet, and then attack again.

Using Different Speeds

If you have more than one speed, such as your 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. If the result is 0 or less, you can't use the new speed during the current move.

For example, you have a speed of Normal and a flying speed of Fast because you cast the *fly* spell, you could fly 20 feet, then walk 10 feet, and then leap into the air to fly 15 feet more.

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 lying on the ground, either because they are knocked down or because they throw themselves down. In the game, they are prone, a condition described in appendix A.

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 speed.

For example, your speed is Normal, 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.

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.

Interacting with Objects Around You

Here are a few examples of the sorts of thing you can do in tandem with your movement and action:

- draw or sheathe a sword
- open or close a door
- withdraw a potion from your backpack
- pick up a dropped axe
- take a bauble from a table
- remove a ring from your finger
- stuff some food into your mouth
- plant a banner in the ground
- fish a few coins from your belt pouch
- drink all the ale in a flagon
- throw a lever or a switch
- pull a torch from a sconce
- take a book from a shelf you can reach
- extinguish a small flame
- don a mask
- pull the hood of your cloak up and over your head
- your ear to a door
- kick a small stone
- turn a key in a lock
- tap the floor with a 10-foot pole
- hand an item to another character

Moving Around Other Creatures

You can move through a nonhostile creature's space. In contrast, you can move through a hostile creature's space only if the creature is at least two sizes larger or smaller than you. Remember that another creature's space is difficult terrain for you.

Whether a creature is a friend or an enemy, you can't willingly end your move in its space.

If you leave a hostile creature's reach during your move, you provoke an opportunity attack.

Flying Movement

Flying creatures enjoy many benefits of mobility, but they 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 has the ability to hover or it is being held aloft by magic, such as by the *fly* spell.

Creature Size

Each creature takes up a different amount of space. The Size Categories table shows how much space a creature of a particular size controls in combat. Objects sometimes 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 feet wide, for example, but it does control a space that wide. If a Medium hobgoblin stands in a 5-foot-wide doorway, other creatures can't get through unless the hobgoblin lets them.

Size Categories

Size	Space
Tiny	2 1/2 X 2 1/2 ft.
Small	5 x 5 ft.
Medium	5 x 5 ft.
Large	10 x 10 ft.
Huge	15 x 15 ft.
Gargantuan	20 x 20 ft. or larger

A creature's space also reflects the area it needs to fight effectively. For that reason, there's a limit to the number of creatures that can surround another creature in combat. Assuming Medium combatants, eight creatures can fit in a 5-foot radius around another one.

Because larger creatures take up more space, fewer of them can surround a creature. If five Large creatures crowd around a Medium or smaller one, there's little room for anyone else. In contrast, as many as twenty Medium creatures can surround a Gargantuan one.

Squeezing into a Smaller Space

A creature can squeeze through a space that is large enough for a creature one size smaller than it. Thus, a Large creature can squeeze through a passage that's only 5 feet wide. While squeezing through a space, a creature must spend 1 extra foot for every foot it moves there, and it has disadvantage on attack rolls and Dexterity saving throws. Attack rolls against the creature have advantage while it's in the smaller space.

ACTIONS IN COMBAT

When you take your action on your turn, you can take one of the actions presented here, an action you gained from your class or a special feature, or an action that you improvise. Many monsters have action options of their own in their stat blocks.

When you describe an action not detailed elsewhere in the rules, the Referee tells you whether that action is possible and what kind of roll you need to make, if any, to determine success or failure.

Attack

The most common action to take in combat is the Attack action, whether you are swinging a sword, firing an arrow from a bow, or brawling with your fists. With this action, you make one melee or ranged attack. See the "Making an Attack" section for the rules that govern attacks.

Certain features, such as the Multiple Attacks feature of the fighter, allow you to make more than one attack with this action.

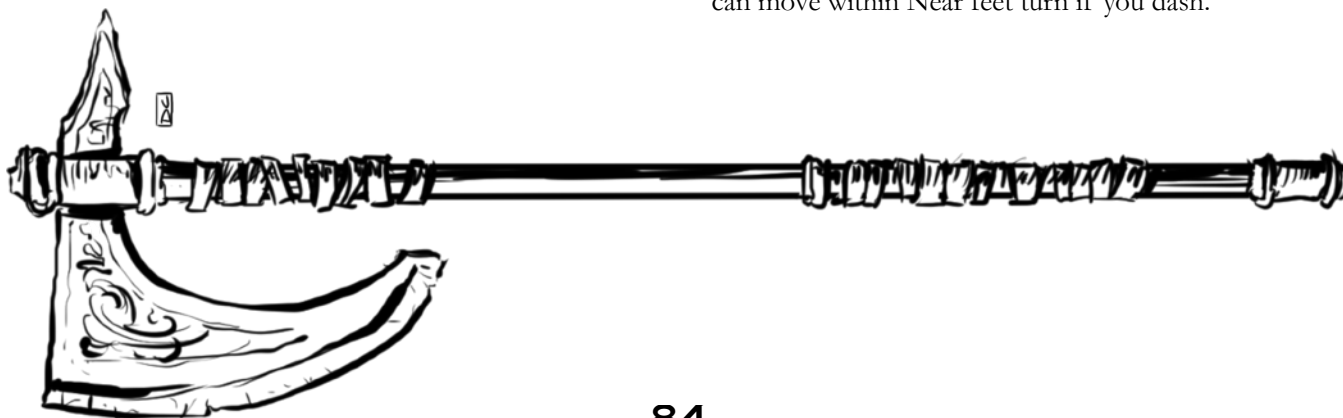
Cast a Spell

Spellcasters such as magic-users and clerics, as well as many monsters, have access to spells and can use them to great effect in combat. Each spell has a casting time, which specifies whether the caster must use an action, minutes, or even hours to cast the spell. Casting a spell is, therefore, not necessarily an action. Most spells do have a casting time of 1 action, so a spellcaster often uses his or her action in combat to cast such a spell.

Dash

When you take the Dash action, you gain extra movement for the current turn. The increase equals your speed, after applying any modifiers. With a speed of Normal, for example, you can move out to Far on your turn if you dash.

Any increase or decrease to your speed changes this additional movement by the same amount. If your speed of Normal is reduced to Slow, for instance, you can move within Near feet turn if you dash.



Disengage

If you take the Disengage action, your movement doesn't provoke opportunity attacks for the rest of the turn. You can also Dash after Disengaging to flee a danger or retreat.

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 you are incapacitated (as explained in appendix A) or if your speed drops to 0.

Help

You can lend your 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 you are helping with, provided that it makes the check before the start of your next turn.

Alternatively, you can aid a friendly creature in attacking a 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, you make a Dexterity check in an attempt to hide, following the rules for hiding. If you succeed, you gain certain benefits, as described in the "Unseen Attackers and Targets" section.

Ready

Sometimes you want to get the jump on a foe or wait for a particular circumstance before you act. To do so, you can take the Ready action on your turn, which lets you act before the start of your next turn.

First, you decide what perceivable circumstance will trigger your action. Then, you choose the action you will take in response to that trigger, or you choose to move up to your speed in response to it. Examples include "If the cultist steps on the trapdoor, I'll pull the lever that opens it," and "If the goblin steps next to me, I move away."

When the trigger occurs, you can either take your action right after the trigger finishes or ignore the trigger.

When you ready a spell, you cast it as normal but hold its energy, which you release with your reaction when the trigger occurs. To be readied, a spell must have a casting time of 1 action, and holding onto the spell's magic requires concentration. If your concentration is broken, the spell dissipates without taking effect. For example, if you are concentrating on the *massmorph* spell and ready *magic missile*, your *massmorph* spell ends, and if you take damage before you release *magic missile*, 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 Referee might have you make a Wisdom check or an Intelligence check.

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, you take the Use an Object action. This action is also useful when you want to interact with more than one object on your turn.

MAKING AN ATTACK

Whether you're striking with a melee weapon, firing a weapon at range, or making an attack roll as part of a spell, an attack has a simple structure.

- 1. Choose a target.** Pick a target within your attack's range: a creature, an object, or a location.
- 2. Determine modifiers.** The Referee determines whether the target has cover and whether you have advantage or disadvantage against the target. In addition, spells, special abilities, and other effects can apply penalties or bonuses to your attack roll.
- 3. Resolve the attack.** You make the attack roll. On a hit, you roll damage, unless the particular attack has rules that specify otherwise. Some attacks cause special effects in addition to or instead of damage.

If there's ever any question whether something you're doing counts as an attack, the rule is simple: if you're making an attack roll, you're making an attack.

Attack Rolls

When you make an attack, your attack roll determines whether the attack hits or misses. To make an attack roll, roll a d20 and add the appropriate modifiers. If the total of the roll plus modifiers equals or exceeds the target's Armor Class (AC), the attack hits. The AC of a character is determined at character creation, whereas the AC of a monster is in its stat block.

Modifiers to the Roll

When a character makes an attack roll, the two most common modifiers to the roll are an ability modifier and the character's proficiency bonus. When a monster makes an attack roll, it uses whatever modifier is provided in its stat block.

Ability Modifier. The ability modifier used for a melee weapon attack is Strength, and the ability modifier used for a ranged weapon attack is Dexterity. Weapons that have the finesse or thrown property break this rule. Some spells also require an attack roll. The ability modifier used for a spell attack depends on the spellcasting ability of the spellcaster.

Proficiency Bonus. You add your proficiency bonus to your attack roll when you attack using a weapon with which you have proficiency, as well as when you attack with a spell.

Rolling 1 or 20

Sometimes fate blesses or curses a combatant, causing the novice to hit and the veteran to miss.

If the d20 roll for an attack is a 20, the attack hits regardless of any modifiers or the target's AC. This is called a critical hit.

If the d20 roll for an attack is a 1, the attack misses regardless of any modifiers or the target's AC.

Unseen Attackers and Targets

Combatants often try to escape their foes' notice by hiding, casting the invisibility spell, or lurking in darkness.

When you attack a target that you can't see, you have disadvantage on the attack roll. This is true whether you're guessing the target's location or you're targeting a creature you can hear but not see. If the target isn't in the location you targeted, you automatically miss, but the Referee typically just says that the attack missed, 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—both unseen and unheard—when you make an attack, you give away your location when the attack hits or misses.

Ranged Attacks

When you make a ranged attack, you fire a bow or a crossbow, hurl a handaxe, or otherwise send projectiles to strike a foe at a distance. A monster might shoot spines from its tail. Some spells also involve making a ranged attack.

Range

You can make ranged attacks only against targets within a specified range. Each weapon or spell has a range of Near or Far.

Your attack roll has disadvantage when your target is beyond that range, and you can't attack a target at all beyond double that range.

Ranged Attacks in Close Combat

Aiming a ranged attack is more difficult when a foe is next to you. When you make a ranged attack with a weapon, a spell, or some other means, you have disadvantage on the attack roll if you are within CLOSE range of a hostile creature who can see you and who isn't incapacitated.

Melee Attacks

Used in hand-to-hand combat, a melee attack allows you to attack a foe within your reach. A melee attack typically uses a handheld weapon such as a sword or an axe. A typical 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 can thus attack targets within 5 feet of them when making a melee attack. Certain creatures (typically those larger than Medium) have melee attacks with a greater reach than 5 feet, as noted in their descriptions.

Instead of using a weapon to make a melee weapon attack, you can use an **unarmed strike**: a punch, kick, head-butt, or similar forceful blow (none of which count as weapons). On a hit, an unarmed strike deals bludgeoning damage equal to 1 + your Strength modifier. You are proficient with your unarmed strikes.

Opportunity Attacks

In a fight, everyone is constantly watching for a chance to strike an enemy who is fleeing or passing by. Such a strike is called an opportunity attack.

You can make an opportunity attack when a hostile creature that you can see moves out of your reach. To make the opportunity attack, you make one melee

attack against the provoking creature. The attack occurs right before the creature leaves your reach.

You can avoid provoking an opportunity attack by taking the Disengage action. You also don't provoke an opportunity attack when you teleport or when someone or something moves you without using your movement, or action. For example, you don't provoke an opportunity attack if an explosion hurls you out of a foe's reach or if gravity causes you to fall past an enemy.

Two-Weapon Fighting

When you take the Attack action and attack with a light melee weapon that you're holding in one hand, you can use a bonus action to attack with a different light melee weapon that you're holding in the other hand. You 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 can throw the weapon, instead of making a melee attack with it.

Grappling

When you want to grab a creature or wrestle with it, you can use the Attack action to make a special melee attack, a grapple. If you're able to make multiple attacks with the Attack action, this attack replaces one of them.

The target of your grapple must be no more than one size larger than you and must be within your reach. Using at least one free hand, you try to seize the target by making a grapple check instead of an attack roll: a Strength check contested by the target's Strength or Dexterity check (the target chooses the ability to use). If you succeed, you subject the target to the grappled condition (see appendix A). The condition specifies the things that end it, and you can release the target whenever you like (no action required).

Escaping a Grapple. A grappled creature can use its action to escape. To do so, it must succeed on a Strength or Dexterity check contested by your Strength check.

Moving a Grappled Creature. When you move, you can drag or carry the grappled creature with you, but your speed is halved, unless the creature is two or more sizes smaller than you.

Contests in Combat

Battle often involves pitting your prowess against that of your foe. Such a challenge is represented by a contest. This section includes the most common contests that require an action in combat: grappling and shoving a creature. The Referee can use these contests as models for improvising others.

Shoving a Creature

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 larger than you and must be within your reach. Instead of making an attack roll, you make a Strength check contested by the target's Strength or Dexterity check (the target chooses the ability to use). If you win the contest, you either knock the target prone or push it 5 feet away from you.



COVER

Walls, trees, creatures, and other obstacles can provide cover during combat, making a target more difficult to harm. A target can benefit from cover only when an attack or other effect originates on the opposite side of the cover.

There are three degrees of cover. If a target is behind multiple sources of cover, only the most protective degree of cover applies; the degrees aren't added together. For example, if a target is behind a creature that gives half cover and a tree trunk that gives three-quarters cover, the target has three-quarters cover.

A target with **half cover** has a +2 bonus to AC and 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 +5 bonus to AC and Dexterity saving throws. A target has three-quarters cover if about three-quarters of it is covered by an obstacle. The obstacle might be a portcullis, 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 can reach such a target by including it in an area of effect. A target has total cover if it is completely concealed by an obstacle.

DAMAGE & HEALING

Injury and the risk of death are constant companions of those who explore fantasy gaming worlds. The thrust of a sword, a well-placed arrow, or a blast of flame from a *fire ball* spell all have the potential to damage, or even kill, the hardiest of creatures.

Hit Points

Hit points represent a combination of physical and mental durability, the will to live, and luck. Creatures with more hit points are more difficult to kill. Those with fewer hit points are more fragile.

A creature's current hit points (usually just called hit points) can be any number from the creature's hit point maximum down to 0. This number changes frequently as a creature takes damage or receives healing.

Whenever a creature takes damage, that damage is subtracted from its hit points. The loss of hit points has no effect on a creature's capabilities until the creature drops to 0 hit points.

Damage Rolls

Each weapon, spell, and harmful monster ability specifies the damage it deals. You roll the damage die or dice, add any modifiers, and apply the damage to your target. Magic weapons, special abilities, and other factors can grant a bonus to damage. With a penalty, it is possible to deal 0 damage, but never negative damage.

When attacking with a **weapon**, you add your ability modifier—the same modifier used for the attack roll—to the damage. A **spell** tells you which dice to roll for damage and whether to add any modifiers.

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 magic-user casts *fireball* or, the spell's damage is rolled once for all creatures caught in the blast.

Critical Hits

When you score a critical hit, you get to roll extra dice for the attack's damage against the target. Roll all of the attack's damage dice twice and add them together. Then add any relevant modifiers as normal. To speed up play, you can roll all the damage dice at once. For example, if you score a critical hit with a dagger, roll 2d4 for the damage, rather than 1d4, and then add your relevant ability modifier.

Damage Types

Different attacks, damaging spells, and other harmful effects deal different types of damage. Damage types have no rules of their own, but other rules, such as damage resistance, rely on the types.

The damage types follow, with examples to help a Referee assign a damage type to a new effect.

Acid. The corrosive spray of a black dragon's breath and the dissolving enzymes secreted by a black pudding deal acid damage.

Bludgeoning. Blunt force attacks—hammers, falling, constriction, and the like—deal bludgeoning damage.

Cold. The infernal chill radiating from an ice devil's spear and the frigid blast of a white dragon's breath deal cold damage.

Fire. Red dragons breathe fire, and many spells conjure flames to deal fire damage.

Force. Force is pure magical energy focused into a damaging form. Most effects that deal force damage are spells, including *magic missile*.

Lightning. A *lightning bolt* spell and a blue dragon's breath deal lightning damage.

Necrotic. Necrotic damage, dealt by certain undead, withers matter and even the soul.

Piercing. Puncturing and impaling attacks, including spears and monsters' bites, deal piercing damage.

Poison. Venomous stings and the toxic gas of a green dragon's breath deal poison damage.

Psychic. Mental abilities such as a psionic blast deal psychic damage.

Radiant. Radiant damage sears the flesh like fire and overloads the spirit with power.

Slashing. Swords, axes, and monsters' claws deal slashing damage.

Thunder. A concussive burst of sound deals thunder damage.

Healing

Unless it results in death, damage isn't permanent. Even death is reversible through powerful magic. Rest can restore a creature's hit points, and magical methods such as a *cure light wounds* spell or a *potion of healing* can remove damage in an instant.

When a creature receives healing of any kind, hit points regained are added to its current hit points. A creature's hit points can't exceed its hit point maximum, so any hit points regained in excess of this number are lost. For example, a cleric grants a fighter 7 hit points of healing. If the fighter has 14 current hit points and has a hit point maximum of 20, the fighter regains 6 hit points from the cleric, not 7. A creature that has died can't regain hit points until magic such as the *raise dead* spell has restored it to life.

Dropping to 0 Hit Points

When you drop to 0 hit points, you either die outright or fall unconscious, as explained in the following sections.

Instant Death

Massive damage can kill you instantly. When damage reduces you to 0 hit points and there is damage remaining, you die if the remaining damage equals or exceeds your hit point maximum.

For example, a cleric with a maximum of 12 hit points currently has 6 hit points. If she takes 18 damage from an attack, she is reduced to 0 hit points, but 12 damage remains. Because the remaining damage equals her hit point maximum, the cleric dies.

Falling Unconscious

If damage reduces you to 0 hit points and fails to kill you, you fall unconscious (see appendix A). This unconsciousness ends if you regain any hit points.

Death Saving Throws

Whenever you start your turn with 0 hit points, you must make a special saving throw, called a death saving throw, to determine whether you creep closer to death or hang onto life. Unlike other saving throws, this one isn't tied to any ability score. You are in the hands of fate now, aided only by spells and features that improve your chances of succeeding on a saving throw.

Roll a d20. If the roll is 10 or higher, you succeed. Otherwise, you fail. A success or failure has no effect by itself. On your third success, you become stable (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. The number of both is reset to zero when you regain any hit points or become stable.

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 on the d20, you regain 1 hit point.

Damage at 0 Hit Points. If you take any damage while you have 0 hit points, you suffer a death saving throw failure. If the damage is from a critical hit, you suffer two failures instead. If the damage equals or exceeds your hit point maximum, you suffer instant death.

Stabilizing a Creature

The best way to save a creature with 0 hit points is to heal it. If healing is unavailable, the creature can at least be stabilized so that it isn't killed by 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 NORMAL (DC 12) Wisdom check.

A **stable** creature doesn't make death saving throws, even though it has 0 hit points, but it does remain unconscious. The creature stops being stable, and must start making death saving throws again, if it takes any damage. A stable creature that isn't healed regains 1 hit point after 1d4 hours.

Monsters and Death

Most Referees have a monster die the instant it drops to 0 hit points, rather than having it fall unconscious and make death saving throws.

Mighty villains and special nonplayer characters are common exceptions; the Referee might have them fall unconscious and follow the same rules as player characters.

Knocking a Creature Out

Sometimes an attacker wants to incapacitate a foe, rather than deal a killing blow. When an attacker reduces a creature to 0 hit points with a melee attack, the attacker can knock the creature out. The attacker can make this choice the instant the damage is dealt. The creature falls unconscious and is stable.

Temporary Hit Points

Some spells and special abilities confer temporary hit points to a creature. Temporary hit points aren't actual hit points; they are a buffer against damage, a pool of hit points that protect you from injury.

When you have temporary hit points and take damage, the temporary hit points are lost first, and any leftover damage carries over to your normal hit points. For example, if you have 5 temporary hit points and take 7 damage, you lose the temporary hit points and then take 2 damage.

Because temporary hit points are separate from your actual hit points, they can exceed your hit point maximum. A character can, therefore, be at full hit points and receive temporary hit points.

Healing can't restore temporary hit points, and they can't be added together. If you have temporary hit 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 hit points when you already have 10, you can have 12 or 10, not 22.

If you have 0 hit points, receiving temporary hit points doesn't restore you to consciousness or stabilize you. They can still absorb damage directed at you while you're in that state, but only true healing can save you.

Unless a feature that grants you temporary hit points has a duration, they last until they're depleted or you finish a long rest.



MOUNTED & UNDERWATER COMBAT

Mounted Combat

A knight charging into battle on a warhorse, a magic-user casting spells from the back of a griffon, or a cleric soaring through the sky on a pegasus all enjoy the benefits of speed and mobility that a mount can provide.

A willing creature that is at least one size larger than you and that has an appropriate anatomy can serve as a mount, using the following rules.

Mounting and Dismounting

Once during your move, you can mount a creature that is within CLOSE of you or dismount. Doing so costs an amount of movement equal to half your speed. For example, if your speed is Normal, you must spend 15 feet of movement to mount a horse. Therefore, you can't mount it 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, you must succeed on a NORMAL (DC 12) Dexterity saving throw or fall off the mount, landing prone in a space within 5 feet of it. If you're knocked prone while mounted, you must make the same saving throw.

If your mount is knocked prone, you can dismount it as it falls and land on your feet. Otherwise, you are dismounted and fall prone in a space within 5 feet of it.

Controlling a Mount

While you're mounted, you have two options. You can either control the mount or allow it to act independently. Intelligent creatures, such as dragons, act independently.

You can control a mount only if it has been trained to accept a rider. Domesticated horses, donkeys, and similar creatures are assumed to have such training. The initiative of a controlled mount changes to match yours when you mount it. It moves as you direct it, and it has only three action options: Dash, Disengage, and Dodge. A controlled mount can move and act even on the turn that you mount it.

An independent mount retains its place in the initiative order. Bearing a rider puts no restrictions on the actions the mount can take, and it moves and acts as it wishes. 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 Combat

When adventurers pursue merfolk back to their undersea homes, fight off sharks in an ancient shipwreck, or find themselves in a flooded dungeon room, they must fight in a challenging environment. Underwater the following rules apply.

When making a **melee weapon attack**, a creature that doesn't have a swimming speed (either natural or granted by magic) has disadvantage on the attack roll unless the weapon is a dagger, shortsword, or spear.

A **ranged weapon attack** automatically misses a target beyond the weapon's normal range. Even against a target within normal range, the attack roll has disadvantage unless the weapon is a crossbow, or a weapon that is thrown like a spear.

Creatures and objects that are fully immersed in water have resistance to fire damage.





STRONGHOLDS & HIRELINGS

STRONGHOLDS, GUILDS & TOWERS

Establish Religious Stronghold

At 9th level, a **Cleric** may establish a stronghold and attract a body of men at arms who will swear fealty to the character as loyal (or perhaps even fanatical) soldiers and retainers.

Clerics with strongholds of their own will have control of a territory similar to the “Barony” of fighters, and they will receive “tithes” equal to 20 Gold Pieces per inhabitant per year.

Establish Stronghold

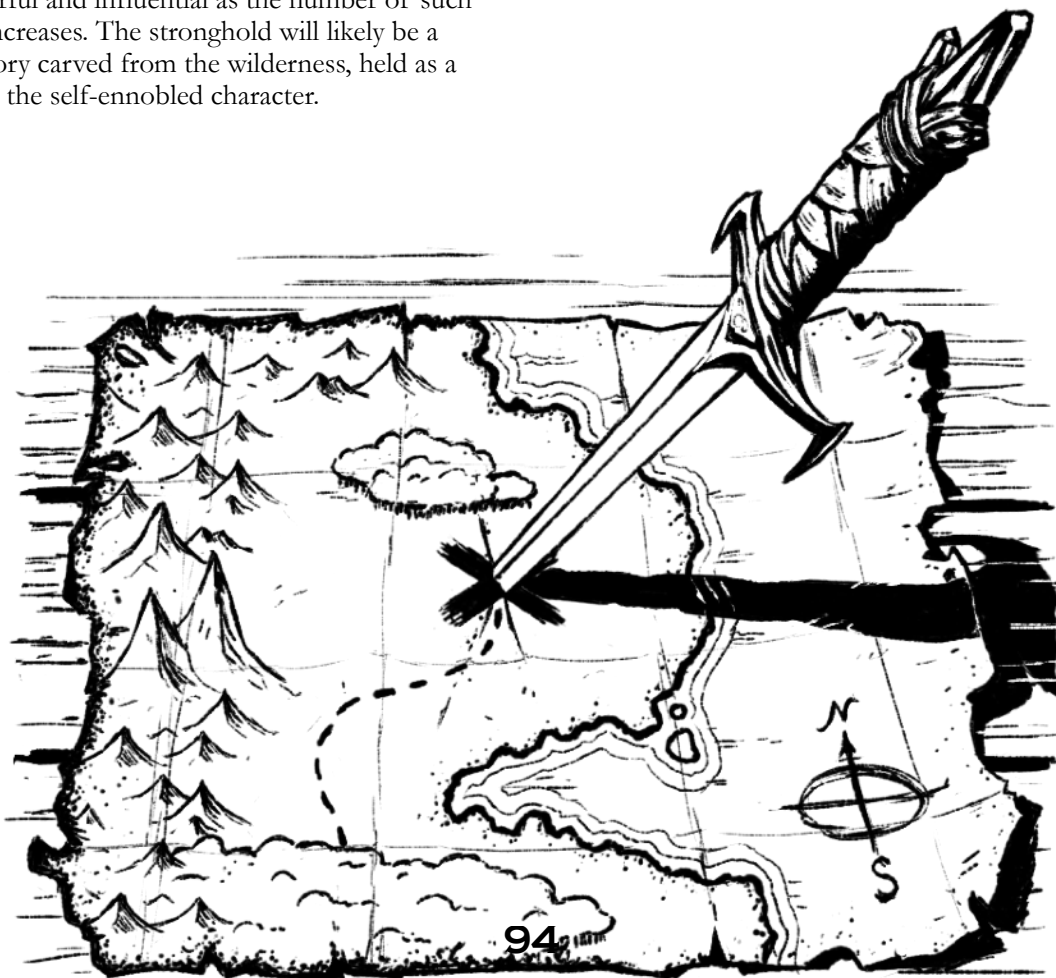
At 9th level, a **Fighter** may establish a stronghold and attract a body of men-at-arms who will swear their loyalty to the character as their liege Lord (or Lady). Most likely, the castle will attract peasants seeking safe places to establish homes, and the Fighter will become more powerful and influential as the number of such followers increases. The stronghold will likely be a small territory carved from the wilderness, held as a freehold by the self-ennobled character.

Establish Wizard's Tower

At 9th level, a **Magic-User** gains the title of “wizard,” and can build a stronghold to contain the necessary libraries and laboratories of a high level mage. Such a powerful sorcerer will attract a mixed bag of mercenaries, strange servants (some with odd abilities and deformities), and perhaps even a few monsters. This colorful crew will swear fealty and serve the wizard with considerable (but not unlimited) loyalty. In general, such a freehold will encompass a small territory around the tower as well – whatever quantity of wilderness the Magic-User chooses to tame and protect.

Establish Guild

At 9th level, a **Thief** is well enough known to assemble a small guild of Thieves if the character chooses, attracting a shadowy band of sneaks, thugs, and other unsavory characters into his (or her) service.



STRONGHOLDS COSTS

All of the character classes have some ability, at some level, to establish a stronghold – or to take over a guild, in the case of Thieves. Strongholds are usually built by claiming an area of wilderness, clearing out the monsters that lair in the region, and then beginning construction of the new owner's fortified place of residence. The nature and type of stronghold will differ, of course, for the individual's choices will play an important role. For instance, it is traditional for you, the player, to create a map of your castle. In general, a strong leader who clears out an area with a radius of ten miles or so will end up in charge of between 2 and 8 (2d4) small settlements. The peasants in these hamlets, cots, and villages will be overjoyed to find themselves under the protection of a powerful and renowned protector – unless your character is a tyrannical overlord in the service of Chaos. Each settlement holds roughly 1d4 x100 villagers, and the normal feudal tax is 10 gp per year per villager. Sometimes, of course, this is paid with chickens and oxen, and your stronghold might take on the appearance of a marketplace, around tax time – but a good reeve or bailiff can sort it all out quickly, without the character's needing to get involved.

Owning a castle allows a person to house and feed loyal retainers without paying for their room and board in local inns, or building campsites in the cold rain. It is a base of operations and a secure place to keep treasure.

Building a Stronghold

A character can spend time between adventures building their stronghold. Before work can begin, the character must acquire a plot of land. If the estate lies within a kingdom or similar domain, the character will need a royal charter (a legal document granting permission to oversee the estate in the name of the crown), a land grant (a legal document bequeathing custody of the land to the character for as long as he or she remains loyal to the crown), or a deed (a legal document that serves as proof of ownership). Land can also be acquired by inheritance or other means.

Royal charters and land grants are usually given by the crown as a reward for faithful service, although they can also be bought. Deeds can be bought or inherited. A small estate might sell for as little as 100 gp or as much as 1,000 gp. A large estate might cost 5,000 gp or more, if it can be bought at all.

Once the estate is secured, a character needs access to building materials and laborers. The Stronghold Construction table shows the cost of building the stronghold (including materials and labor) and the amount of time it takes, provided that the character is using downtime to oversee construction. Work can continue while the character is away, but each day the character is away adds 3 days to the construction time.

Stronghold Construction

Type	Time	Cost
Abbey	50,000 gp	400 days
Guildhall	5,000 gp	60 days
Keep or Small Castle	50,000 gp	400 days
Noble Estate with Manor	25,000 gp	150 days
Outpost or Fort	15,000 gp	100 days
Palace or Large Castle	500,000 gp	1,200 days
Temple	50,000 gp	400 gp
Tower, Fortified	15,000 gp	100 days
Trading Post	5,000 gp	60 days

HIRELINGS

Normal hirelings are assumed to be employed full time by the player character. They are given room and board plus a wage, and the employer supplies any materials needed. (It is possible to employ people for single tasks or short periods; such costs are left up to the Referee.) As a general rule, food for a single person in a rural community such as a castle or village is about 1 gp per month, and perhaps twice that in a city. If the employer does not own a stronghold to house servants and followers, lodging may need to be considered separately. The cost is up to the referee, but staying in an inn, even in a stable, will cost at least 1 sp per night.

“Upkeep” covers food and lodging, but does not include wages or any equipment needed to set up a professional or craftsperson. It does cover materials needed for the hireling to function on an ongoing basis. Note that for some crafts or professions, this materials cost can be quite high: blacksmiths use up a quantity of supplies just to keep a forge running, alchemists constantly conduct experiments, etc.

Wages depend upon the type of services being sought. The cost of initial equipment should be calculated using the equipment tables. If the hireling requires a great deal of initial equipment (such as a forge or a library), the Referee may use the values in the list below or adjust the costs as needed for local conditions.

Alchemist

Upkeep Cost: 1,000 gp/month
Wage: 500 gp/month if the alchemist maintains his own laboratory. Half that cost if the character provides one for the alchemist.
Initial Equipment: Fully equipped lab costs 1,000 gp.

Animal Trainer

Upkeep Cost: 500 gp/month
Wage: No cost if he is a part of the character’s stronghold retinue; 20 gp/month otherwise.
Initial Equipment: This depends on the animal.

Armorer

Upkeep Cost: 100 gp/month
Wage: None, if the armorer is a follower of a character with a stronghold. If not, wages are 100 gp/month, over and above the cost of upkeep.
Initial Equipment: A fully equipped forge costs around 100 gp.

Assassin

Upkeep Cost: N/A
Wage: 2,000 per mission
Initial Equipment: None.

Blacksmith

Upkeep Cost: 25 gp/month
Wage: 10 gp/month
Initial Equipment: A fully equipped forge costs around 100 gp.

Man-at-Arms (Battles/War)

Upkeep Cost: 1 gp/month in camp or castle. Standard costs of rations if operating in the field (reduced to 10 gp/month if the character is fielding an army with adequate wagons to purchase in bulk).
Wage: If the man-at-arms is a part of the character’s stronghold retinue, he costs nothing. Mercenary infantry cost around 2 gp/month, archers 4 gp/month, and cavalry costs 8 gp/month. Sergeants (one required for every 10 men-at-arms) cost twice as normal. Lieutenants (required for every 20), cost three times as normal, and Captains (required for every 60), cost four times as normal.
Initial Equipment: Determine from equipment list.

Man-at-Arms (Dungeon Adventuring)

Upkeep Cost: Cost of rations.
Wage: 2 gp/day or upwards of 5 gp/day
Initial Equipment: Determine from equipment list.

Sage

Upkeep Cost: 2,000 gp/month
Wage: N/A
Initial Equipment: Small library costs 2,000 gp.

Sailor

Upkeep Cost: 10 gp/month
Wage: 2 gp/month
Initial Equipment: None.

Servant (Domestic)

Upkeep Cost: 1 gp/month
Wage: 5 gp/month
Initial Equipment: None.

Ship Captain

Upkeep Cost: 50 gp/month

Wage: 250 gp/month

Initial Equipment: A ship.

Siege or Construction Engineer

Upkeep Cost: 750 gp/month

Wage: 250 gp/month

Initial Equipment: None.

Spy

Upkeep Cost: 10 gp/month

Wage: 500 gp per mission

Initial Equipment: None.

Torchbearer/Other Non-combatant

Upkeep Cost: Cost of rations.

Wage: 1 gp/day

Initial Equipment: Determine from equipment list.





MONSTERS & TREASURES
CHAPTER 3 OF 3

MONSTERS

A monster's statistics, sometimes referred to as its **stat block**, provide the essential information that you need to run the monster.

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. See page 83 for more information on creature size and space.

Size Categories Table

Size	Space
Tiny	2 1/2 X 2 1/2 ft.
Small	5 x 5 ft.
Medium	5 x 5 ft.
Large	10 x 10 ft.
Huge	15 x 15 ft.
Gargantuan	20 x 20 ft. or larger

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 particular type. For example, an *arrow of dragon slaying* deals extra damage not only to dragons but also other creatures of the dragon type, such as dragon turtles and wyverns.

The game includes the following monster types, which have no rules of their own.

Aberrations are utterly alien beings.

Beasts are nonhumanoid creatures that are a natural part of the fantasy ecology.

Celestials are creatures native to the Upper Planes. Many of them are the servants of deities, employed as messengers or agents in the mortal realm and throughout the planes.

Constructs are made, not born. Golems are the iconic constructs.

Dragons are large reptilian creatures of ancient origin and tremendous power.

Elementals are creatures native to the elemental planes.

Fey are magical creatures closely tied to the forces of nature. They dwell in twilight groves and misty forests.

Fiends are creatures of wickedness that are native to the Lower Planes. A few are the servants of deities, but many more labor under the leadership of archdevils and demon princes.

Giants tower over humans and their kind. They are humanlike in shape, though some have multiple heads or deformities.

Humanoids are the main peoples of a fantasy gaming world, both civilized and savage, including humans and a tremendous variety of other species.

Monstrosities are monsters in the strictest sense—frightening creatures that are not ordinary, not truly natural, and almost never benign.

Oozes are gelatinous creatures that rarely have a fixed shape. They are mostly subterranean, dwelling in caves and dungeons and feeding on refuse, carrion, or creatures unlucky enough to get in their way.

Plants in this context are vegetable creatures, not ordinary flora. Most of them are ambulatory, and some are carnivorous.

Undead are once-living creatures brought to a horrifying state of undeath through the practice of necromantic magic or some unholy curse. Undead include walking corpses, such as vampires and zombies, as well as bodiless spirits, such as ghosts and specters.

Alignment

A monster's alignment provides a clue to its disposition and how it behaves in a roleplaying or combat situation. For example, a chaotic monster might be difficult to reason with and might attack characters on sight, whereas a neutral monster might be willing to negotiate. See page 24 for descriptions of the different alignments.

The alignment specified in a monster's stat block is the default. Feel free to depart from it and change a monster's alignment to suit the needs of your campaign. If you want a Lawful green dragon or a Chaotic lamassu, there's nothing stopping you.

Many creatures of low intelligence have no comprehension of law or chaos. They don't make moral or ethical choices, but rather act on instinct. These creatures are listed as **neutral**, even though they don't technically have an alignment.

Armor Class

A monster that wears armor or carries a shield has an Armor Class (AC) that takes its armor, shield, and Dexterity into account. Otherwise, a monster's AC is based on its Dexterity and natural armor, if any. If a monster has natural armor, wears armor, or carries a shield, this is noted in parentheses after its AC value.

Hit Points & Hit Dice

A monster usually dies or is destroyed when it drops to 0 hit points.

A monster's hit points are presented both as a die expression and as an average number. For example, a monster with 2d8 hit points has 9 hit points on average ($2 \times 4 \frac{1}{2}$).

Hit Dice (HD) are a d8, so a 3 HD Monster has 3d8 hit points. Some monsters have 1/2 HD or 1/4 HD. 1/2 HD is a 1d4 (or 1d8 divided by 2) and 1/4 HD is 1d2 (or 1d8 divided by 4).

A monster's HD determines not only its hit points but also can determine its Challenge Rating and its Saving Throw DCs. See those sections for more.

Some monsters are listed as having a + to their HD, such as 3+1, this indicates they get one extra hit point per hit dice. In this case 3d8+3.

Speed

A monster's speed tells you how far it can move on its turn. For more information on speed, see page 72. Speeds are listed as Slow, Normal or Fast for all categories, therefore a creature with a Speed of Normal, fly (fast), can walk at a normal speed (roughly 30-ish feet) and fly at fast speed (roughly 45-ish feet).

All creatures have a walking speed, simply called the monster's speed. 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 that has 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 that allows it to do so.

Climb

A monster that has 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 that has a flying speed can use all or part of its movement to fly. Some monsters have the ability to **hover**, which makes them hard to knock out of the air (as explained in the rules on flying). Such a monster stops hovering when it dies.

Swim

A monster that has 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 page 69.

Saving Throws

The Saving Throws entry is reserved for creatures that are adept at resisting certain kinds of effects. Some creatures don't have special saving throw bonuses, in which case this section says 'none'.

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 Hit Dice (as shown in Proficiency Bonus by HD below).

Saving Throws are split into two categories- Physical and Mental. A monster with Physical saves gets their proficiency bonus on all Strength, Dexterity or Constitution saving throws. A monster with Mental saves gets their proficiency bonus on all Intelligence, Wisdom and Charisma saves. Some powerful creatures (such as most dragons) have both Physical and Mental saves.

The proficiency bonus is added to their ability score modifier to calculate the bonus.

Proficiency Bonus by Hit Dice

HD 0-4 Prof. Bonus +2

HD 5-8 Prof. Bonus +3

HD 9-12 Prof. Bonus +4

HD 13-16 Prof. Bonus +5

HD 17-20 Prof. Bonus +6

HD 21-24 Prof. Bonus +7

HD 25-28 Prof. Bonus +8

HD 29+ Prof. Bonus +9

Senses

The Senses entry notes a monster's passive Wisdom (Perception) score, as well as any special senses the monster might have. Special senses are described below.

Blindsight

A monster with blindsight can perceive its surroundings without relying on sight, within a NEAR radius.

Creatures without eyes typically have this special sense, as do creatures with echolocation or heightened senses, such as bats and true dragons.

If a monster is naturally blind, it has a parenthetical note to this effect, indicating that the radius of its blindsight defines the maximum range of its perception.

Darkvision

A monster with darkvision can see in the dark within a NEAR radius. The monster can see 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 can detect and pinpoint the origin of vibrations within a NEAR 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.

Truesight

A monster with truesight can, out to a NEAR range, see in normal and magical darkness, see invisible creatures and objects, automatically detect visual illusions and succeed on saving throws against them, and perceive the original form of a shapechanger or a creature that is transformed by magic. Furthermore, the monster can see into the Ethereal Plane within the same range.

Languages

The languages that a monster can speak are listed in alphabetical order. Sometimes a monster can understand a language but can't speak it, and this is noted in its entry. A "—" indicates that a creature neither speaks nor understands any language.

Telepathy

Telepathy is a magical ability that allows 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 in this way with it, but it must be able to understand at least one language. 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 can initiate or terminate a telepathic conversation without using an action, but while the monster is incapacitated, it can't initiate telepathic contact, and any current contact is terminated.

A creature within an area 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. An appropriately equipped and well-rested party of four adventurers should be able to defeat a monster that has a challenge rating equal to its level without suffering any deaths. For example, a party of four 3rd-level characters should find a monster with a challenge rating of 3 to be a worthy challenge, but not a deadly one.

Monsters that are 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 that have attacks are worth 1 XP each.

Some monsters present a greater challenge than even a typical high 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. Typically, XP is awarded for defeating the monster, although the Referee may also award XP for neutralizing the threat posed by the monster in some other manner.

XP by CR

CR	XP	CR	XP
0	0 or 1	15	1,300
1/4	5	16	1,500
1/2	10	17	1,800
1	20	18	2,000
2	45	19	2,200
3	70	20	2,500
4	110	21	3,300
5	180	22	4,100
6	230	23	5,000
7	290	24	6,200
8	390	25	7,500
9	500	26	9,000
10	590	27	10,500
11	720	28	12,000
12	840	29	13,500
13	1,000	30	15,500
14	1,150	-	-

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.

Melee and Ranged Attacks

The most common actions that a monster will take 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. *A monster's Hit Dice determines their attack bonus*, therefore a monster with 8 HD gets a +8 to attack rolls.

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. You have the option of taking average damage or rolling the damage; for this reason, both the average damage and the die expression are presented.

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, which must be a single melee attack.

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.

Grapple Rules for Monsters

Many monsters have special attacks that allow them to quickly grapple prey. When a monster hits with such an attack, it doesn't need to make an additional ability check to determine whether the grapple succeeds, unless the attack says otherwise.

A creature grappled by the monster can use its action to try to escape. To do so, it must succeed on a Strength or Dexterity check against the escape DC in the monster's stat block.

Monster DCs

When making saving throws versus a Monster, whether its a spell, a breath weapon, a paralyzing gaze, etc. the DC for the saving throw is based on the Monsters HD.

Saves are EASY, NORMAL, & HARD (see page 67).

Monsters of 0 to 4 Hit Dice are EASY (DC 8), 5 to 9 Hit Dice are NORMAL (DC 12), and anything above 10 Hit Dice are HARD (DC 16).

Saves Vs. Monster

Monsters HD	Save
0 to 4 HD	EASY
5 to 9 HD	NORMAL
10 + HD	HARD

AWARDING XP

Characters are awarded experience points (XP) for killing monsters and accumulating treasure. Monsters each have a set experience point value (given in the monster's statistics), and **each gold piece acquired earns one point as well**. It may seem odd to award experience for treasure, but keep in mind that *Olde Swords Reign* is not just about slaying monsters – it is

about outwitting your foes when you can! In fact, sometimes trickery and guile are the only way to handle a powerful monster like a dragon or a demon. Skilled players avoid risking their characters' lives if there is another, smarter way to walk out of the dungeon with a backpack full of gems and loot.

AWARDING TREASURES

As a general guideline, the monetary value of a treasure ought to be about 2–4 times the monster's value in experience points in **gold pieces**. Keep in mind that hunting and patrolling monsters likely will not be carting their treasure around with them. If the characters cannot find the monster's lair, they may get none of the treasure. Averaging the treasure out over

several of the monsters in an adventure is a good way of making sure the characters get the right amount of experience points from treasure.

Some monster lairs may also have magical items or gems and other treasures (as determined by the Referee).





MONSTER LISTINGS

Bandit

Medium humanoid, Chaotic

Armor Class 12 (leather armor)

Hit Points 4 (1d8) **Hit Dice** 1

Speed Normal **Prof. Bonus** +2

STR 10 (+0) **INT** 10 (+0)

DEX 10 (+0) **WIS** 10 (+0)

CON 12 (+1) **CHA** 10 (+0)

Savings Throws Physical (+2)

Senses passive perception 10

Languages Common

Challenge 1 (20 XP)

Bandits are roving groups of thieves, sometimes organized into small armies led by more powerful bandit chiefs and captains with higher hit dice.

Actions

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

Light Crossbow. *Ranged Weapon Attack.* +1 to hit, range Far, one target. *Hit:* 3 (1d6) piercing damage.

Basilisk

Medium monstrosity, Neutral

Armor Class 15

Hit Points 33 (6d8+8) **Hit Dice** 6+1

Speed Slow **Prof. Bonus** +3

STR 16 (+3) **INT** 2 (-4)

DEX 8 (-1) **WIS** 8 (-1)

CON 15 (+2) **CHA** 7 (-2)

Savings Throws Physical (+3)

Senses darkvision, passive perception 9

Languages -

Challenge 8 (390 XP)

Basilisks are great multi-legged lizards whose gaze turns to stone anyone meeting its eye.

Petrification gaze. Anyone meeting its eye makes a NORMAL WIS save or is turned to stone. (one way of resolving this: fighting without looking incurs disadvantage on attack rolls).

Weakness. If the basilisk's own gaze is reflected back at it, it has a 10% chance to force the basilisk into a saving throw against being turned to stone itself.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d10) piercing damage.

Berserker

Medium humanoid, Chaotic

Armor Class 12 (leather armor)

Hit Points 4 (1d8) **Hit Dice** 1

Speed Normal **Prof. Bonus** +2

STR 16 (+3) **INT** 9 (-1)

DEX 12 (+1) **WIS** 10 (+0)

CON 17 (+3) **CHA** 9 (-1)

Savings Throws Physical (+2)

Senses passive perception 10

Languages Common

Challenge 2 (45 XP)

Berserkers are normal humans, but they fight with astounding ferocity. A bonus of +1 is added to their attack rolls. They do not wear armor heavier than leather armor.

Actions

Battle Axe. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 4 (1d8) slashing damage.

Black Pudding

Large ooze, Neutral

Armor Class 13

Hit Points 45 (10d8) **Hit Dice** 10

Speed Slow, climb (slow) **Prof. Bonus** +4

STR 16 (+3) **INT** 1 (-5)

DEX 5 (-3) **WIS** 6 (-2)

CON 16 (+3) **CHA** 1 (-5)

Savings Throws Physical (+4)

Senses blindsight, passive perception 8

Languages -

Challenge 12 (840 XP)

Black puddings are amorphous globs with an acidic surface. They are subterranean predators and scavengers.

Acid. Any weapon or armor contacting a black pudding will be eaten away by the acid as follows: weapon (1 hit by the weapon), chainmail or lesser armor (1 hit by pudding), plate mail (2 hits by pudding). If a weapon or armor is magical, it can take an additional hit per +1 before being dissolved.

Actions

Pseudopod. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 13 (3d8) bludgeoning damage.

Bugbear

Medium humanoid, Chaotic

Armor Class 14

Hit Points 16 (3d8+3) Hit Dice 3+1

Speed Normal Prof. Bonus +2

STR 15 (+2) INT 8 (-1)

DEX 14 (+2) WIS 10 (+0)

CON 13 (+1) CHA 9 (-1)

Savings Throws Physical (+2)

Senses darkvision, passive perception 10

Languages Goblin

Challenge 4 (110 XP)

These large, hairy, goblin-like humanoids are stealthier than their size would suggest. Bugbears stand from 7-8 ft. in height.

Stealthy. Bugbear roll any DEX checks related to stealth or hiding with advantage.

Actions

Morningstar. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d8) piercing damage.

Spear. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range Near, one target. *Hit:* 4 (1d8) piercing damage in melee or 4 (1d8) piercing damage at range.

Centaur

Large monstrosity, Neutral

Armor Class 10

Hit Points 18 (4d8) Hit Dice 4

Speed Fast Prof. Bonus +2

STR 18 (+4) INT 9 (-1)

DEX 14 (+2) WIS 13 (+1)

CON 14 (+2) CHA 11 (+0)

Savings Throws Physical (+2)

Senses passive perception 11

Languages Sylvan

Challenge 4 (110 XP)

Half man, half horse, centaurs are fierce warriors and well-known creatures of mythology. The referee may choose any "version" of the centaur from myth or folklore for his campaign: some are evil, some aloof, and some are soothsayers.

Actions

Multiattack. The centaur makes three attacks: one with its pike and two with its hooves.

Pike. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 4 (1d8) piercing damage.

Hooves. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage.

Chimera

Large monstrosity Chaotic

Armor Class 15

Hit Points 40 (9d8) Hit Dice 9

Speed Normal, fly (Fast) Prof. Bonus +4

STR 15 (+2) INT 8 (-1)

DEX 14 (+2) WIS 10 (+0)

CON 13 (+1) CHA 9 (-1)

Savings Throws Physical (+4)

Senses passive perception 12

Languages Understands Draconic but can't speak

Challenge 11 (720 XP)

The chimera has three heads; one is the head of a goat, one the head of a lion, and one the head of a dragon. Great wings rise from its lion-like body.

Actions

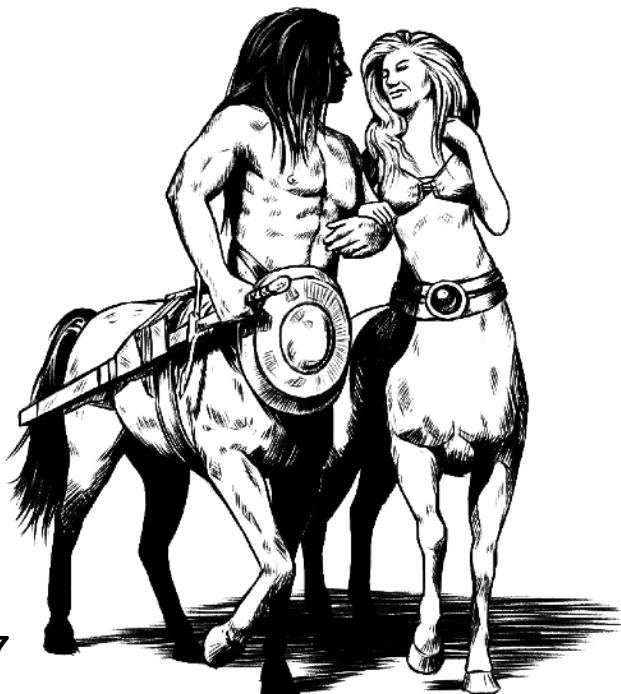
Multiattack. The chimera makes three attacks: one with its bite, one with its horns, and one with its claws. When its fire breath is available, it can use the breath in place of its bite or horns.

Lion Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 5 (2d4) piercing damage.

Goat Horns. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage.

Dragon Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 7 (3d4) piercing damage.

Fire Breath (3 times daily). The dragon head exhales fire in a Near cone. Each creature in that area must make a NORMAL (DC 15) DEX saving throw, taking 13 (3d8) fire damage on a failed save, or half as much damage on a successful one.



Cockatrice

Small monstrosity, Neutral

Armor Class 13

Hit Points 22 (5d8) **Hit Dice** 5

Speed Slow, fly (normal) **Prof. Bonus** +2

STR 6 (-2) **INT** 2 (-4)
DEX 12 (+1) **WIS** 13 (+1)
CON 12 (+1) **CHA** 5 (-3)

Savings Throws Physical (+2)

Senses passive perception 11

Languages -

Challenge 2 (45 XP)

A cockatrice resembles a bat-winged rooster with a long, serpentine tail.

Turn to Stone. When bitten must succeed on a NORMAL (DC12) Wisdom saving throw or be turned to stone.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 3 (1d6) piercing damage and possible Turn to Stone.

Crab, Giant

Medium beast, Neutral

Armor Class 16

Hit Points 13 (3d8) **Hit Dice** 3

Speed Normal, swim (normal) **Prof. Bonus** +2

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

Savings Throws Physical (+2)

Senses blindsight, passive perception 9

Languages -

Challenge 3 (70 XP)

Larger specimens of giant crabs might move more slowly – these stats are for a crab about 5-ft. in diameter.

Actions

Multiattack. Giant crab make two claw attacks.

Claw. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 7 (2d6) bludgeoning damage

Crocodile

Large beast, Neutral

Armor Class 15

Hit Points 13 (3d8) **Hit Dice** 3

Speed Slow, swim (normal) **Prof. Bonus** +2

STR 15 (+2) **INT** 2 (-4)
DEX 10 (+0) **WIS** 10 (+0)
CON 13 (+1) **CHA** 5 (-3)

Savings Throws Physical (+2)

Senses passive perception 10

Languages -

Challenge 3 (70 XP)

Some normal crocodiles are man-eaters; all are dangerous and can conceal themselves well. Normal crocodiles can grow to be as long as 15 ft.

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 7 (3d4) piercing damage.

Dire Wolf

Large beast, Neutral

Armor Class 14

Hit Points 18 (4d8) **Hit Dice** 4

Speed Fast **Prof. Bonus** +2

STR 17 (+3) **INT** 5 (-3)
DEX 15 (+2) **WIS** 12 (+1)
CON 15 (+2) **CHA** 7 (-2)

Savings Throws Physical (+2)

Senses passive perception 13

Languages -

Challenge 4 (110 XP)

Dire Wolves are large, more intelligent wolves.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d8) piercing damage.

Djinn

Large elemental, Neutral

Armor Class 14

Hit Points 33 (7d8+7) **Hit Dice** 7+1

Speed Normal, fly (fast) **Prof. Bonus** +4

STR 21 (+5)

DEX 15 (+2)

CON 22 (+6)

INT 15 (+2)

WIS 16 (+3)

CHA 22 (+6)

Savings Throws Physical, Mental (+4)

Senses darkvision, passive perception 13

Languages Auran

Challenge 9 (500 XP)

Djinn are one of the genies of folklore, creatures of the air (and possibly of the elemental planes). They can carry 700 pounds of weight, and have a number of magical powers.

Create. A djinni can create food and water of high quality, as well as wooden and cloth objects. They can also create objects of metal (including coins), but all such magically created metals disappear in time. Djinn can call up illusions, and although these are quite excellent they disappear when touched.

Gaseous Form / Invisibility. Djinni can turn themselves into gaseous form (cannot attack or be attacked, can enter any area that is not airtight), and can become invisible at will.

Whirlwind. Finally, a djinni can turn itself into a Huge sized whirlwind much like an air elemental, sweeping away any creature with one or fewer hit dice.

More powerful types of djinn might be capable of granting limited wishes or even true wishes.

Actions

Scimitar. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (2d8) slashing damage.

Dragon, Black (6-8)

Huge dragon, Chaotic

Armor Class 17

Hit Points 27-36 (6d8 to 8d8)) **Hit Dice** 6 to 8

Speed Normal, fly or swim (fast) **Prof. Bonus** +3 to +4

STR 23 (+6)

DEX 14 (+2)

CON 21 (+5)

INT 14 (+2)

WIS 13 (+1)

CHA 17 (+3)

Savings Throws Physical, Mental (+3 or +4)

Senses blindsight, darkvision, passive perception 21

Languages Common, Draconic

Challenge 8 to 10 (390-590 XP)

Talk/ Spellcasting. Black dragons have a 45% chance of being able to talk; talking black dragons have a 5% chance of being able to cast 1d4 first-level Magic-User spells.

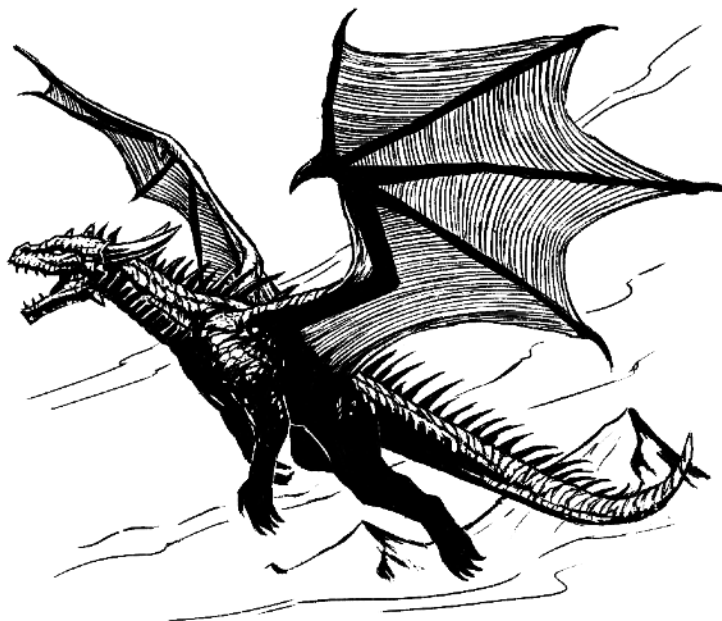
Actions

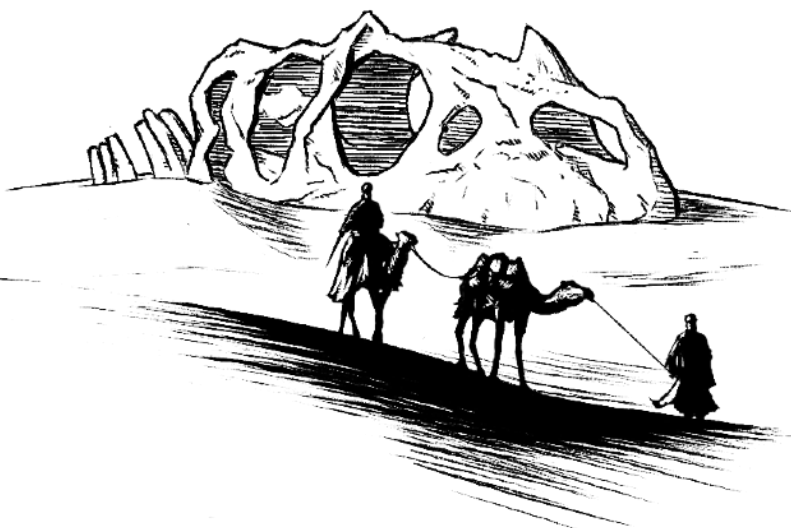
Multiattack. It then makes three attacks: one with its bite and two with its claws or one Breath Weapon attack.

Bite. *Melee Weapon Attack:* +6, +7, +8 to hit, reach 10 ft., one target. *Hit:* 10 (3d6) piercing damage.

Claw. *Melee Weapon Attack:* +6, +7, +8 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) slashing damage.

Breath Weapon (3 times daily). The dragon exhales acid in a 5 foot wide line out to Far. Each creature in that line must make a NORMAL (DC 12) DEX saving throw, taking 21 to 28 (6d6 to 8d6) acid damage on a failed save, or half as much damage on a successful one.





Dragon, Blue (8-10)

Huge dragon, Chaotic

Armor Class 17

Hit Points 36-45 (8d8 to 10d8) **Hit Dice** 8 to 10

Speed Normal, burrow (normal) **Prof. Bonus** +4

STR 25 (+7)

DEX 10 (+0)

CON 23 (+6)

INT 16 (+3)

WIS 15 (+2)

CHA 19 (+4)

Savings Throws Physical, Mental (+4)

Senses blindsight, darkvision, passive perception 22

Languages Common, Draconic

Challenge 8 to 10 (390-590 XP)

Talk/Spellcasting. Blue dragons have a 65% chance of being able to talk; talking blue dragons have a 15% chance of being able to cast **1d4** first-level Magic-User spells and **1d3** second-level Magic-User spells.

Actions

Multiattack. The dragon makes three attacks: one with its bite and two with its claws or a breath weapon attack.

Bite. *Melee Weapon Attack:* **+8, +9, +10** to hit, reach 10 ft., one target. *Hit:* 13 (**2d12**) piercing damage.

Claw. *Melee Weapon Attack:* **+8, +9, +10** to hit, reach 5 ft., one target. *Hit:* 2 (**1d4**) slashing damage.

Breath Weapon (3 times daily). The dragon exhales lightning in a 5 feet wide Line out to Far. Each creature in that line must make a NORMAL (DC 12) DEX saving throw, taking 29-39 (**8d6 to 10d6**) lightning damage on a failed save, or half as much damage on a successful one.

Dragon, Gold (10-12)

Huge dragon, Lawful

Armor Class 17

Hit Points 45-54 (10d8 to 12d8) **Hit Dice** 10 to 12

Speed Fast, fly and swim (Fast) **Prof. Bonus** +5

STR 27 (+8)

DEX 14 (+2)

CON 25 (+7)

INT 16 (+3)

WIS 15 (+2)

CHA 24 (+7)

Savings Throws Physical, Mental (+5)

Senses blindsight, darkvision, passive perception 24

Languages Common, Draconic

Challenge 10 to 12 (1,000-1,3000 XP)

Talk/ Spellcasting. Gold dragons have a 100% chance of being able to talk and a 25% chance of being able to cast Magic-User spells: **1d4** first-level, **1d3** second-level, **1d2** third-level, and 1 fourth-level spell.

Change Shape. Gold dragons often appear as human or in some other guise.

Actions

Multiattack. The dragon makes three attacks: one with its bite and two with its claws or it can use one of its two Breath Weapons.

Bite. *Melee Weapon Attack:* **+10, +11, +12** to hit, reach 10 ft., one target. *Hit:* 19 (**3d12**) piercing damage.

Claw. *Melee Weapon Attack:* **+10, +11, +12** to hit, reach 5 ft., one target. *Hit:* 2 (**1d4**) slashing damage.

Breath Weapons (each 3 times daily)

Fire Breath. The dragon exhales fire in a cone out to Near. Each creature in that area must make a HARD (DC 16) DEX saving throw, taking 45 (**10d8 to 12d8**) fire damage on a failed save, or half as much damage on a successful one.

Weakening Breath. The dragon exhales gas in a cone out to Near. Each creature in that area must succeed on a HARD (DC 16) STR saving throw or have disadvantage on Strength-based attack rolls, Strength checks, and Strength saving throws for **2d4** x 10 minutes.

Dragon, Green (7-9)

Huge dragon, Chaotic

Armor Class 17

Hit Points 31-40 (7d8 to 9d8)) **Hit Dice** 7 to 9

Speed Fast, fly and swim (Fast) **Prof. Bonus** +4

STR 23 (+6)

INT 18 (+4)

DEX 12 (+1)

WIS 15 (+2)

CON 21 (+5)

CHA 17 (+3)

Savings Throws Physical, Mental (+4)

Senses blindsight, darkvision, passive perception 22

Languages Common, Draconic

Challenge 9 to 11 (500-720 XP)

Talk/ Spellcasting. Green dragons have a 55% chance of being able to talk; talking green dragons have a 10% chance of being able to cast 1d4 first level Magic-User spells and 1d2 second level Magic-User spells.

Actions

Multiattack. The dragon makes three attacks: one with its bite and two with its claws or a Breath Weapon attack.

Bite. *Melee Weapon Attack:* +7, +8, +9 to hit, reach 10 ft., one target. *Hit:* 11 (2d10) piercing damage.

Claw. *Melee Weapon Attack:* +7, +8, +9 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) slashing damage.

Breath Weapon (3 times daily). The dragon exhales cone out to Near. Each creature in that area must make a NORMAL (DC 12) CON saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Dragon, Red (9-11)

Huge dragon, Chaotic

Armor Class 17

Hit Points 40-49 (9d8 to 11d8)) **Hit Dice** 9 to 11

Speed Fast, fly and swim (Fast) **Prof. Bonus** +4 to +5

STR 27 (+8)

INT 16 (+3)

DEX 10 (+0)

WIS 13 (+1)

CON 25 (+7)

CHA 21 (+5)

Savings Throws Physical, Mental (+4 or +5)

Senses blindsight, darkvision, passive perception 23

Languages Common, Draconic

Challenge 11 to 13 (720-1,100 XP)

Talk/ Spellcasting. Red dragons have a 75% chance of being able to talk; talking red dragons have a 20% chance of being able to cast 1d4 first level Magic-User spells, 1d3 second level Magic-User spells, and 1d2 third level Magic-User spells.

Actions

Multiattack. The dragon makes three attacks: one with its bite and two with its claws or uses its Breath Weapon.

Bite. *Melee Weapon Attack:* +9, +10, +11 to hit, reach 10 ft., one target. *Hit:* 16 (3d10) piercing damage plus 7 (2d6) fire damage.

Claw. *Melee Weapon Attack:* +9, +10, +11 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) slashing damage.

Breath Weapon (3 times daily). The dragon exhales fire in a cone out to Near. Each creature in that area must make a HARD (DC 16) DEX saving throw, taking 31-38 (9d6 to 11d6) fire damage on a failed save, or half as much damage on a successful one.

Dragon, White (5-7)

Huge dragon, Chaotic

Armor Class 17

Hit Points 22-31 (5d8 to 7d8)) **Hit Dice** 5 to 7

Speed Fast, burrow, fly and swim (Fast) **Prof. Bonus** +3

STR 22 (+6)

INT 8 (-1)

DEX 10 (+0)

WIS 12 (+1)

CON 22 (+6)

CHA 12 (+1)

Savings Throws Physical, Mental (+3)

Senses blindsight, darkvision, passive perception 21

Languages -

Challenge 7 to 9 (290-500 XP)

White dragons are usually found in cold regions, where they camouflage themselves in ice and snow, lying in wait for prey.

White dragons are not able to talk or cast spells.

Actions

Multiattack. The dragon makes three attacks: one with its bite and two with its claws or it makes a single Breath Weapon attack.

Bite. *Melee Weapon Attack:* +5, +6, +7 to hit, reach 10 ft., one target. *Hit:* 9 (2d8) piercing damage.

Claw. *Melee Weapon Attack:* +5, +6, +7 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) slashing damage.

Breath Weapon. They breathe a cone of intensely cold air and frost out to Near. Each creature in that area must make a NORMAL (DC 12) Dexterity saving throw, taking 16-24 (5d6 to 7d6) cold damage on a failed save, or half as much damage on a successful one.

Dryad

Medium fey, Neutral

Armor Class 10

Hit Points 9 (2d8) **Hit Dice** 2

Speed Normal **Prof. Bonus** +2

STR 10 (+0) **INT** 14 (+2)

DEX 12 (+1) **WIS** 15 (+2)

CON 11 (+0) **CHA** 18 (+4)

Savings Throws Mental (+2)

Senses darkvision, passive perception 14

Languages Sylvan

Challenge 3 (70 XP)

Dryads are beautiful female tree spirits who do not venture far from their home trees.

Charm. They can cast (as a native magical power) a strong charm that operates as a *Charm Person* spell with disadvantage to the EASY (DC 8) CHA saving throw. Those who are charmed seldom return, or might be kept for a hundred years and a day within the dryad's tree.

Actions

Wooden Dagger. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) piercing damage.

Efreet

Large Elemental, Chaotic

Armor Class 17

Hit Points 45 (10d8) **Hit Dice** 10

Speed Fast, fly (fast) **Prof. Bonus** +4

STR 22 (+6) **INT** 16 (+3)

DEX 12 (+1) **WIS** 15 (+2)

CON 24 (+7) **CHA** 16 (+3)

Savings Throws Mental (+2)

Senses darkvision, passive perception 14

Languages Sylvan

Challenge 3 (70 XP)

Efreet are a type of genie, associated with fire (in contrast to the djinn, who have powers over the air). Efreet can carry up to 1000 pounds of weight, and under the right circumstances they can be forced to serve as a slave until they figure out how to free themselves. An efreeti can create a *wall of fire* (per the spell). They appear as giant humans with cruel features, their skin flickering with flames.

Actions

Scimitar. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 13 (3d8) slashing damage.

Elemental, Air (8HD)

Large elemental, Neutral

Armor Class 17

Hit Points 36 (8d8) **Hit Dice** 8

Speed fly (fast, hover) **Prof. Bonus** +4

Elemental, Air (12HD)

Large elemental, Neutral

Armor Class 17

Hit Points 54 (12d8) **Hit Dice** 12

Speed fly (fast, hover) **Prof. Bonus** +5

Elemental, Air (16HD)

Large elemental, Neutral

Armor Class 17

Hit Points 72 (16d8) **Hit Dice** 16

Speed fly (fast, hover) **Prof. Bonus** +6

STR 14 (+2)

INT 6 (-2)

DEX 20 (+5)

WIS 10 (+0)

CON 14 (+2)

CHA 6 (-2)

Savings Throws Mental (+4, +5, +6)

Senses darkvision, passive perception 10

Languages Auran

Challenge 9 (500 XP), 13 (1,000 XP), 17 (1,800 XP)

Elementals are living manifestations of the basic forms of matter: earth, air, fire, and water. They are usually summoned from their native planes of existence to do the bidding of a powerful wizard. These beings can also be "chained" within objects or structures to give the objects magical properties. Elementals are barely intelligent at all, but they are as powerful as the forces of nature that they actually are.

Whirlwind. Air elementals can turn into a whirlwind of air with a diameter of Huge hurling any creature of 1 HD or less for great distances (and almost certainly killing them). These elemental whirlwinds are approximately 100 ft. in height.

Actions

Attack (8HD). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (2d8) bludgeoning damage.

Attack (12HD). *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 9 (2d8) bludgeoning damage.

Attack (16HD). *Melee Weapon Attack:* +16 to hit, reach 5 ft., one target. *Hit:* 9 (2d8) bludgeoning damage.

Elemental, Earth (8HD)

Large elemental, Neutral

Armor Class 17

Hit Points 36 (8d8) **Hit Dice** 8

Speed Normal, burrow **Prof. Bonus** +4

Elemental, Earth (12HD)

Large elemental, Neutral

Armor Class 17

Hit Points 54 (12d8) **Hit Dice** 12

Speed Normal, burrow **Prof. Bonus** +5

Elemental, Earth (16HD)

Large elemental, Neutral

Armor Class 17

Hit Points 72 (16d8) **Hit Dice** 16

Speed Normal, burrow **Prof. Bonus** +6

STR 20 (+5)

DEX 8 (-1)

CON 20 (+5)

INT 5 (-3)

WIS 10 (+0)

CHA 5 (-3)

Savings Throws Physical (+4, +5, +6)

Senses darkvision, tremorsense, passive perception 10

Languages Terran

Challenge 9 (500 XP), 13 (1,000 XP), 17 (1,800 XP)

Elementals are living manifestations of the basic forms of matter: earth, air, fire, and water. They are usually summoned from their native planes of existence to do the bidding of a powerful wizard. These beings can also be “chained” within objects or structures to give the objects magical properties. Elementals are barely intelligent at all, but they are as powerful as the forces of nature that they actually are.

Earth elementals are hulking man-shapes of rock and earth. They batter opponents with their great fists, although damage is reduced by **1d6** if the opponent is not standing upon earth or rock. Earth elementals can tear apart stone structures, able to rip down even a castle wall in a matter of **1d4+4** rounds.

Actions

Slam (8HD). *Melee Weapon Attack*: **+8** to hit, reach 10 ft., one target. *Hit*: 18 (**4d8**) bludgeoning damage.

Slam (12HD). *Melee Weapon Attack*: **+12** to hit, reach 10 ft., one target. *Hit*: 18 (**4d8**) bludgeoning damage.

Slam (16HD). *Melee Weapon Attack*: **+16** to hit, reach 10 ft., one target. *Hit*: 18 (**4d8**) bludgeoning damage.

Elemental, Fire (8HD)

Large elemental, Neutral

Armor Class 17

Hit Points 36 (8d8) **Hit Dice** 8

Speed Fast **Prof. Bonus** +4

Elemental, Fire (12HD)

Large elemental, Neutral

Armor Class 17

Hit Points 54 (12d8) **Hit Dice** 8

Speed Fast **Prof. Bonus** +5

Elemental, Fire (16HD)

Large elemental, Neutral

Armor Class 17

Hit Points 72 (16d8) **Hit Dice** 16

Speed Fast **Prof. Bonus** +6

STR 10 (+0)

DEX 17 (+3)

CON 16 (+3)

INT 6 (-2)

WIS 10 (+0)

CHA 7 (-2)

Savings Throws Physical (+4, +5, +6)

Senses darkvision, passive perception 10

Languages Ignan

Challenge 9 (500 XP), 13 (1,000 XP), 17 (1,800 XP)

Elementals are living manifestations of the basic forms of matter: earth, air, fire, and water. They are usually summoned from their native planes of existence to do the bidding of a powerful wizard. These beings can also be “chained” within objects or structures to give the objects magical properties. Elementals are barely intelligent at all, but they are as powerful as the forces of nature that they actually are.

Fire elementals are formless masses of flame, perhaps with a vaguely human shape. Their attacks cause flammable materials (including wood) to ignite if the material fails a saving throw (as determined by the Referee).

Actions

Touch (8HD). *Melee Weapon Attack*: **+8** to hit, reach 5 ft., one target. *Hit*: 13 (**3d8**) fire damage.

Touch (12HD). *Melee Weapon Attack*: **+12** to hit, reach 5 ft., one target. *Hit*: 13 (**3d8**) fire damage.

Touch (16HD). *Melee Weapon Attack*: **+16** to hit, reach 5 ft., one target. *Hit*: 13 (**3d8**) fire damage.

Elemental, Water (8HD)

Large elemental, Neutral

Armor Class 17

Hit Points 36 (8d8) **Hit Dice** 8

Speed Normal, swim (fast) **Prof. Bonus** +4

Elemental, Water (12HD)

Large elemental, Neutral

Armor Class 17

Hit Points 54 (12d8) **Hit Dice** 12

Speed Normal, swim (fast) **Prof. Bonus** +5

Elemental, Water (16HD)

Large elemental, Neutral

Armor Class 17

Hit Points 72 (16d8) **Hit Dice** 16

Speed Normal, swim (fast) **Prof. Bonus** +6

STR 18 (+4)

DEX 14 (+2)

CON 18 (+4)

INT 5 (-3)

WIS 10 (+0)

CHA 8 (-1)

Savings Throws Physical (+4, +5, +6)

Senses darkvision, passive perception 10

Languages Aquan

Challenge 9 (500 XP), 13 (1,000 XP), 17 (1,800 XP)

Elementals are living manifestations of the basic forms of matter: earth, air, fire, and water. They are usually summoned from their native planes of existence to do the bidding of a powerful wizard. These beings can also be “chained” within objects or structures to give the objects magical properties. Elementals are barely intelligent at all, but they are as powerful as the forces of nature that they actually are.

Water elementals cannot move more than Far from a large body of water, and their damage is reduced by 1d6 if the opponent is not standing in water (or swimming, etc). These powerful beings can overturn small boats, and can overturn a ship if given 1d4+4 rounds to work at it. On water, they can attack ships, battering them to pieces within 1 hour if not prevented or distracted.

Actions

Slam (8HD). *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 18 (3d10) bludgeoning damage.

Slam (12HD). *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 18 (3d10) bludgeoning damage.

Slam (16HD). *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. *Hit:* 18 (3d10) bludgeoning damage.

Gargoyle

Medium elemental, Chaotic

Armor Class 14

Hit Points 18 (4d8) **Hit Dice** 4

Speed Normal, fly (fast) **Prof. Bonus** +3

STR 15 (+2)

DEX 11 (+0)

CON 16 (+3)

INT 6 (-2)

WIS 11 (+0)

CHA 7 (-2)

Savings Throws Physical, Mental (+3)

Senses darkvision, passive perception 10

Languages Terran

Challenge 6 (230 XP)

Gargoyles are winged beings resembling the carved monstrosities that bedeck the walls of cathedrals and many subterranean dungeons. They are terribly vicious predators.

Immune to non-magical weapons.

Actions

Multiattack. The gargoyle makes four attacks: one with its bite, one with its horns and two with its claws.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) piercing damage.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 2 (1d3) slashing damage.

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



Ghoul

Medium undead, Chaotic

Armor Class 13

Hit Points 9 (2d8) **Hit Dice** 2

Speed Normal **Prof. Bonus** +2

STR 13 (+1)

INT 7 (-2)

DEX 15 (+2)

WIS 10 (+0)

CON 10 (+0)

CHA 6 (-2)

Savings Throws Physical, Mental (+2)

Senses passive perception 10

Languages -

Challenge 3 (70 XP)

Ghouls are pack-hunting undead corpse eaters.

Immune. Ghouls are immune, like most undead, to charms and sleep spells.

Paralyzing Touch. On a successful claw attack the target (other than an elf or undead) must succeed on an EASY (DC 8) Strength saving throw or be paralyzed for **3d6** x 10 minutes.

Actions

Multiattack: Ghouls make 2 claw attacks and one bite attack each round.

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one creature. *Hit:* 2 (1d4) piercing damage.

Claws. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d3) slashing damage and *Paralyzing Touch* (see above).



Gelatinous Cube

Large ooze, Neutral

Armor Class 11

Hit Points 18 (4d8) **Hit Dice** 4

Speed Slow **Prof. Bonus** +3

STR 14 (+2)

INT 1 (-5)

DEX 3 (-4)

WIS 6 (-2)

CON 20 (+5)

CHA 1 (-5)

Savings Throws Physical (+2)

Senses blindsight, passive perception 8

Languages -

Challenge 5 (180 XP)

Gelatinous cubes are semi-transparent cubes that slosh through subterranean passages, engulfing debris and carrion to digest.

Acid. Their entire substance is acidic; if the cube hits successfully, the victim must make an EASY Strength saving throw or become paralyzed (60 minutes) for the cube to devour.

Most gelatinous cubes contain various metallic treasures or gems that they have engulfed but not yet digested.

Actions

Pseudopod. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (2d4) acid damage + paralyze (see above).

Giant, Cloud

Huge giant, Chaotic

Armor Class 15

Hit Points 66 (12d8+12) **Hit Dice** 12+1

Speed Fast **Prof. Bonus** +5

STR 27 (+8)

INT 12 (+1)

DEX 10 (+0)

WIS 16 (+3)

CON 22 (+6)

CHA 16 (+3)

Savings Throws Physical (+5)

Senses passive perception 17

Languages Common, Giant

Challenge 13 (1,000 XP)

Cloud giants are cunning beasts, often living in cloud-castles in the sky (hence their name). Cloud giants are famous for their ability to smell out food, enemies, and Englishmen.

Keen sense of smell.

Actions

Morningstar. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 21 (6d6) piercing damage.

Rock. *Ranged Weapon Attack:* +12 to hit, range Far., one target. *Hit:* 21 (6d6) bludgeoning damage.

Giant, Fire

Huge giant, Chaotic

Armor Class 15

Hit Points 60 (11d8+11) **Hit Dice** 11+1

Speed Normal **Prof. Bonus** +4

STR 25 (+7)

DEX 9 (-1)

CON 23 (+6)

INT 10 (+0)

WIS 14 (+2)

CHA 13 (+1)

Savings Throws Physical (+4)

Senses passive perception 16

Languages Giant

Challenge 12 (840 XP)

Fire giants are usually found near volcanic mountains, in great castles of basalt or even iron.

Immune to fire.

Actions

Greatsword. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 17 (5d6) slashing damage.

Rock. *Ranged Weapon Attack:* +11 to hit, range Far., one target. *Hit:* 17 (5d6) bludgeoning damage.

Giant, Frost

Huge giant, Chaotic

Armor Class 15

Hit Points 66 (10d8+10) **Hit Dice** 10+1

Speed Fast **Prof. Bonus** +4

STR 23 (+6)

DEX 9 (-1)

CON 21 (+5)

INT 9 (-1)

WIS 10 (+0)

CHA 12 (+1)

Savings Throws Physical (+4)

Senses passive perception 13

Languages Giant

Challenge 11 (720 XP)

Frost giants dwell in cold regions, where they build (or conquer) castles in remote places of ice and snow.

Immune to Cold.

Actions

Greataxe. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 14 (4d6) slashing damage.

Rock. *Ranged Weapon Attack:* +10 to hit, range Far., one target. *Hit:* 14 (4d6) bludgeoning damage.



Giant, Hill

Huge giant, Chaotic

Armor Class 15

Hit Points 66 (8d8+8) **Hit Dice** 8+1

Speed Fast **Prof. Bonus** +4

STR 23 (+6)

DEX 9 (-1)

CON 21 (+5)

INT 9 (-1)

WIS 10 (+0)

CHA 12 (+1)

Savings Throws Physical (+4)

Senses passive perception 13

Languages Giant

Challenge 9 (500 XP)

Hill giants are the least of the giant races; most are brutish cave-dwellers who dress in pelts and uncured hides.

Actions

Greatclub. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 9 (2d8) bludgeoning damage.

Rock. *Ranged Weapon Attack:* +8 to hit, range Near, one target. *Hit:* 9 (2d8) bludgeoning damage.

Giant, Stone

Huge giant, Neutral

Armor Class 10

Hit Points 67 (9d8+27) **Hit Dice** 9+3

Speed Fast **Prof. Bonus** +4

STR 23 (+6)

DEX 15 (+2)

CON 20 (+5)

INT 10 (+0)

WIS 12 (+1)

CHA 9 (-1)

Savings Throws Physical (+4)

Senses darkvision, passive perception 14

Languages Giant

Challenge 10 (590 XP)

Stone giants dwell in caves, isolated in the mountain fastnesses. They can be quite crafty in setting up ambushes in their native mountains. Travelers who wander into the territory of stone giants seldom return.

Actions

Greatclub. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 10 (3d6) bludgeoning damage.

Rock. *Ranged Weapon Attack:* +9 to hit, range Far., one target. *Hit:* 10 (3d6) bludgeoning damage.

Gnoll

Medium humanoid, Chaotic

Armor Class 14 (leather, shield)

Hit Points 9 (2d8) **Hit Dice** 2

Speed Normal **Prof. Bonus** +2

STR 14 (+2)

DEX 12 (+1)

CON 11 (+0)

INT 6 (-2)

WIS 10 (+0)

CHA 7 (-2)

Savings Throws Physical (+2)

Senses darkvision, passive perception 10

Languages Gnoll

Challenge 2 (45 XP)

Gnolls are tall humanoids with hyena-like heads. They may be found both above ground and in subterranean caverns. They form into loosely organized clans, often ranging far from home in order to steal and kill with rapacious ferocity.

Actions

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one creature. *Hit:* 2 (1d4) piercing damage.

Spear. *Melee or Ranged Weapon Attack:* +2 to hit, reach 5 ft. or range Near, one target. *Hit:* 3 (1d6) piercing damage.

Longbow. *Ranged Weapon Attack:* +2 to hit, range Far., one target. *Hit:* 5 (1d8) piercing damage.



Goblin

Small humanoid, Chaotic

Armor Class 15

Hit Points 2 (1d4) **Hit Dice** 1/2

Speed Normal **Prof. Bonus** +2

STR 8 (-1)

INT 10 (+0)

DEX 14 (+2)

WIS 8 (-1)

CON 10 (+0)

CHA 8 (-1)

Savings Throws Physical (+2)

Senses darkvision, passive perception 8

Languages Goblin

Challenge 1/2 (10 XP)

Goblins are small creatures (4 ft tall or so) that inhabit dark woods, underground caverns, and (possibly) the otherworldly realms of the fey.

Sunlight Sensitivity. While in sunlight, the goblin has disadvantage on attack rolls, as well as on Wisdom checks that rely on sight.

Actions

Claws or Bite. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) slashing or piercing damage.

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

Goblin Shortbow. *Ranged Weapon Attack:* +1 to hit, range Far, one target. *Hit:* 3 (1d6) piercing damage.



Golem, Flesh

Medium construct, Neutral

Armor Class 10

Hit Points 36 (8d8) **Hit Dice** 8

Speed Normal **Prof. Bonus** +4

STR 19 (+4)

INT 6 (-2)

DEX 9 (-1)

WIS 10 (+0)

CON 18 (+4)

CHA 5 (-3)

Savings Throws Physical (+4)

Senses darkvision, passive perception 10

Languages Understands the languages of its creator but can't speak

Challenge 12 (840 XP)

Golems are man-shaped creatures built to serve their masters, usually powerful wizards or high priests. They are often used as guardians.

Immune to nonmagical weapons and spells. Golems cannot be hit with non-magical weapons and are unaffected by most spells.

A creation stitched together from human limbs and other parts, a flesh golem is similar to Frankenstein's monster. Only +1 or better magic weapons can harm a flesh golem, and it is slowed by fire and cold spells. Lightning heals the golem for the number of points of damage that it would normally inflict. No other type of spell affects a flesh golem.

Actions

Fist. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (2d8) bludgeoning damage.

Golem, Iron

Large construct, Neutral

Armor Class 14

Hit Points 72 (16d8) **Hit Dice** 16

Speed Normal **Prof. Bonus** +6

STR 24 (+7)

DEX 9 (-1)

CON 20 (+5)

INT 3 (-4)

WIS 11 (+0)

CHA 1 (-5)

Savings Throws Physical (+6)

Senses darkvision, passive perception 10

Languages Understands the languages of its creator but can't speak

Challenge 17 (1.800 XP)

Golems are man-shaped creatures built to serve their masters, usually powerful wizards or high priests. They are often used as guardians.

Immune to nonmagical weapons and spells. Golems cannot be hit with non-magical weapons and are unaffected by most spells.

Iron golems are huge moving statues of iron. They can breathe a NEAR radius cloud of poison gas as well as attacking with great power. Weapons of +2 or less do not affect iron golems. These hulking statues are slowed by lightning spells, but fire-based spells actually restore hit points to them. No other type of spell affects them.

Actions

Fist. *Melee Weapon Attack:* +16 to hit, reach 5 ft., one target. *Hit:* 17 (4d8) bludgeoning damage.

Golem, Stone

Large construct, Neutral

Armor Class 14

Hit Points 54 (12d8) **Hit Dice** 12

Speed Normal **Prof. Bonus** +5

STR 22 (+6)

DEX 9 (-1)

CON 20 (+5)

INT 3 (-4)

WIS 11 (+0)

CHA 1 (-5)

Savings Throws Physical (+5)

Senses darkvision, passive perception 10

Languages Understands the languages of its creator but can't speak

Challenge 16 (1.500 XP)

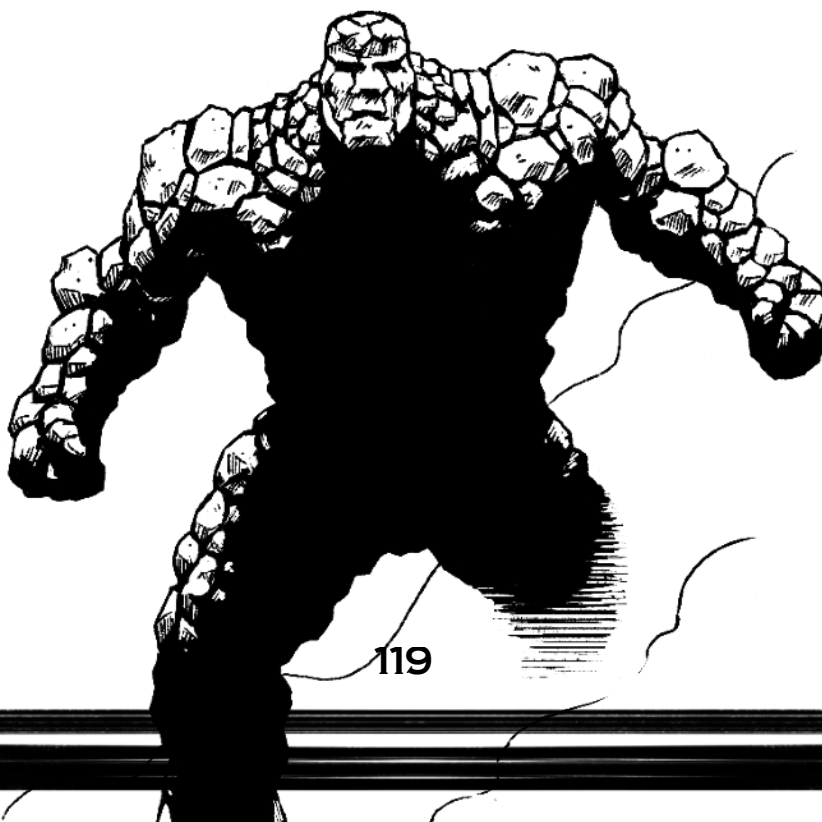
Golems are man-shaped creatures built to serve their masters, usually powerful wizards or high priests. They are often used as guardians.

Immune to nonmagical weapons and spells. Golems cannot be hit with non-magical weapons and are unaffected by most spells.

Stone golems are massive stone statues animated by very powerful magics (much more than just animate object, in other words). They are slowed by fire spells, damaged by rock-to-mud spells, and healed by the reverse. Spells that affect rock, and fire spells, are the only ones that affect stone golems. They can only be hit by +2 or better weapons.

Actions

Fist. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 13 (3d8) bludgeoning damage.



Gorgon

Large monstrosity, Chaotic

Armor Class 17

Hit Points 36 (8d8) **Hit Dice** 8

Speed Fast **Prof. Bonus** +3

STR 20 (+5)

INT 2 (-4)

DEX 11 (+0)

WIS 12 (+1)

CON 18 (+4)

CHA 7 (-2)

Savings Throws Physical (+3)

Senses darkvision, passive perception 14

Languages -

Challenge 5 (180 XP)

Gorgons are bull-like creatures with dragon-like scales. **Breath Weapon.** Their breath turns people to stone (60 ft. range, NORMAL (DC12) CON saving throw applies).

Actions

Gore. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 7 (2d6) piercing damage.

Gray Ooze

Medium ooze, Neutral

Armor Class 11

Hit Points 13 (3d8) **Hit Dice** 3

Speed Slow, climb **Prof. Bonus** +2

STR 12 (+1)

INT 1 (-5)

DEX 6 (-2)

WIS 6 (-2)

CON 16 (+3)

CHA 2 (-4)

Savings Throws Physical (+2)

Senses blindsight, passive perception 8

Languages -

Challenge 5 (180 XP)

Gray ooze is almost identical in appearance to wet rock, but it is a slimy, formless substance that devours prey and carrion with its acidic secretions, lashing out to strike enemies.

Immune. Gray ooze is immune to spells, heat, and cold damage.

Acid. Metal (but not stone or wood) must make a EASY CON saving throw when exposed to gray ooze or be rotted through. When the gray ooze hits a character in metal armor, the armor must make an item saving throw.

Immune to bludgeoning. Only cutting and piercing damages a gray ooze—it is impervious to blunt or crushing attacks.

Actions

Pseudopod. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 9 (2d8) bludgeoning and acid damage.

Green Slime

Medium ooze, Neutral

Armor Class 1

Hit Points 9 (2d8) **Hit Dice** 2

Speed none **Prof. Bonus** +2

STR 1 (-5)

INT 1 (-5)

DEX 1 (-5)

WIS 1 (-5)

CON 13 (+2)

CHA 1 (-5)

Savings Throws Physical (+2)

Senses passive perception 5

Languages -

Challenge 5 (180 XP)

Green slime isn't technically a monster, just an extremely dangerous hazard in underground tombs and other such places.

Any metal or organic substance it touches begins to turn to green slime (EASY CON saving throw). It can be killed with fire or extreme cold, and the transformation process can be arrested by the use of a cure disease spell.

Griffon

Large monstrosity, Neutral

Armor Class 16

Hit Points 31 (7d8) **Hit Dice** 7

Speed Normal, fly (fast) **Prof. Bonus** +3

STR 18 (+4)

INT 2 (-4)

DEX 15 (+2)

WIS 13 (+1)

CON 16 (+3)

CHA 8 (-1)

Savings Throws Physical (+3)

Senses darkvision, passive perception 15

Languages -

Challenge 8 (3900 XP)

Griffons have the body of a lion, with the head, foreclaws, and wings of an eagle. These creatures can be tamed and ridden as mounts. They usually nest in high mountain aeries, where they lay their eggs and hunt their prey. Because the fledglings can be tamed, young griffons and griffon eggs command a very high price in the marketplaces of the great cities, or to noble lords and wizards.

Actions

Multiattack. The griffon makes three attacks: one with its beak and two with its claws.

Beak. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (2d8) piercing damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) slashing damage.

Harpy

Medium monstrosity, Chaotic

Armor Class 12

Hit Points 13 (3d8) **Hit Dice** 3

Speed slow, fly (normal) **Prof. Bonus** +2

STR 12 (+1)

INT 7 (-2)

DEX 13 (+1)

WIS 10 (+0)

CON 12 (+1)

CHA 13 (+1)

Savings Throws Physical (+2)

Senses passive perception 10

Languages Common

Challenge 4 (110 XP)

Harpies have the upper body of a human female and the lower body and wings of a vulture.

Song. Their song is a charm that draws its victims to the harpy (EASY CHA saving throw applies).

Touch. The harpy's touch casts the equivalent of a *charm person* spell (again, EASY CHA saving throw applies).

Actions

Multiattack. The harpy makes three attacks: two with its claws and one with its club.

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 2 (1d3) slashing damage.

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



Hellhound

Medium fiend, Chaotic

Armor Class 15

Hit Points 18-31 (4d8 to 7d8) **Hit Dice** 4 to 7

Speed slow, fly (normal) **Prof. Bonus** +3

STR 17 (+3)

INT 6 (-2)

DEX 12 (+1)

WIS 13 (+1)

CON 14 (+2)

CHA 6 (-2)

Savings Throws Physical (+3)

Senses darkvision, passive perception 15

Languages Understands Infernal but cannot speak

Challenge 7 (290 XP)

Hell hounds are fire-breathing dogs of the underworlds or lower planes.

Actions

Bite. *Melee Weapon Attack:* +4, +5, +6, +7 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) piercing damage.

Fire Breath. Ranged Weapon Attack: +3 to hit, range Near ft., one target. *Hit:* 10 (6d4) fire damage.

Hippogriff

Large monstrosity, Neutral

Armor Class 14

Hit Points 16 (3d8+3) **Hit Dice** 3+1

Speed normal, fly (fast) **Prof. Bonus** +2

STR 17 (+3)

INT 2 (-4)

DEX 13 (+1)

WIS 12 (+1)

CON 13 (+1)

CHA 8 (-1)

Savings Throws Physical (+2)

Senses passive perception 11

Languages -

Challenge 4 (110 XP)

The hippogriff is similar to a griffon, having the head, foreclaws, and wings of an eagle, but instead of the body of a lion, it has the body of a horse.

Actions

Multiattack. The hippogriff makes three attacks: one with its beak and two with its claws.

Beak. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 5 (1d10) piercing damage.

Claws. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) slashing damage.

Hobgoblin

Medium humanoid, Chaotic

Armor Class 14 (leather and shield)

Hit Points 5 (1d8+1) **Hit Dice** 1+1

Speed Normal **Prof. Bonus** +2

STR 13 (+1) **INT** 10 (+0)

DEX 12 (+1) **WIS** 10 (+0)

CON 12 (+1) **CHA** 9 (-1)

Savings Throws Physical (+2)

Senses darkvision, passive perception 10

Languages Goblin

Challenge 1 (20 XP)

Hobgoblins are simply large goblins, possibly a separate breed living apart from their smaller cousins, or perhaps not, as the Referee decides.

Actions

Sword. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 4 (1d8) slashing damage.

Longbow. *Ranged Weapon Attack:* +1 to hit, range Far, one target. *Hit:* 3 (1d8) piercing damage.

Horse, Riding

Large beast, Neutral

Armor Class 12

Hit Points 9 (2d8) **Hit Dice** 2

Speed Fast **Prof. Bonus** +2

STR 16 (+3) **INT** 2 (-4)

DEX 12 (+1) **WIS** 11 (+0)

CON 10 (+0) **CHA** 7 (-2)

Savings Throws Physical (+2)

Senses passive perception 10

Languages -

Challenge 2 (45 XP)

Actions

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

Homunculus

Tiny monstrosity, Neutral

Armor Class 13

Hit Points 9 (2d8) **Hit Dice** 2

Speed Slow, fly (normal) **Prof. Bonus** +2

STR 4 (-3) **INT** 10 (+0)

DEX 15 (+2) **WIS** 10 (+0)

CON 11 (+0) **CHA** 7 (-2)

Savings Throws Mental (+2)

Senses darkvision, passive perception 10

Languages Understands the language of its creator but cannot speak

Challenge 3 (70 XP)

A homunculus is a living, man-like creature created by a powerful magic-user as a servant. The precise abilities of a homunculus depend upon the spells and procedures used in its creation, although virtually all are created with wings of some kind.

Sleep Bite. The most common homunculus has a sleep-inducing bite (EASY CON saving throw).

Other Bites. Other homunculus might be created with a poison bite, or might have unusual powers of perception instead (such as the ability to detect magic, evil, spells, etc).

Actions

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one creature. *Hit:* 2 (1d3) piercing damage,

Horse, War

Large beast, Neutral

Armor Class 12

Hit Points 13 (3d8) **Hit Dice** 3

Speed Fast **Prof. Bonus** +2

STR 18 (+4) **INT** 2 (-4)

DEX 12 (+1) **WIS** 12 (+1)

CON 14 (+2) **CHA** 7 (-2)

Savings Throws Physical (+2)

Senses passive perception 11

Languages -

Challenge 3 (70 XP)

Actions

Hooves. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 2 (1d8) bludgeoning damage.

Human Commoner

Medium humanoid, Any alignment

Armor Class 10

Hit Points 3 (1d6) **Hit Dice** -

Speed Normal **Prof. Bonus** +2

STR 10 (+0)

INT 10 (+0)

DEX 10 (+0)

WIS 10 (+0)

CON 10 (+0)

CHA 10 (+0)

Savings Throws none

Senses passive perception 10

Languages Common

Challenge 1/4 (5 XP)

Humans are such a versatile race that any number of “monsters” and NPCs can be made from them.

Berserker warriors, tribesmen, cavemen, princesses, evil high priests, captains of the guard, foot-soldiers, and tavern-keepers are all different human “monsters.” Don’t try to build your non-player characters according to the rules for player characters. Just make up their stats and abilities as you see fit.

Actions

Club. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage.

Hydra, 5 to 12 Headed

Huge monstrosity, Neutral

Armor Class 14

Hit Points 22-54 (5d8 to 12d8) **Hit Dice** 5 to 12

Speed Normal, swim (normal) **Prof. Bonus** +3, +4

STR 20 (+5)

INT 2 (-4)

DEX 12 (+1)

WIS 10 (+0)

CON 20 (+5)

CHA 7 (-2)

Savings Throws Physical (+3 to +4)

Senses passive perception 10

Languages Common

Challenge 7 to 14 (290 to 1,150 XP)

Hydrae are great lizard-like or snake-like creatures with multiple heads.

Actions

Multiattack. The hydra makes as many bite attacks as it has heads.

Bite. *Melee Weapon Attack:* +5 to +12 to hit, reach 10 ft., one target. *Hit:* 3 (1d6) piercing damage.

Invisible Stalker

Medium elemental, Neutral

Armor Class 16

Hit Points 36 (8d8) **Hit Dice** 8

Speed Fast, fly (fast) **Prof. Bonus** +4

STR 16 (+3)

INT 10 (+0)

DEX 19 (+4)

WIS 15 (+2)

CON 14 (+2)

CHA 10 (+0)

Savings Throws Mental (+4)

Senses darkvision, passive perception 18

Languages -

Challenge 9 (500 XP)

Invisible stalkers are generally found only as a result of the spell *Invisible Stalker*. They are invisible flying beings created to follow a single command made by the caster.

Actions

Attack. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 10 (4d4) bludgeoning damage.

Kobold

Small humanoid, Chaotic

Armor Class 12

Hit Points 2 (1d4) **Hit Dice** 1/2

Speed Normal **Prof. Bonus** +2

STR 7 (-2)

INT 8 (-1)

DEX 15 (+2)

WIS 7 (-2)

CON 9 (-1)

CHA 8 (-1)

Savings Throws Physical (+2)

Senses darkvision, passive perception 8

Languages Draconic

Challenge 1/4 (5 XP)

Kobolds are subterranean, vaguely goblin-like humanoids.

Sunlight Sensitivity. While in sunlight, the kobold has disadvantage on attack rolls, as well as on Wisdom checks that rely on sight.

Actions

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

Slings. *Ranged Weapon Attack:* +1 to hit, range Near, one target. *Hit:* 3 (1d4) bludgeoning damage.

Lammasu

Large monstrosity, Lawful

Armor Class 13

Hit Points 39 (6d8+12) **Hit Dice** 6+2

Speed Normal, fly (fast) **Prof. Bonus** +4

STR 21 (+5)

INT 16 (+3)

DEX 10 (+0)

WIS 17 (+3)

CON 17 (+3)

CHA 14 (+2)

Savings Throws Physical, Mental (+4)

Senses passive perception 19

Languages Common, Draconic, Celestial & More

Challenge 9 (500 XP)

Lammasu are akin to angels; they are human-headed, winged lions that often serve as temple guardians and agents of divine Law. Lammasu tend to be defenders of Law, temples, and civilization rather than being active against the forces of Chaos. If the need arises, of course, a lammasu is quite capable of taking the offensive against threats to its wards – but because they are often pledged to guard particular places, people, or objects, they will often engage other servants of Law to pursue such threats. This being the case, a high level party of Lawful characters might very well be contacted by a lammasu with a request for assistance. The lammasu are usually generous with their rewards to those who are effective allies in the battle against Chaos.

Spells & Powers. Lammasu are able to 1) become invisible; 2) *Dimension Door*; 3) use Cleric spells as if they were of 6th-level Cleric status; and 4) continually emanate a *Protection From Evil, Near Radius*. They speak all human languages which are lawful or neutral in nature.

Actions

Multiattack. The lammasu makes two claw attacks.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) slashing damage.

Lich

Medium undead, Chaotic

Armor Class 19

Hit Points 54 - 81 (12d8 to 18d8) **Hit Dice** 12 to 18

Speed Fast, fly (fast) **Prof. Bonus** +5 to +7

STR 11 (+0)

INT 20 (+5)

DEX 16 (+3)

WIS 14 (+2)

CON 16 (+3)

CHA 16 (+3)

Savings Throws Mental (+5 to +7)

Senses darkvision, passive perception 19

Languages Common, plus up to 5 other languages

Challenge 15 to 21 (1,300 to 3,000 XP)

Liches are the undead remnants of wizards, either made undead by their own deliberate acts during life, or as the result of other magical forces (possibly including their own magics gone awry).

Spells. A lich has the same number of hit dice as the original Magic-User and the same spell-casting powers.

Lich Touch. A lich's touch causes paralysis with no saving throw.

Fear. The very sight of one of these dread creatures causes any being of 4 HD or below to flee in abject terror.

Liches are highly intelligent and totally malign.

Actions

Paralyzing Touch. *Melee Spell Attack:* +12 to +18 to hit, reach 5 ft., one creature. *Hit:* 5 (1d10) cold damage + paralyzed.



Lion

Large beast, Neutral

Armor Class 13

Hit Points 22 (5d8) Hit Dice 5

Speed Fast Prof. Bonus +3

STR 17 (+3)

INT 3 (-4)

DEX 14 (+2)

WIS 12 (+1)

CON 13 (+1)

CHA 8 (-1)

Savings Throws Physical (+3)

Senses passive perception 13

Languages -

Challenge 5 (180 XP)

The first lion encountered will be male; all the rest in the encounter will be lionesses.

Actions

Multiattack. Lions make two claw attacks and one bite attack.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d10) piercing damage.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 2 (1d3) slashing damage.

Lizard, Giant

Large beast, Neutral

Armor Class 14

Hit Points 13 (3d8) Hit Dice 3

Speed Normal, climb (normal) Prof. Bonus +2

STR 15 (+2)

INT 2 (-4)

DEX 12 (+1)

WIS 10 (+0)

CON 13 (+1)

CHA 5 (-3)

Savings Throws Physical (+2)

Senses passive perception 10

Languages -

Challenge 3 (70 XP)

Giant lizards (the ones described here, in any case) are about 4ft tall at the shoulder (not quite large enough to ride). Larger specimens could certainly be found – perhaps they continue to grow throughout their long lives, leading to giant lizards of close to saurian dimensions.

Actions

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

Lizardman

Medium humanoid, Chaotic

Armor Class 14

Hit Points 11 (2d8+2) Hit Dice 2+1

Speed Normal, swim (normal) Prof. Bonus +2

STR 15 (+2)

INT 7 (-2)

DEX 10 (+0)

WIS 12 (+1)

CON 13 (+1)

CHA 7 (-2)

Savings Throws Physical (+2)

Senses darkvision, passive perception 11

Languages Lizardfolk

Challenge 2 (45 XP)

Lizardmen are reptilian humanoids, both male and female, usually living in tribal villages in the depths of fetid swamps. Some can hold their breath for long durations (an hour or more), while others can actually breathe underwater.

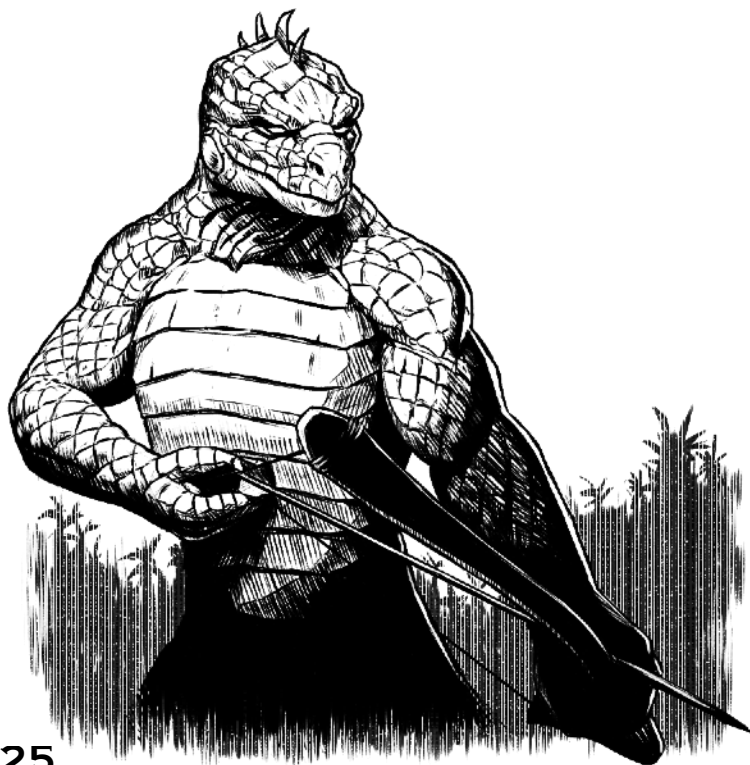
Actions

Multiattack. The lizardfolk makes three melee attacks, two claws and one bite or can make one weapon attack.

Claws. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d3) slashing damage.

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 4 (1d8) piercing damage.

Heavy Club. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 4 (1d8) bludgeoning damage.



Lycanthrope, Werebear

Medium humanoid, Chaotic

Armor Class 14

Hit Points 27 (6d8) **Hit Dice** 6

Speed Normal (Fast in bear form) **Prof. Bonus** +3

STR 19 (+4)

INT 11 (+0)

DEX 10 (+0)

WIS 12 (+1)

CON 17 (+3)

CHA 12 (+1)

Savings Throws Physical (+3)

Senses passive perception 15

Languages Common (can't speak in bear form)

Challenge 8 (390 XP)

Werebears are often found in temperate forests.

Immune. They cannot be hit by normal weapons: only silver and magical weapons affect them.

Curse of Lycanthropy. If anyone is attacked and brought below 50% hit points by a lycanthrope, the person will become a lycanthrope himself.

Actions

Multiattack. A werebear makes two claw and one bite attack.

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

Claw (Bear or Hybrid Form Only). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 2 (1d3) slashing damage.

Hug. On an attack roll of 18+ (natural roll) with both its claws, the werebear grabs its victim and hugs it for an additional 2d8 points of damage.

Lycanthrope, Wereboar

Medium humanoid, Chaotic

Armor Class 14

Hit Points 18 (4d8) **Hit Dice** 4

Speed Normal (Fast in boar form) **Prof. Bonus** +2

STR 17 (+3)

INT 10 (+0)

DEX 10 (+0)

WIS 11 (+0)

CON 15 (+2)

CHA 8 (-1)

Savings Throws Physical (+2)

Senses passive perception 14

Languages Common (can't speak in boar form)

Challenge 6 (230 XP)

Wereboars are often found in the remote wilderness.

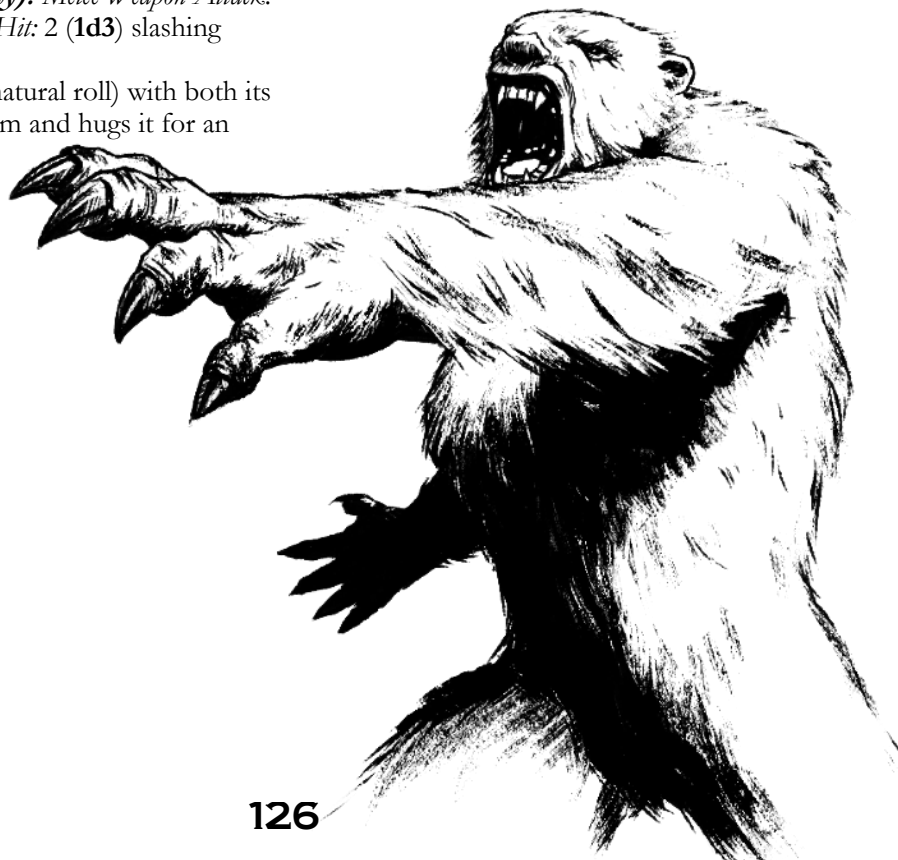
They can take the form of a boar, a human, or a boar-like biped.

Immune. They cannot be hit by normal weapons: only silver and magical weapons affect them.

Curse of Lycanthropy. If anyone is attacked and brought below 50% hit points by a lycanthrope, the person will become a lycanthrope himself.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d6) piercing damage.



Lycanthrope, Wererat

Medium humanoid, Chaotic

Armor Class 13

Hit Points 13 (3d8) **Hit Dice** 3

Speed Normal (Fast in rat form) **Prof. Bonus** +2

STR 10 (+0) **INT** 11 (+0)

DEX 15 (+2) **WIS** 10 (+0)

CON 12 (+1) **CHA** 8 (-1)

Savings Throws Physical (+2)

Senses darkvision, passive perception 14

Languages Common (can't speak in rat form)

Challenge 4 (110 XP)

Wererats are often found in cities, lurking in shadowy alleyways.

Rat Control. Wererats can control rats.

Stealth. Wererats are extremely stealthy, rolling with advantage on any surprise, stealth, or hiding checks.

Immune. They cannot be hit by normal weapons: only silver and magical weapons affect them.

Curse of Lycanthropy. If anyone is attacked and brought below 50% hit points by a lycanthrope, the person will become a lycanthrope himself.

Actions

Multiattack. The wererat makes two attacks, only one of which can be a bite.

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 2 (1d3) piercing damage.

Claw. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6) piercing damage.

Lycanthrope, Weretiger

Medium humanoid, Chaotic

Armor Class 14

Hit Points 27 (6d8) **Hit Dice** 6

Speed Normal (Fast in tiger form) **Prof. Bonus** +3

STR 17 (+3) **INT** 10 (+0)

DEX 15 (+2) **WIS** 13 (+1)

CON 16 (+3) **CHA** 11 (+0)

Savings Throws Physical (+3)

Senses passive perception 15

Languages Common (can't speak in tiger form)

Challenge 7 (290 XP)

Weretigers are often found in tropical cities and ancient jungle ruins, but will appear in more temperate climates as well, if tigers live in the surrounding wilderness. These lycanthropes can assume the form of a tiger, a human, or a bipedal, tiger-like hybrid of the two forms.

Immune. They cannot be hit by normal weapons: only silver and magical weapons affect them.

Curse of Lycanthropy. If anyone is attacked and brought below 50% hit points by a lycanthrope, the person will become a lycanthrope himself.

Actions

Multiattack. A weretiger makes two claw and one bite attack.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d10) piercing damage.

Claw (Tiger or Hybrid Form Only). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) slashing damage.

Lycanthrope, Werewolf

Medium humanoid, Chaotic

Armor Class 14

Hit Points 18 (4d8) **Hit Dice** 4

Speed Normal (Fast in wolf form) **Prof. Bonus** +2

STR 15 (+2) **INT** 10 (+0)

DEX 13 (+1) **WIS** 11 (+0)

CON 14 (+2) **CHA** 10 (+0)

Savings Throws Physical (+2)

Senses darkvision, passive perception 14

Languages Common (can't speak in rat form)

Challenge 4 (110 XP)

Werewolves are the traditional Lycanthropes seen in horror movies. They can turn into a wolf or into a wolf-man.

Immune. They cannot be hit by normal weapons: only silver and magical weapons affect them.

Curse of Lycanthropy. If anyone is attacked and brought below 50% hit points by a lycanthrope, the person will become a lycanthrope himself.

Weakness. Wolfbane keeps them at bay.

Actions

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

Manticore

Large monstrosity, Chaotic

Armor Class 10

Hit Points 33 (6d8+6) **Hit Dice** 6+1

Speed Normal, fly (fast) **Prof. Bonus** +3

STR 17 (+3)

INT 7 (-2)

DEX 16 (+3)

WIS 12 (+1)

CON 17 (+3)

CHA 8 (-1)

Savings Throws Physical (+3)

Senses darkvision, passive perception 11

Languages Common

Challenge 8 (390 XP)

This horrid monster has bat wings, the face of a feral human, the body of a lion, and a tail tipped with 24 iron spikes. The manticore can hurl up to 6 of the iron spikes from its tail per round, at a maximum range of Far.

Actions

Multiattack. The manticore makes three to eight attacks each round: one with its bite and two with its claws and 1d6 tail spikes (up to 24 spikes, spikes regrow after a Long Rest).

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 4 (1d8) piercing damage.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 2 (1d3) slashing damage.

Tail Spike. *Ranged Weapon Attack:* +6 to hit, range Near, one target. *Hit:* 3 (1d6) piercing damage.

Mastadon

Huge beast, Neutral

Armor Class 14

Hit Points 54 (12d8) **Hit Dice** 12

Speed Fast **Prof. Bonus** +5

STR 24 (+7)

INT 3 (-4)

DEX 9 (-1)

WIS 11 (+0)

CON 21 (+5)

CHA 6 (-2)

Savings Throws Physical (+5)

Senses passive perception 10

Languages -

Challenge 13 (1,000 XP)

Mammoths are huge, shaggy precursors to elephants, larger and more feral, with great, curving tusks. They might be trained as mounts by snow-barbarians. If a lone mammoth is encountered, there is a 50% chance that it is sick or old (no more than 4hp per HD) and a 50% chance that it is a young bull (no fewer than 4hp per HD).

Actions

Multiattack. Mastadon make one gore attack and one stomp attack.

Gore. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 10 (3d6) piercing damage.

Stomp. *Melee Weapon Attack:* +12 to hit, reach 5 ft. *Hit:* 7 (2d6) bludgeoning damage.

Medusa

Medium monstrosity, Chaotic

Armor Class 11

Hit Points 18 (4d8) **Hit Dice** 4

Speed Normal **Prof. Bonus** +2

STR 10 (+0)

INT 12 (+1)

DEX 15 (+2)

WIS 13 (+1)

CON 16 (+3)

CHA 15 (+2)

Savings Throws Physical (+2)

Senses darkvision, passive perception 14

Languages Common

Challenge 6 (230 XP)

The terrifying medusa has a female face but hair of writhing snakes; it has no legs, but the body of a serpent.

Gaze Turns to Stone. Avoiding the gaze of a medusa requires an EASY (DC 8) WIS saving throw. On a fail the target turns to stone in 1d4 rounds. Medusa are subject to effects of their own gaze like *basilisk*.

Poison. Those bitten must make a **EASY (DC 8) CON saving throw** or the poison drops them to 0 HP, see Death Saves.

Actions

Multiattack. The medusa makes two attacks, one with its bite and one with its gaze.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d10) piercing damage plus Poison (see above).

Merman

Medium humanoid, Neutral

Armor Class 12

Hit Points 4 (1d8) **Hit Dice** 1

Speed Normal, swim (fast) **Prof. Bonus** +2

STR 10 (+0)

INT 11 (+0)

DEX 13 (+1)

WIS 11 (+0)

CON 12 (+1)

CHA 12 (+1)

Savings Throws none

Senses darkvision, passive perception 10

Languages Aquan

Challenge 1 (20 XP)

Mermen have the torso of a human and the lower body of a fish. Although the race is called “mermen,” there are female members as well.

Breath water.

Actions

Spear. *Melee or Ranged Weapon Attack:* +1 to hit, reach 5 ft. or range Near., one target. *Hit:* 3 (1d6) piercing damage.

Minotaur

Large monstrosity, Chaotic

Armor Class 14

Hit Points 27 (6d8) **Hit Dice** 6

Speed Fast **Prof. Bonus** +3

STR 18 (+4)

INT 6 (-2)

DEX 11 (+0)

WIS 16 (+3)

CON 16 (+3)

CHA 9 (-1)

Savings Throws Physical (+3)

Senses darkvision, passive perception 17

Languages Abyssal

Challenge 6 (230 XP)

The minotaur is a man-eating predator, with the head of a bull and the body of a massive human, covered in shaggy hair. Most are not particularly intelligent.

Special: Never get lost in labyrinths.

Actions

Multiattack. Minotaur make 3 attacks each round, 1 weapon, 1 gore and 1 bite.

Battle Axe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 4 (1d8) slashing damage.

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

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 2 (1d3) piercing damage.

Mummy

Medium undead, Chaotic

Armor Class 10

Hit Points 27 (5d8+5) **Hit Dice** 5+1

Speed Slow **Prof. Bonus** +3

STR 16 (+3)

INT 6 (-2)

DEX 8 (-1)

WIS 10 (+0)

CON 15 (+2)

CHA 12 (+1)

Savings Throws Physical (+3)

Senses darkvision, passive perception 10

Languages The languages it knew in life

Challenge 7 (290 XP)

Mummified kings, pharaohs, priests, or sorcerers might be considerably more powerful than normal mummies.

Immune. Mummies cannot be hit by normal weapons, and even magical weapons cause only half damage.

Mummy Rot. In addition to normal damage, their touch also inflicts a rotting disease which prevents magical healing and causes wounds to heal at one-tenth of the normal rate. A *Cure Disease* spell can increase healing rate to one-half normal, but a *Remove Curse* spell is required to completely lift the mummy's curse.

Actions

Fist. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d12) bludgeoning damage.



Nixie

Small fey, Neutral

Armor Class 12

Hit Points 2 (1d4) **Hit Dice** 1/2

Speed Normal **Prof. Bonus** +2

STR 6 (-2)

DEX 17 (+3)

CON 9 (-1)

INT 12 (+1)

WIS 16 (+3)

CHA 17 (+3)

Savings Throws Mental (+2)

Senses passive perception 17

Languages Aquan, Sylvan

Challenge 1 (20 XP)

Nixies are weak water fey creatures.

Charm. One in ten of them has the power to cast a powerful *charm person* (disadvantage penalty to EASY (DC 8) CHA saving throw) that causes the victim to walk into the water and join the nixies as their slave for a year. Casting *dispel magic* against the curse has only a 75% chance of success, and once the victim is actually in the water the chance drops to 25%. Nixies are ordinarily friendly, but they are highly capricious.

Actions

Small Sword. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) piercing damage.



Ochre Jelly

Large ooze, Neutral

Armor Class 11

Hit Points 22 (5d8) **Hit Dice** 5

Speed Slow, climb (slow) **Prof. Bonus** +3

STR 15 (+2)

DEX 6 (-2)

CON 14 (+2)

INT 2 (-4)

WIS 6 (-2)

CHA 1 (-5)

Savings Throws Physical (+3)

Senses blindsight, passive perception 8

Languages -

Challenge 6 (230 XP)

Ochre jellies are amorphous oozes that damage opponents with their acidic surface. They dissolve any adventurers they kill, making a raise dead spell impossible. The creature divides if struck with lightning (each with half the monster's existing hit points).

Actions

Pseudopod. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (2d6) bludgeoning damage.

Ogre

Large giant, Chaotic

Armor Class 10

Hit Points 22 (4d8+4) **Hit Dice** 4+1

Speed Fast **Prof. Bonus** +2

STR 19 (+4)

DEX 8 (-1)

CON 16 (+3)

INT 5 (-3)

WIS 7 (-2)

CHA 7 (-2)

Savings Throws Physical (+2)

Senses darkvision, passive perception 8

Languages Giant

Challenge 4 (110 XP)

Ogres are normally quite stupid, but more intelligent versions might be encountered here and there.

Actions

Greatclub. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 5 (1d10) bludgeoning damage.

Large Spear. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range Far., one target. *Hit:* 5 (1d10) piercing damage.

Ogre Mage

Large giant, Chaotic

Armor Class 15

Hit Points 42 (5d8+20) **Hit Dice** 5+4

Speed Fast **Prof. Bonus** +3

STR 19 (+4)

DEX 8 (-1)

CON 16 (+3)

INT 5 (-3)

WIS 7 (-2)

CHA 7 (-2)

Savings Throws Physical (+3)

Senses darkvision, passive perception 8

Languages Common, Giant

Challenge 7 (290 XP)

Magic. The ogre mage is an ogre with magic powers, based on Japanese legend. An ogre mage can fly, turn invisible (per the spell), create a 10-foot-radius circle of magical darkness, change into human form, cast *Sleep* and *Charm Person* once per day, and cast a *Cone of Frost* with a range of Near, causing **8d6** damage to any caught within (NORMAL DEX saving throw applies).

Actions

Sword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d12) slashing damage.

Orc

Medium humanoid, Chaotic

Armor Class 13 (hide armor)

Hit Points 4 (1d8) **Hit Dice** 1

Speed Normal **Prof. Bonus** +2

STR 16 (+3)

DEX 12 (+1)

CON 16 (+3)

INT 7 (-2)

WIS 11 (+0)

CHA 10 (+0)

Savings Throws Physical (+2)

Senses darkvision, passive perception 10

Languages Orc

Challenge 1 (20 XP)

Orcs are stupid, brutish humanoids that gather in tribes of hundreds. Occasionally, war-bands or even entire tribes of orcs issue forth from their caverns to raid and pillage by night. Orcish leaders are great brutes with additional hit dice, and magic-using shamans may also be found in the larger tribes. Orcish tribes hate each other, and will fight savagely unless restrained by a powerful and feared commander, such as a Chaotic high priest or an evil sorcerer.

Sunlight Sensitivity. While in sunlight, Orcs have disadvantage on attack rolls, as well as on Wisdom checks that rely on sight.

Actions

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

Spear. *Melee or Ranged Weapon Attack:* +1 to hit, reach 5 ft. or range Near., one target. *Hit:* 3 (1d6) piercing damage.



Owlbear

Large monstrosity, Chaotic

Armor Class 14

Hit Points 27 (5d8+5) **Hit Dice** 5+1

Speed Fast **Prof. Bonus** +3

STR 20 (+5)	INT 3 (-4)
DEX 12 (+1)	WIS 12 (+1)
CON 17 (+3)	CHA 7 (-2)

Savings Throws Physical (+3)

Senses darkvision, passive perception 13

Languages -

Challenge 5 (180 XP)

Owlbears have the body of a bear, but the beak of an owl (with some feathers on the head and places on the body as well).

Hug. On an attack roll of 18+ (natural roll), the owlbear grabs its victim and hugs it for an additional **2d8** points of damage.

Actions

Multiattack. The owlbear makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 6 (1d12) piercing damage.

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

Pegasus

Large celestial, Lawful

Armor Class 10

Hit Points 22 (4d8) **Hit Dice** 4

Speed Fast, fly (fast) **Prof. Bonus** +3

STR 18 (+4)	INT 10 (+0)
DEX 15 (+2)	WIS 15 (+2)
CON 16 (+3)	CHA 13 (+1)

Savings Throws Physical (+3)

Senses darkvision, passive perception 16

Languages understands Common but can't speak

Challenge 5 (180 XP)

Pegasi are winged horses. Most have feathered wings, but some might have bat wings and some might be evil—at the Referee's discretion.

Actions

Multiattack. Pegasi make two attacks with their hooves.

Hooves. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d8) bludgeoning damage.

Phase Spider

Large monstrosity, Neutral

Armor Class 13

Hit Points 13 (2d8+4) **Hit Dice** 2+2

Speed Normal, climb (normal) **Prof. Bonus** +2

STR 15 (+2)	INT 6 (-2)
DEX 15 (+2)	WIS 10 (+0)
CON 12 (+1)	CHA 6 (-2)

Savings Throws Physical (+2)

Senses darkvision, passive perception 10

Languages -

Challenge 6 (230 XP)

Phase spiders can shift out of phase with their surroundings (so they can be attacked only by ethereal creatures), only to come back into phase later for an attack.

Dimension Phasing. Phase spiders can phase in and out of the material plane.

Lethal Poison. When bit make an EASY CON saving throw, on a fail drop to 0 hit points.

Actions

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one creature. *Hit:* 7 (1d6) piercing damage and poison.



Pixie

Tiny fey, Neutral

Armor Class 14

Hit Points 3 (1d6) **Hit Dice** 1/2

Speed Normal, fly (fast) **Prof. Bonus** +2

STR 2 (-4)

INT 10 (+0)

DEX 20 (+5)

WIS 14 (+2)

CON 8 (-1)

CHA 15 (+2)

Savings Throws Mental (+2)

Senses passive perception 14

Languages Sylvan

Challenge 2 (45 XP)

Pixies are nasty, treacherous creatures of the fey, resembling small, winged people.

Invisibility. They are naturally invisible, and do not become visible when they attack. After one round of attacks, the general location of the pixies may be discerned while they keep fighting, and they may thus be attacked (although with disadvantage to the attacker's die rolls to hit them).

There may certainly be similar fairies that are more powerful than ordinary pixies – these might have arrows that cause sleep, and attack with a advantage when using arrows.

Actions

Dagger. Melee Weapon Attack: +1 to hit, one target. Hit: 2 (1d4) piercing damage.



Purple Worm

Gargantuan monstrosity, Neutral

Armor Class 13

Hit Points 67 (15d8) **Hit Dice** 15

Speed Fast, burrow (normal) **Prof. Bonus** +6

STR 28 (+9)

INT 1 (-5)

DEX 7 (-2)

WIS 8 (-1)

CON 22 (+6)

CHA 4 (-3)

Savings Throws Physical (+6)

Senses darkvision, tremorsense, passive perception 9

Languages -

Challenge 17 (1,800 XP)

Purple worms are massive annelids that grow 40 ft and more in length, and sometimes exceed ten feet in width. They are subterranean, chewing tunnels in rock (or through sand, in deserts, where they are a tan color).

Aquatic versions of the purple worm might also exist.

Swallow Whole. These beasts swallow their prey whole on a roll 4 higher than the needed number (natural).

They can swallow anything the size of a horse or smaller.

Poison Sting. The poison injected by the stinger is lethal if the victim fails a **HARD (DC 16) CON saving throw**, dropping the target to 0 hit points (see Death Saves in the Rulebook).

Actions

Multiattack. The worm makes two attacks: one with its bite and one with its stinger.

Bite. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 13 (2d12) piercing damage.

Stinger. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one creature. *Hit:* 4 (1d8) piercing damage and see Poison Sting above.

Rat, Giant

Small beast, Neutral

Armor Class 12

Hit Points 2 (1d4) **Hit Dice** 1/2

Speed Normal **Prof. Bonus** +2

STR 7 (-2)

INT 2 (-4)

DEX 15 (+2)

WIS 10 (+0)

CON 11 (+0)

CHA 7 (-2)

Savings Throws None

Senses darkvision, passive perception 10

Languages -

Challenge 1/2 (10 XP)

Giant rats are often found in dungeons, and are about the size of a cat, or perhaps a lynx. The bite of some (1 in 20) giant rats causes disease. A saving throw (EASY CON) is allowed. The effects of the disease are decided by the Referee.



Actions

Bite. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 2 (1d3) piercing damage.

Roc

Gargantuan monstrosity, Neutral

Armor Class 15

Hit Points 54 (12d8) **Hit Dice** 12

Speed Normal, fly (fast) **Prof. Bonus** +5

STR 28 (+9)

INT 3 (-4)

DEX 10 (+0)

WIS 10 (+0)

CON 20 (+5)

CHA 9 (-1)

Savings Throws Physical (+5)

Senses darkvision, passive perception 10

Languages -

Challenge 13 (1,000 XP)

Rocs are the mythological great birds of legend, large enough to prey upon elephants. They can be trained as fledglings to serve as steeds, so roc eggs or fledglings would be a prize indeed, worth great sums of gold. Rocs might grow as large as 18 HD, with commensurately increased statistics.

Actions

Multiattack. The roc makes three attacks: one with its beak and two with its talons.

Beak. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 10 (3d6) piercing damage.

Talons. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 7 (2d6) slashing damage.

Rust Monster

Medium monstrosity, Neutral

Armor Class 10

Hit Points 4 (1d8) **Hit Dice** 1

Speed Fast **Prof. Bonus** +2

STR 13 (+1)

INT 2 (-4)

DEX 12 (+1)

WIS 13 (+1)

CON 13 (+1)

CHA 6 (-2)

Savings Throws Physical (+2)

Senses darkvision, passive perception 11

Languages -

Challenge 5 (180 XP)

These bizarre creatures are about man-size, and look vaguely like an armadillo; they have armored hide, two antennae, and a long tail with a flanged growth at the end. Rust monsters do not attack people – they turn metal into rust and eat the rust – but they just can't resist trying to eat delicious foods like swords and plate mail, even if they are being attacked.

Rust. A hit from a rust monster's antennae causes metal to rust into pieces, and the same is true for metal objects striking the rust monster's body. Magical metal has a 10% cumulative chance to avoid rusting per +1 bonus of the armor or weapon.

Actions

Antennae. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* **Rust.** see above.

Sabre-tooth Tiger

Large beast, Neutral

Armor Class 13

Hit Points 31 (7d8) **Hit Dice** 7

Speed Fast **Prof. Bonus** +3

STR 18 (+4)

INT 3 (-4)

DEX 14 (+2)

WIS 12 (+1)

CON 15 (+2)

CHA 8 (-1)

Savings Throws Physical (+3)

Senses passive perception 13

Languages -

Challenge 8 (390 XP)

Sabre-tooth tigers are larger than normal tigers and have huge, curving, front fangs.

Rear Claws. If they hit with both fore claws, they can pull up to rake with their rear claws (2 additional attacks).

Actions

Multiattack. Saber-tooth tigers make two claw attack and one bite attack.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (2d6) piercing damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 3 (1d4) slashing damage.

Salamander

Large elemental, Chaotic

Armor Class 14

Hit Points 31 (7d8) **Hit Dice** 7

Speed Normal **Prof. Bonus** +3

STR 18 (+4)

INT 11 (+0)

DEX 14 (+2)

WIS 10 (+0)

CON 15 (+2)

CHA 12 (+1)

Savings Throws Physical (+3)

Senses passive perception 10

Languages Ignan

Challenge 8 (390 XP)

Salamanders are intelligent creatures of the elemental planes of fire. They have the upper body of a human and the lower body of a snake, and give off tremendous, intense heat.

The very touch of a salamander deals 1d6 hit points of fire damage, and they wrap their tails around foes to cause an additional 2d8 points of crushing damage per round as the victim writhes in the deadly heat of the serpentine coils.

Salamanders cannot be enslaved in the same manner djinn and efreet might be.

Actions

Multiattack. The salamander makes two attacks: one with its spear and one with its tail.

Spear. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20 ft./60 ft., one target. *Hit:* 3 (1d6) piercing damage plus 3 (1d6) fire damage.

Tail Constrict. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 11 (2d8) bludgeoning damage plus 3 (1d6) fire damage, and the target is grappled.

Scorpion, Giant

Large beast, Neutral

Armor Class 16

Hit Points 27 (6d8) **Hit Dice** 6

Speed Fast **Prof. Bonus** +3

STR 15 (+2)

INT 1 (-5)

DEX 13 (+1)

WIS 9 (-1)

CON 15 (+2)

CHA 3 (-4)

Savings Throws Physical (+3)

Senses blindsight, passive perception 9

Languages -

Challenge 8 (390 XP)

Giant scorpions are the size of a human being, and are very aggressive.

Poison. On a successful sting the target must make a NORMAL (DC 12) CON saving throw or drop to 0 hit points.

Actions

Multiattack. The scorpion makes three attacks: two with its claws and one with its sting.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d10) bludgeoning damage.

Sting. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 2 (1d4) piercing damage and poison.

Sea Monster

Gargantuan monstrosity, Neutral

Armor Class 17

Hit Points 135 (30d8) **Hit Dice** 30

Speed swim (fast) **Prof. Bonus** +9

STR 28 (+9) **INT** 3 (-4)

DEX 18 (+4) **WIS** 8 (-1)

CON 25 (+7) **CHA** 7 (-2)

Savings Throws Physical, Mental (+9)

Senses blindsight, passive perception 16

Languages -

Challenge 30 (15,500 XP)

Sea monsters generally resemble bizarre fish, long-necked monsters with seal-like bodies, or massive eels, although virtually all have a hide of incredibly tough scales. In general, their appearance is quite varied, for there does not appear to be a particular “species” of sea monster.

Swallow Whole. Sea monsters swallow their prey whole, like sea serpents: if the attack roll is 4 over the required number (or a natural 20), the victim is swallowed, will die in an hour, and will be fully digested within a day. Sea monsters are not generally venomous. They are generally encountered underwater; unlike sea serpents, they seldom venture to the surface.

Actions

Multiattack. Sea Monsters make two attacks: one with its bite and one with its tail.

Bite. *Melee Weapon Attack:* +30 to hit, reach 20 ft., one target. *Hit:* 22 (4d10) piercing damage.

Tail. *Melee Weapon Attack:* +30 to hit, reach 20 ft., one target. *Hit:* 22 (4d10) bludgeoning damage.

Sergeant-at-Arms

Medium humanoid, Neutral

Armor Class 14 (chain mail)

Hit Points 13 (3d8) **Hit Dice** 3

Speed Normal **Prof. Bonus** +2

STR 16 (+3) **INT** 10 (+0)

DEX 12 (+1) **WIS** 10 (+0)

CON 14 (+2) **CHA** 10 (+0)

Savings Throws Physical (+2)

Senses passive perception 10

Languages Common

Challenge 3 (70 XP)

Human sergeants are normally found in command of 1d6+5 human soldiers. These are the leaders of city guard units and other small military groups.

Actions

Sword. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d8) slashing damage.

Shadow

Medium undead, Chaotic

Armor Class 12

Hit Points 13 (3d8) **Hit Dice** 3

Speed Fast **Prof. Bonus** +2

STR 6 (-2) **INT** 6 (-2)

DEX 14 (+2) **WIS** 10 (+0)

CON 13 (+1) **CHA** 8 (-1)

Savings Throws Mental (+2)

Senses darkvision, passive perception 10

Languages -

Challenge 4 (110 XP)

Shadows are undead creatures: they are immune to *Sleep* and *Charm*, but the Referee may decide whether they are undead creatures subject to turning or whether they are some horrible “other” thing: a manifestation, perhaps, or a creature from another dimension (or gaps in the dimensions). Shadows are dark and resemble actual shadows, though they may be even darker in coloration. **Immune to nonmagical weapons.** They are not corporeal, and can only be harmed with magical weapons or by spells.

Chill Touch. Their chill touch drains one point of Strength with a successful hit, and if a victim is brought to a Strength attribute of 0, he or she is transformed into a new shadow. If the person does not come to such a dark ending, then Strength points return after 90 minutes.

Actions

Chill Touch. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* see Chill Touch (above).

Skeleton

Medium undead, Chaotic

Armor Class 11 (or 12 with shield)

Hit Points 2 (1d4) **Hit Dice** 1/2

Speed Normal **Prof. Bonus** +2

STR 10 (+0)

INT 6 (-2)

DEX 14 (+2)

WIS 8 (-1)

CON 15 (+2)

CHA 5 (-3)

Savings Throws Physical (+2)

Senses darkvision, passive perception 9

Languages -

Challenge 1/4 (5 XP)

Skeletons are animated bones of the dead, usually under the control of some evil master.

Immune to sleep and charm spells.

Actions

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

Shortbow. *Ranged Weapon Attack:* +1 to hit, range Far, one target. *Hit:* 3 (1d6) piercing damage.

Slug, Giant

Large monstrosity, Neutral

Armor Class 11

Hit Points 54 (12d8) **Hit Dice** 12

Speed Slow, climb (slow) **Prof. Bonus** +5

STR 14 (+2)

INT 1 (-5)

DEX 13 (+1)

WIS 12 (+1)

CON 16 (+3)

CHA 5 (-3)

Savings Throws Physical (+5)

Senses darkvision, passive perception 13

Languages -

Challenge 13 (1,000 XP)

These tremendously large masses of slimy, rubbery flesh are completely immune to blunt weapons.

Saliva. In addition to their powerful bite, giant slugs can spit their acidic saliva at one target at a time. The base range for spitting is 60 feet, and the victim must make a HARD DEX saving throw, on a fail taking 6d6 damage, and half that on a success.

Some giant slugs might have more or less virulent acidity, thus changing the damage inflicted.

Actions

Bite. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) piercing damage.

Snake, Giant Constrictor

Large beast, Neutral

Armor Class 14

Hit Points 27 (6d8) **Hit Dice** 6

Speed Normal, swim (normal) **Prof. Bonus** +3

STR 19 (+4)

INT 1 (-5)

DEX 14 (+2)

WIS 10 (+0)

CON 13 (+1)

CHA 3 (-4)

Savings Throws Physical (+3)

Senses blindsight, passive perception 12

Languages -

Challenge 7 (290 XP)

Giant constrictors are twenty to thirty feet long.

Constrict. The constrictors do automatic constriction damage after hitting, and may also manage to pinion an arm or leg (1 in 6 chance).

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 3 (1d6) piercing damage.

Constrict. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 5 (2d4) bludgeoning damage.



Snake, Giant Viper

Medium beast, Neutral

Armor Class 14

Hit Points 18 (4d8) **Hit Dice** 4

Speed Normal, swim (normal) **Prof. Bonus** +3

STR 10 (+0)

INT 2 (-4)

DEX 18 (+4)

WIS 10 (+0)

CON 13 (+1)

CHA 3 (-4)

Savings Throws Physical (+3)

Senses passive perception 10

Languages -

Challenge 6 (230 XP)

Giant vipers are about ten feet long.

Poison. The bite of a giant viper causes the target to drop to 0 hit points on a failed NORMAL (DC 12) CON Save.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 2 (1d3) piercing damage and poison.

Soldier

Medium humanoid, any alignment

Armor Class 12 (leather armor)

Hit Points 4 (1d8) **Hit Dice** 1

Speed Normal **Prof. Bonus** +2

STR 12 (+1)

INT 10 (+0)

DEX 10 (+0)

WIS 10 (+0)

CON 12 (+1)

CHA 10 (+0)

Savings Throws Physical (+2)

Senses passive perception 10

Languages Common

Challenge 1 (20XP)

Human soldiers serve as city guardsmen, mercenaries, and men-at-arms. They are generally armed with leather armor and a mace, sword, or spear.

Actions

Sword. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 4 (1d8) slashing damage.

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

Spear. *Melee or Ranged Weapon Attack:* +1 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 3 (1d6) piercing damage.

Spectre

Medium undead, Chaotic

Armor Class 17

Hit Points 27 (6d8) **Hit Dice** 6

Speed fly (fast, hover) **Prof. Bonus** +3

STR 1 (-5)

INT 10 (+0)

DEX 14 (+2)

WIS 10 (+0)

CON 11 (+0)

CHA 11 (+0)

Savings Throws Mental (+3)

Senses darkvision, passive perception 10

Languages Understand all the languages it knew in life, but cannot speak

Challenge 9 (500 XP)

Spectres are wraith-like undead creatures without corporeal bodies.

Immune to non-magical weapons. Only magical weapons can damage a spectre.

Energy Drain. When a spectre hits an opponent, with either hand or weapon, the touch drains two levels from the victim. Any being killed (or drained below level 0) by a spectre becomes a spectre as well, a pitiful thrall to its creator.

Mount. In some cases, these terrifying creatures may be mounted upon living beasts, if the beasts have been trained to tolerate proximity to the undead.

Actions

Touch. *Melee Spell Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* see Energy Drain above.



Spider, Giant

Large beast, Neutral

Armor Class 15

Hit Points 26 (4d8+8) **Hit Dice** 4+2

Speed Normal, climb (normal) **Prof. Bonus** +3

STR 14 (+2)

INT 2 (-4)

DEX 16 (+3)

WIS 11 (+0)

CON 12 (+1)

CHA 4 (-4)

Savings Throws Physical (+3)

Senses passive perception 10

Languages -

Challenge 7 (290 XP)

Giant spiders are aggressive hunters.

Web. The greater giant spiders are all web builders. Webs spun by giant spiders require a NORMAL (DC 12) DEX saving throw to avoid becoming stuck. Those who make a saving throw can fight in and move (5 ft per round) through the webs. The webs are flammable.

Lethal Poison. When bit by a giant spider the target must make a NORMAL (DC 12) CON saving throw, failing the save the target drops to 0 hit points.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 4 (1d8) piercing damage plus poison.

Stirge

Tiny beast, Neutral

Armor Class 12

Hit Points 5 (1d8+1) **Hit Dice** 1+1

Speed Normal, fly (fast) **Prof. Bonus** +2

STR 4 (-3)

INT 2 (-4)

DEX 16 (+3)

WIS 8 (-1)

CON 11 (+0)

CHA 4 (-2)

Savings Throws Physical (+2)

Senses darkvision, passive perception 9

Languages -

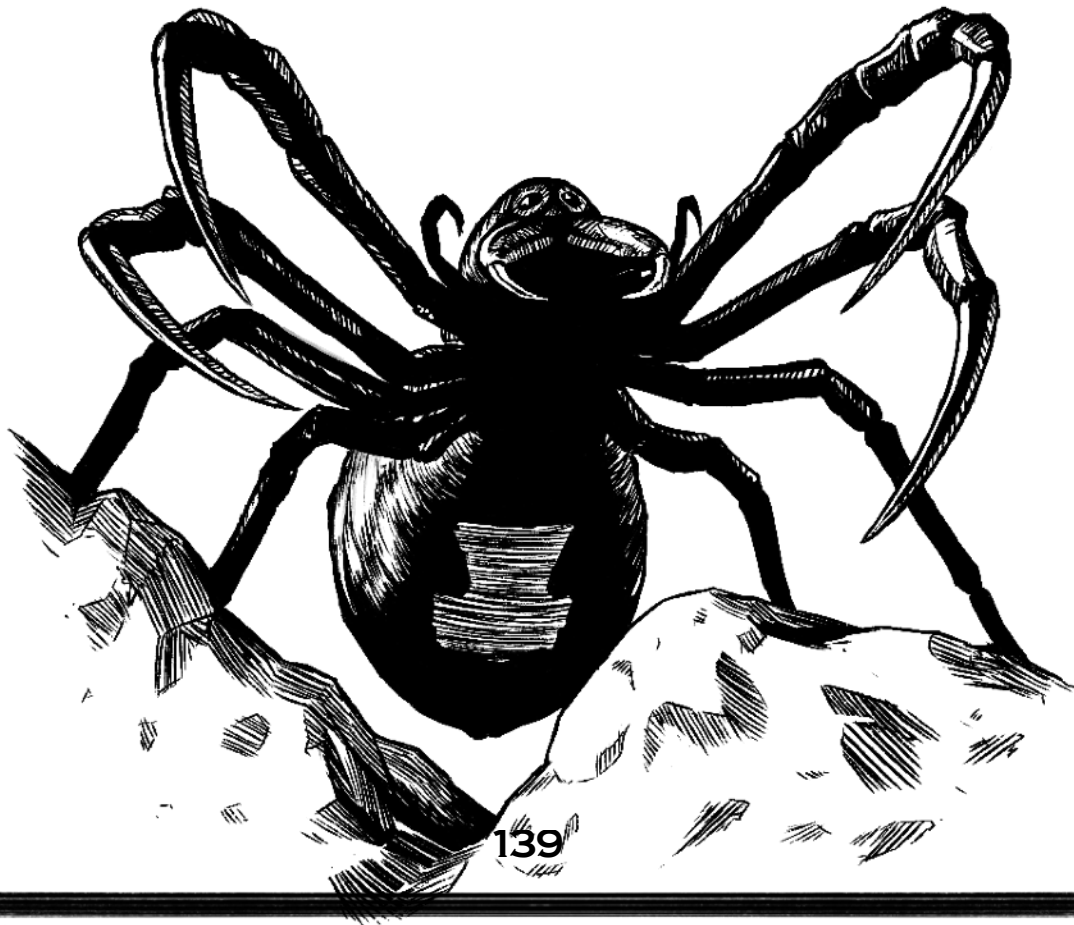
Challenge 2 (45 XP)

Resembling small, feathered, bat-winged anteaters, stirges have a proboscis which they jab into their prey to drain blood.

Blood Drain. After a stirge's first hit, it drains blood automatically at a rate of 1d4 hp per round.

Actions

Blood Drain. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one creature. *Hit:* 2 (1d3) piercing damage, and attaches to the target.



Titan, 17 HD

Gargantuan giant, Neutral

Armor Class 17

Hit Points 81 (17d8) **Hit Dice** 17

Speed Fast **Prof. Bonus** +6

Titan, 18 HD

Gargantuan giant, Neutral

Armor Class 17

Hit Points 76 (18d8) **Hit Dice** 18

Speed Fast **Prof. Bonus** +6

Titan, 19 HD

Gargantuan giant, Neutral

Armor Class 17

Hit Points 85 (19d8) **Hit Dice** 19

Speed Fast **Prof. Bonus** +7

Titan, 20 HD

Gargantuan giant, Neutral

Armor Class 17

Hit Points 90 (20d8) **Hit Dice** 20

Speed Fast **Prof. Bonus** +7

Titan, 21 HD

Gargantuan giant, Neutral

Armor Class 17

Hit Points 94 (21d8) **Hit Dice** 21

Speed Fast **Prof. Bonus** +7

Titan, 22 HD

Gargantuan giant, Neutral

Armor Class 17

Hit Points 99 (22d8) **Hit Dice** 21

Speed Fast **Prof. Bonus** +7

STR 30 (+10)

DEX 25 (+7)

CON 27 (+8)

INT 19 (+4)

WIS 22 (+6)

CHA 26 (+8)

Savings Throws Physical, Mental (+6 to +7)

Senses passive perception 21

Languages Giant, Common

Challenge 19 to 24 (2,200 to 6,200 XP)

Titans are mythological creatures, almost as powerful as gods. A titan has 2 Magic-User spells of each spell level from 1st-level spells to 7th-level spells, and 2 Cleric spells of each spell level from 1st to 7th. The Referee might choose to substitute other magical abilities for spells—these creatures vary considerably in powers and personalities from one to the next.

One possible spell list for a titan might include the following Magic-User and Cleric spells:

Magic-User: *Charm Person* (1), *Sleep* (1), *Invisibility* (2), *Mirror Image* (2), *Fireball* (3), *Fly* (3), *Polymorph Other* (4), *Confusion* (4), *Conjure Elemental* (5), *Feeblemind* (5).

Cleric: *Light* (1), *Protection From Evil* (1), *Hold Person* (2), *Speak with Animals* (2), *Cure Disease* (3), *Dispel Magic* (3), *Cure Serious Wounds* (4), *Neutralize Poison* (4), *Quest* (5).

Actions

Greatsword. *Melee Weapon Attack:* +17 to +22 to hit, reach 10 ft., one target. *Hit:* 24 (7d6) slashing damage.

Toad, Giant

Large beast, Neutral

Armor Class 13

Hit Points 13 (3d8) **Hit Dice** 3

Speed Slow, swim (normal) **Prof. Bonus** +2

STR 15 (+2)

DEX 13 (+1)

CON 13 (+1)

INT 2 (-4)

WIS 10 (+0)

CHA 3 (-4)

Savings Throws Physical (+2)

Senses darkvision, passive perception 10

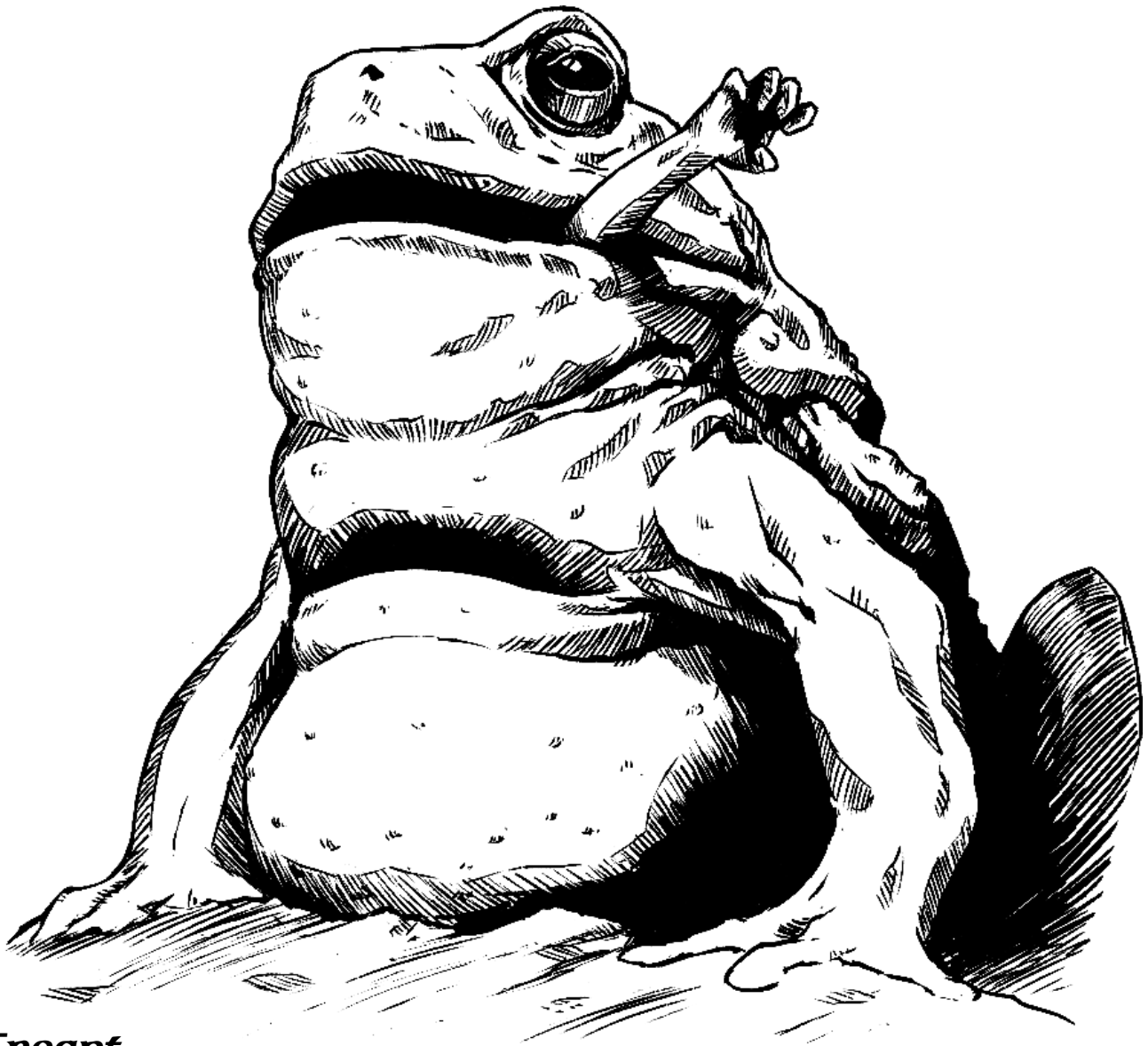
Languages -

Challenge 3 (70 XP)

Giant toads are about the size and weight of a human. They are predators, willing to attack creatures as large as men. Giant toads can attack at the end of a hop, which is in addition to the toad's normal move.

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d10) piercing damage.



Treant

Huge plant, Lawful

Armor Class 17

Hit Points 31-54 (7d8 to 12d8) **Hit Dice** 7 to 12

Speed Normal **Prof. Bonus** +3 to +4

STR 23 (+6)

INT 12 (+1)

DEX 8 (-1)

WIS 16 (+3)

CON 21 (+5)

CHA 12 (+1)

Savings Throws Physical (+3, +4)

Senses passive perception 13

Languages Common, Elvish, Druidic, Sylvan

Challenge 7 to 12 (290 to 849 XP)

Treants are tree-like protectors and “shepherds” of forest trees.

Depending upon their size, they have different hit dice and do different amounts of damage: treants of 7 to 8 hit dice inflict 2d6 points of damage with each strike of their branch-like hands, treants of 9–10 hit dice inflict 3d6 points, and treants of 11–12 hit dice inflict 4d6 points.

Wake Trees. All treants can “wake” trees within 60 ft, allowing them to walk at a rate of 15 ft., and possibly to attack. (No more than two trees at a time can be awake at the behest of a single treant.)

Actions

Multiattack. The treant makes two strike attacks.

Strike (7-8 HD). *Melee Weapon Attack:* +7, +8 to hit, reach 5 ft., one target. *Hit:* 7 (2d6) bludgeoning damage.

Strike (9-10 HD). *Melee Weapon Attack:* +9, +10 to hit, reach 5 ft., one target. *Hit:* 10 (3d6) bludgeoning damage.

Strike (11-12 HD). *Melee Weapon Attack:* +11, +12 to hit, reach 5 ft., one target. *Hit:* 14 (4d6) bludgeoning damage.

Troll

Large giant, Chaotic

Armor Class 15

Hit Points 45 (6d8+18) **Hit Dice** 6+3

Speed Normal **Prof. Bonus** +3

STR 18 (+4)

INT 7 (-2)

DEX 13 (+1)

WIS 9 (-1)

CON 20 (+5)

CHA 7 (-2)

Savings Throws Physical (+3)

Senses darkvision, passive perception 12

Languages Giant

Challenge 8 (390 XP)

Regeneration. The troll regains 3 hit points at the start of its turn. If the troll takes acid or fire damage, this trait doesn't function at the start of the troll's next turn. The troll dies only if it starts its turn with 0 hit points and doesn't regenerate.

Actions

Multiattack. The troll makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 4 (1d8) piercing damage.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) slashing damage.

Tyrannosaurus Rex

Huge beast, neutral

Armor Class 15

Hit Points 81 (18d8) **Hit Dice** 18

Speed Fast **Prof. Bonus** +6

STR 25 (+7)

INT 2 (-4)

DEX 10 (+0)

WIS 12 (+1)

CON 19 (+4)

CHA 9 (-1)

Savings Throws Physical (+6)

Senses passive perception 14

Languages -

Challenge 19 (2,200 XP)

Tyrannosaurus is a deadly carnivorous dinosaur, walking on two legs and attacking with a massively powerful bite.

Rip and Tear. When it bites prey, it grabs the victim in its jaws, shaking and chewing for 3d8 points of automatic damage in subsequent rounds. It can inflict such damage even against opponents as large as a brontosaurus. Only creatures with shells, bone frills, or spines can avoid the horrendous tearing damage a tyrannosaurus can inflict (e.g., triceratops, stegosaurus, ankylosaurus).

Actions

Bite. *Melee Weapon Attack:* +18 to hit, reach 10 ft., one target. *Hit:* 22 (5d8) piercing damage.



Unicorn

Large celestial, Lawful

Armor Class 10

Hit Points 18 (4d8) **Hit Dice** 4

Speed Fast **Prof. Bonus** +3

STR 18 (+4)

INT 11 (+0)

DEX 14 (+2)

WIS 17 (+3)

CON 15 (+2)

CHA 16 (+3)

Savings Throws Physical (+3)

Senses passive perception 13

Languages -

Challenge 5 (180 XP)

Unicorns are generally shy and benevolent creatures, who will allow only a chaste maiden to approach them.

Teleport. They can teleport once per day to a distance of 360 ft, with a rider.

Horn. The unicorn's horn has healing properties, according to legend. (The details of this, if any, are left to the Referee).

Special: double damage for charge.

There is considerable room to create variant sorts of unicorns: evil ones, flying ones, etc.

Actions

Multiattack. The unicorn makes three attacks: two with its hooves and one with its horn.

Hooves. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d8) bludgeoning damage.

Horn. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d8) piercing damage.



Vampire

Medium undead, Chaotic

Armor Class 17

Hit Points 31 to 40 (7d8 to 9d8) **Hit Dice** 7 to 9

Speed Normal, fly (fast) **Prof. Bonus** +4

STR 18 (+4)

INT 17 (+3)

DEX 18 (+4)

WIS 15 (+2)

CON 18 (+4)

CHA 18 (+4)

Savings Throws Physical, Mental (+4)

Senses darkvision, passive perception 17

Languages Common

Challenge 10 to 12 (590 to 840 XP)

Vampires are some of the most powerful of undead creatures.

Shapechanger. can turn into a gaseous form or into a giant bat at will

Immune to non-magical weapon. Can only be hit by magical weapons, and when "killed" in this way they turn into a gaseous form, returning to their coffins. Can only be truly killed in coffin.

Summon. Vampire can summon a horde of bats or 3d6 wolves out from the night.

Charm. Looking into a vampire's eyes necessitates a saving throw, or the character is charmed (per the *Charm Person* spell).

Energy Drain. A vampire's bite drains two levels from the victim. Any human killed by a vampire becomes a vampire under the control of its creator.

Regenerate. 3 hp per round.

Weaknesses. They can be killed (though these are the only known methods) by immersing them in running water, exposing them to sunlight, or driving a wooden stake through the heart. They retreat from the smell of garlic, the sight of a mirror, or the sight of "good" holy symbols.

Actions

Bite. *Melee Weapon Attack:* +7 to +9 to hit, reach 5 ft., one creature. *Hit:* 5 (1d10) piercing damage and Energy Drain.

Weasel, Giant

Medium beast, Neutral

Armor Class 10

Hit Points 22 (3d8+9) **Hit Dice** 3+3

Speed Fast **Prof. Bonus** +2

STR 11 (+0)

INT 4 (-3)

DEX 16 (+3)

WIS 12 (+1)

CON 10 (+0)

CHA 5 (-3)

Savings Throws Physical (+2)

Senses darkvision, passive perception 13

Languages -

Challenge 4 (110 XP)

These ferocious predators are often found in dungeon complexes, for they lair in caves.

Clamp. When a giant weasel hits an opponent, it clamps its jaws and sucks blood, automatically inflicting **2d6** points of damage per round.

Guard Animal. Giant weasels can be trained as guard animals; although they cannot be trained to warn of intruders, they are far more deadly than guard dogs.

Pelts. Their pelts sell for **1d6x100gp** each.

Actions

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

Wight

Medium undead, Chaotic

Armor Class 14

Hit Points 13 (3d8) **Hit Dice** 3

Speed Normal **Prof. Bonus** +2

STR 15 (+2)

INT 10 (+0)

DEX 14 (+2)

WIS 13 (+1)

CON 16 (+3)

CHA 15 (+2)

Savings Throws Mental (+2)

Senses passive perception 11

Languages The languages they knew in life

Challenge 6 (230 XP)

Wights live in tombs, graveyards, and burial mounds (barrows).

Immune to Sleep and Charm spells.

Immune to non-magical weapons. besides silvered weapons.

Actions

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

Will 'O Wisp

Tiny undead, Chaotic

Armor Class 27

Hit Points 40 (9d8) **Hit Dice** 9

Speed fly (fast) **Prof. Bonus** +4

STR 1 (-5)

INT 13 (+1)

DEX 28 (+9)

WIS 14 (+2)

CON 10 (+0)

CHA 11 (+0)

Savings Throws Mental (+4)

Senses darkvision, passive perception 12

Languages -

Challenge 10 (590 XP)

Will o' the wisps are phantom-like shapes of eerie light, creatures that live in dangerous places and try to lure travelers into quicksand, off the edges of cliffs, etc. They usually inhabit swamps or high moors. They can brighten or dim their own luminescence, and change their shapes as well, to appear as a group of lights, a wisp of light, or in the glowing wraithlike shape of a human (often female). They will generally depart if the attempt to lead victims into danger fails, but if they are attacked they can defend themselves with violent shocks of lightning-like power. These creatures are intelligent, and can be forced to reveal the location of their treasure hoards.

Actions

Shock. *Melee Spell Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 7 (2d6) lightning damage.

Wolf

Medium beast, Neutral

Armor Class 12

Hit Points 13 (2d8+4) **Hit Dice** 2+2

Speed Fast **Prof. Bonus** +2

STR 12 (+1)

INT 3 (-4)

DEX 15 (+2)

WIS 12 (+1)

CON 12 (+1)

CHA 6 (-2)

Savings Throws Physical (+2)

Senses passive perception 13

Languages -

Challenge 2 (45 XP)

Wolves are pack hunters, and may be found in large numbers. Male wolves weigh from 80 to 100 pounds.

Actions

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) piercing damage.

Wraith

Medium undead, Chaotic

Armor Class 16

Hit Points 18 (4d8) **Hit Dice** 4

Speed fly (fast), hover **Prof. Bonus** +3

STR 6 (-2)

INT 12 (+1)

DEX 16 (+3)

WIS 14 (+2)

CON 16 (+3)

CHA 15 (+2)

Savings Throws Mental (+3)

Senses darkvision, passive perception 12

Languages The languages it knew in life

Challenge 8 (390 XP)

Wraiths are powerful wights

Immune. Wraiths are powerful wights, *immune to all non-magical weapons* other than silver ones (which inflict only half damage). Arrows are particularly ineffective against them, for even magical and silver arrows inflict only one hit point of damage per hit.

Mount. Wraiths can be found riding well-trained battle steeds or more unusual mounts that will tolerate their presence.

Level Drain. Just as wights do, wraiths drain a level of experience from those they hit.

Actions

Energy Drain. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* drains 1 level from the target. If completely drained of levels by a wraith becomes a wight.

Wyvern

Large dragon, Neutral

Armor Class 16

Hit Points 31 (7d8) **Hit Dice** 7

Speed Slow, fly (fast) **Prof. Bonus** +4

STR 19 (+4)

INT 5 (-3)

DEX 10 (+0)

WIS 12 (+1)

CON 16 (+3)

CHA 6 (-2)

Savings Throws Physical (+4)

Senses passive perception 11

Languages The languages they knew in life

Challenge 10 (590 XP)

A wyvern is a two-legged form of dragon. These creatures are smaller and less intelligent than true four-legged dragons, not to mention that they do not have a breath weapon.

Actions

Attacks. Wyvern make one bite or 1 sting attack each round.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one creature. *Hit:* 9 (2d8) piercing damage.

Stinger. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one creature. *Hit:* 3 (1d6) piercing damage. If stung the target must make a NORMAL (DC 15) CON saving throw, on a failed save the target drops to 0 hit points (see Death Saves in the rulebook).

Yellow Mold

Medium plant, Neutral

Armor Class 3

Hit Points 36 (8d8) **Hit Dice** 8

Speed fly (fast) **Prof. Bonus** +4

STR 1 (-5)

INT 13 (+1)

DEX 28 (+9)

WIS 14 (+2)

CON 10 (+0)

CHA 11 (+0)

Savings Throws none

Senses passive perception 5

Languages -

Challenge 9 (390 XP)

Yellow mold is a subterranean fungus; it neither moves nor attacks.

Spores. However, if it is poked or struck, it may (50% chance) release a cloud of poisonous spores, roughly 10 ft. in diameter. Failing a NORMAL (DC 10) CON saving throw against the spores means that the character drops to 0 hit points.

Poison. Touching yellow mold causes 1d6 points of acid damage.

Immune. These growths can be destroyed with fire, but are effectively immune to weapons.

Zombie

Medium undead, Chaotic

Armor Class 11

Hit Points 4 (1d8) **Hit Dice** 1

Speed Slow **Prof. Bonus** +2

STR 13 (+1)

DEX 6 (-2)

CON 16 (+3)

INT 3 (-4)

WIS 6 (-2)

CHA 5 (-3)

Savings Throws Physical (+2)

Senses darkvision, passive perception 8

Languages -

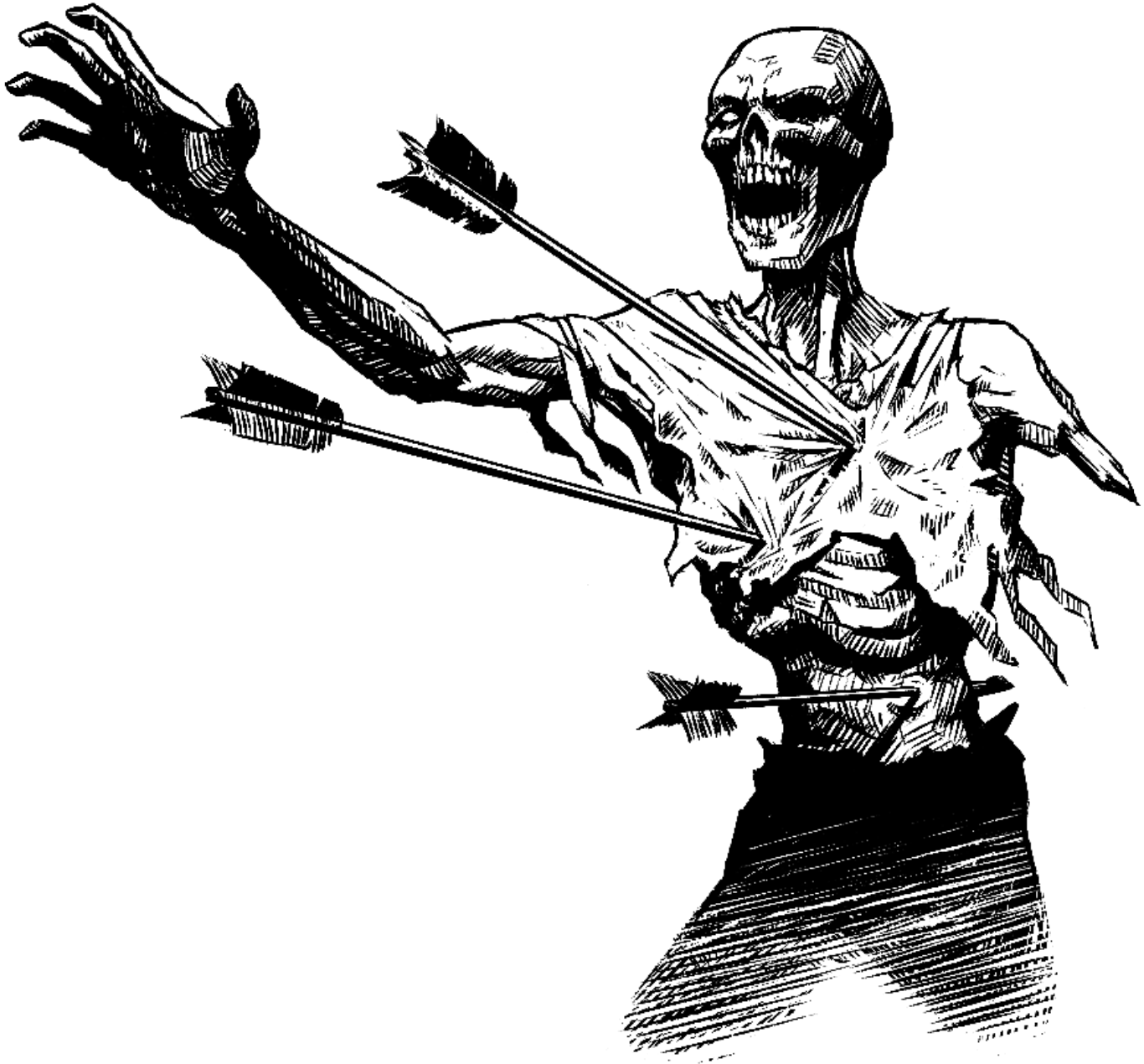
Challenge 1/4 (5 XP)

Zombies are mindless creatures, the walking dead.

Immune to sleep and charm.

Actions

Claw/Bite. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 4 (1d8) slashing or piercing damage.





TREASURES

ARMORS

+1 Armors. These armors give a +1 bonus to a characters Armor Class.

+2 Armors. These armors give a +2 bonus to a characters Armor Class.

+3 Armors. These armors give a +3 bonus to a characters Armor Class.

+2 Shield. These armors give a +2 bonus to a characters Armor Class.

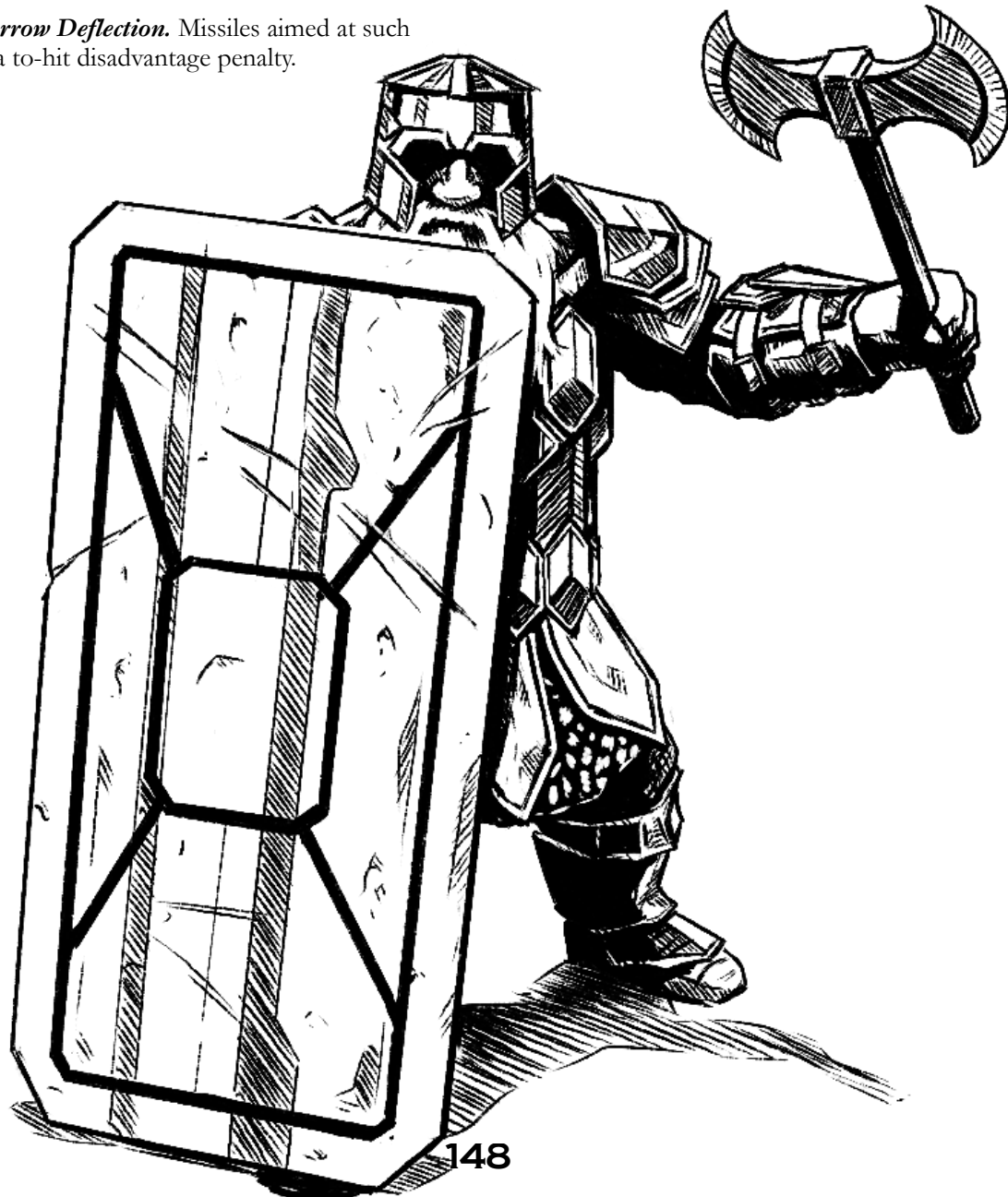
+3 Shield. These armors give a +3 bonus to a characters Armor Class.

Armor of Arrow Deflection. Missiles aimed at such armor have a to-hit disadvantage penalty.

Demonic Armor. The armor is possessed by a spirit or demon, with effects to be determined by the Referee. In general, such armor would provide both benefits and drawbacks.

Ethereal Armor. Ethereal armor is +3 plate mail that also allows the wearer to become insubstantial and incorporeal 50 times, after which it reverts irrevocably to normal +3 plate mail. In ethereal form, the wearer can attack and be attacked only by ethereal opponents.

Fiery Armor. Fiery armor is +1 armor that is surrounded by flames. These flames deal 1d3 damage to anyone attacking the wearer with melee weapons.



POTIONS

Strange alchemical brews, in dusty, stoppered bottles, are to be found in many of the forgotten or forbidden places of the world. Time has often worn away any markings once left to identify the contents of these mysterious mixtures, if the alchemist ever chose to label them in the first place. The consequences of drinking the products of alchemy can be varied: some of these can produce wondrously useful effects, but others might be deadly poisons!

In general, since potions are the product of alchemy rather than magic, they will neither be apparent to *Detect Magic* spells, nor easily identified without tasting and experimentation. If the Referee decides that alchemy instead manipulates magic, as opposed to fantastical but otherwise natural chemistry, then *detect magic* and *dispel magic* would work upon potions.

Potions are usable by all character classes. Unless otherwise noted, potion effects have a duration of 2d6 x 10 minutes.

Clairaudience. As per the spell (page 45).

Clairvoyance. As per the spell (page 46).

Diminution. This potion causes the drinker to shrink down to six inches tall for 2d6 hours. Taking smaller doses of the potion will result in less of a reduction in size.

Dragon Control. The drinker gains the ability to control dragons of a certain type after partaking of this type of potion. 1d3 dragons of a specific type (determined randomly by the Referee) can be affected as per Charm Monster.

Ethereality. The Imbiber can move through solid objects but cannot attack. Equipment also becomes ethereal.

Extra Healing. This potion is a potent curative; it heals 3d6+3 hit points of damage (duration does not apply).

Fire Resistance. The drinker becomes immune to normal fire, gains advantage on saving throws against fire attacks, and suffers only half damage to magic fire attacks that do not permit saving throws.

Flying. As per the spell (page 50)

Frozen Concoction. These potions can be readily identified because they are often one or two degrees cooler than the surrounding temperature. The potion allows the imbiber to climb walls without falling, and not to drop held items in case of being surprised or frightened.

Gaseous Form. The user's body turns to a mist, allowing access to any place that is not airtight. Equipment is left behind; only the body becomes gaseous.

Giant Strength. The character becomes unbelievably strong for the potion's duration, gaining an additional 1d8 to damage rolls and +4 to hit (in addition to any normal bonuses, including existing Strength bonuses).

Growth. The character grows to 30 feet in height.

Healing. This potion cures 1d6+1 hit points of damage.

Heroism. The imbiber gains +2 to attacks and damage.

Invisibility. As per the spell (page 51).

Invulnerability. The drinker gains a bonus of +2 on saving throws; moreover, any opponents attack with a penalty of -2.

Levitation. As per the spell (page 51).

Poison. The drinker must make a successful NORMAL CON saving throw or die. Some poisons cause instant death; others cause death within a certain number of rounds, or even minutes. In the case of a few poisons, failing the saving throw causes damage rather than death - such weaker poisons generally also inflict a small amount of damage even if the saving throw is successful.

Slipperiness. Except for the soles of the feet and the palms of the hands, the character suddenly has a virtually frictionless surface.

Treasure Finding. A character drinking this wonderful concoction can detect hoards of treasure within 400 feet.

Undead Control. The drinker can control undead; 2d4 undead of fewer than 4 HD and 1d4 undead of 4+ hit dice fall under the imbiber's control, after the potion is consumed.

RINGS

No more than two magic rings may be worn at a time (one on each hand) without unpredictable and potentially dire consequences.

Djinni Summoning. The wearer of the ring can summon a djinni, who will do the wearer's bidding, following instructions precisely and to the letter, no further. Such rings can be treacherous, but only for those who use them foolishly.

Fire Resistance. The wearer has advantage on saving throws vs. magical fire, and is immune to normal fire.

Human Control. Such rings allow the wearer to cast charm person once per day, and to maintain the charm on up to 3 individuals at a time.

Invisibility. While wearing the ring, the wearer becomes invisible.

Mammal Control. The wearer controls 1d8 mammals at a range of up to FAR. Control does not extend to people or to giant animals.

Poison Resistance. The wearer has advantage on saving throws vs. poison.

Protection, +1. The wearer gains a bonus of +1 to armor class, and +1 on all saving throws.

Protection, +2. The wearer gains armor class bonus of +2, and +2 on all saving throws.

Regeneration. The wearer regenerates one hit point per combat round, and thus cannot die unless the ring is removed or the wearer's body is burned.

Shooting Stars. Once per day, the ring can unleash 1d6 lightning bolts that inflict 3d6 hit points each

(NORMAL DEX saving throw indicating half damage).

Spell Storing, Magic-User. The ring contains 1d6 random Magic-User spells. The wearer (if a Magic-User) can cast these spells as if they were normally memorized and prepared spells. Once a spell is cast, it cannot be cast a second time until the wearer has taken a short rest.

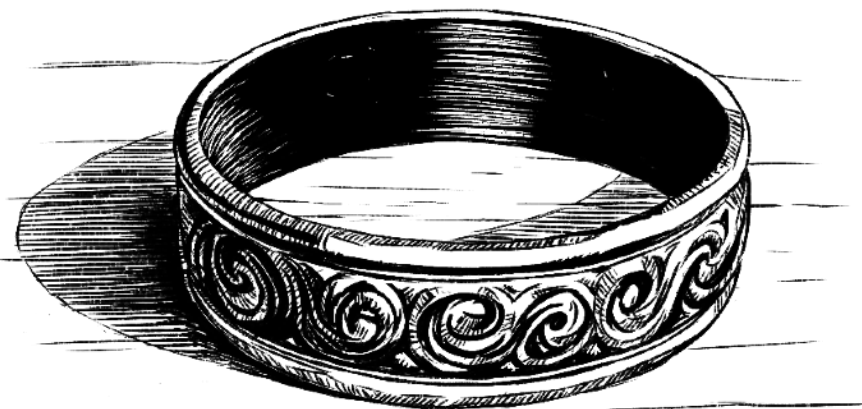
Spell Storing, Cleric. The ring contains 1d6 random Cleric spells. The wearer (if a Cleric) can cast these spells as if they were normally prepared spells. Once a spell is cast, it cannot be cast a second time until the wearer has taken a short rest.

Spell Turning. Any spell (other than from a wand or other item) directly aimed at the wearer of the ring is partially reflected back at the caster. Roll a percentile die to see how much of the spell's power bounces back; the exact determination of what happens is up to the Referee.

Telekinesis. The wearer can mentally lift and move 200 pounds of weight at a range of 120 feet.

Three Wishes. These rings grant the wearer three wishes. Beware of outrageous wishes; they backfire.

X-ray Vision. The wearer has x-ray vision at a range of 40 feet. The maximum distance through which the wearer can see through solid rock is just over 10 feet, through solid metals (other than lead) is 1 foot, and through lead is 1 inch.



SCROLLS

All scrolls, besides protection scrolls, are spells for magic-users, and regardless of the level of the spell they can be used by any magic-user capable of reading them.

All protection scrolls can be used by any character who is able to read. After reading a spell from a scroll the writing disappears, so the spell is usable one time only!

Spell Scrolls

Scrolls that have Cleric or Magic-User spells on them. Once used they disintegrate, disappear, or are otherwise rendered useless.

Protection Scroll

Descriptions

Protection vs. ...

Demons. All within a NEAR radius around the reader are protected from the attacks of 1 demon per round.
Duration: 40 minutes.

Drowning. All within a CLOSE radius of the reader gain the ability to breathe underwater.
Duration: 1 full day.

Elementals. This scroll protects against a single elemental.
Duration: 40 minutes.

Magic. An anti-magic shell with a radius of CLOSE surrounds and moves with the reader; spells cannot pass in or out of the shell.
Duration: 1 hour

Metal. Metal cannot harm the reader.
Duration: 1 hour.

Poison. Poisons have no effect upon one who reads such a scroll aloud; moreover, any poisons, active or quiescent, in the scroll reader's body are instantly removed.

Duration: 6 hours.

Undead. All within a NEAR radius of the reader are protected against undead, but only to a limited degree. In any given round, 2d12 undead with fewer than 4 HD, and 2d6 undead with 4-5 HD, and 1d6 undead with 6+ HD are foiled by the protection of the scroll. Thus, the scroll is effective against all but a vast horde of undead.

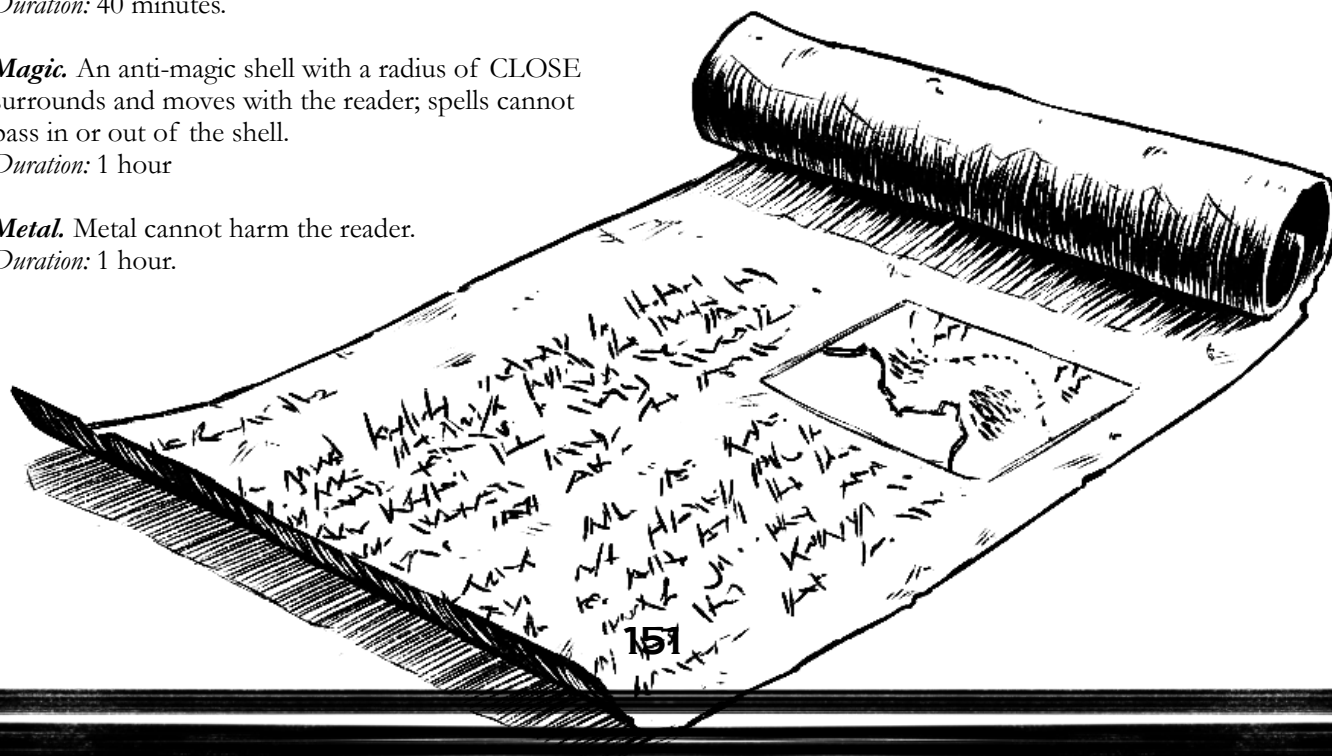
Duration: 1 hour.

Were-creatures. All within a NEAR radius around the reader are protected from lycanthropes.

Duration: 1 hour.

Cursed Scrolls

Cursed scrolls can inflict curses ranging from the amusing to the annoying, and all the way to the unbelievably catastrophic. The Referee is encouraged to invent interesting curses that might be written on scrolls, in addition to the possibilities shown on the table. A successful saving throw will allow the reader to avoid the curse. Most curses can be removed with a remove curse spell.



STAFFS

Like wands, most staffs operate by using up charges. However, staffs are not as easily rechargeable as wands. Magic-Users will have to figure out how it is done, or hire a wizard to do it (if such a knowledgeable wizard can even be found). Most staffs carry 200 charges.

Absorption. Absorbs up to 100 levels of spells directed at the holder before its absorption properties cease forever. The holder can cast spells from the staff in response to hostile spells, using the staff's stored levels, of the exact level of the hostile spell directed at the caster, but the spell must be chosen from the list of spells the caster has prepared.

Beguiling. Foes within NEAR range must make a NORMAL CHA saving throw or consider the holder to be a loyal friend for 4d4 rounds (uses one charge).

Command. A charge can be used to control humans (as per a *charm person* spell), plants, or animals.

Healing. Cures 1d6+1 hit points of damage per charge.

Power. Casts *light* (no charge used), casts *fireball* (4d6 damage), cold as a Wand of Cold, Lightning Bolts (4d6 damage), acts as a Ring of Telekinesis (costs one charge) and hits for 2d6 damage (no charge used, & gain proficiency in staffs).

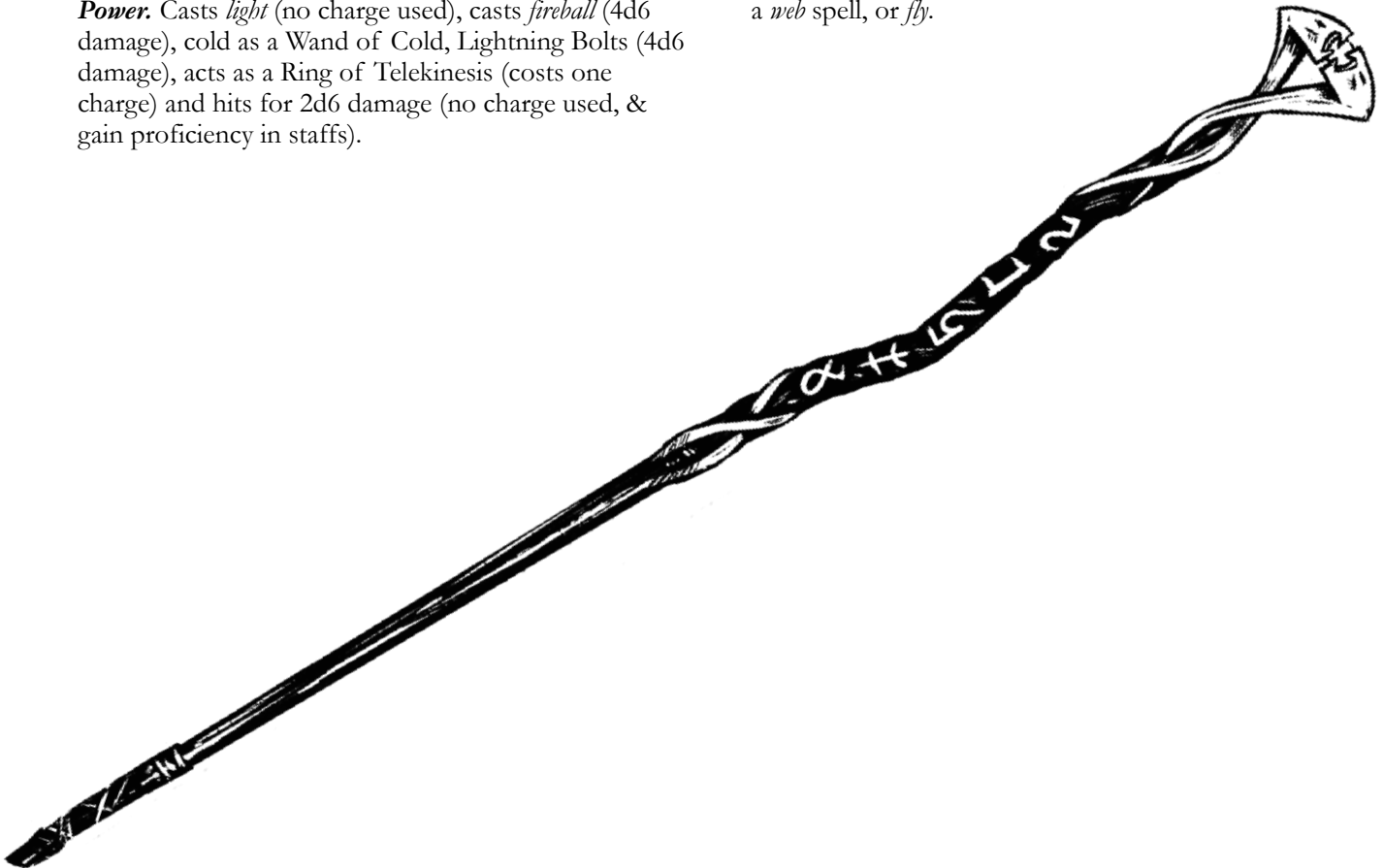
Resurrection. These staffs only carry 10 charges, but a charge may be used to cast *raise dead*.

Snake. In combat, a Staff of the Snake is +1 to hit and +1 damage and you are considered proficient. When commanded (by using a charge) the staff coils around the target (with a successful hit) and pinions the victim for 1d4 x10 minutes. This attack is only useful on a victim about the size of a human or smaller. The staff will slither back to its owner afterwards, at a speed of 24. Only Clerics can employ a Staff of the Snake.

Striking. This staff inflicts 2d6 points of damage with a successful hit (does not use charges) and you are considered proficient when using.

Withering. The dreaded *Staff of Withering* adds ten years of physical aging with a successful hit and you are considered proficient when using it.

Wizardry. The most powerful of staffs, it is a *Staff of Power* with additional abilities. At the cost of one charge, it allows *invisibility*, summoning elementals (calling 1d4 at a time), *hold person*, a *wall of fire*, *passwall*, a *web* spell, or *fly*.



WANDS

Wands may only be used by Magic-Users.

Wands that cast spells become useless when they reach zero charges, but can be recharged by casting the spell into the wand. Each such recharge, where a spell is cast into the wand, has a 5% chance of destroying the wand irrevocably. In some cases, a non-rechargeable wand might be found with a large number of charges (e.g., 100). Wands may be used while in melee combat.

Wand of Cold. The wand casts a Cone of Cold out to NEAR. Creatures caught in the cone take 6d6 damage (NORMAL CON saving throw applies for half damage). The wand holds 25 charges and cannot be recharged.

Wand of Detection, enemies. These wands detect enemies in a radius of NEAR, if the enemies are thinking hostile thoughts. The wand is always active when held, and does not use charges.

Wand of Detection, magic. Wands of magic detection function as a *Detect Magic* spell with a range of CLOSE. The user gets a vague sense of what sort of magic is being detected. The wand is always active when held, and does not use charges.

Wand of Detection, metal. Such wands detect large caches of metal, within a range of NEAR. The wand's user also gets a vague sense of the metal's type. The wand is always active when held, and does not use charges.

Wand of Detection, traps and secret doors. These wands detect traps and secret doors, with a range of NEAR. The wand is always active when held, and does not use charges.

Wand of Fear. A wand of fear causes creatures in a cone-shaped path to flee (NORMAL CHA saving throw negates). There is a 60% chance that they will drop whatever they are holding. The cone extends out to NEAR. The wand holds 25 charges, and cannot be recharged.

Wand of Paralyzing: This sort of wand casts a cone of paralysis out to NEAR. Creatures in the cone are paralyzed for 3d6 turns (NORMAL STR saving throw negates). The wand holds 25 charges, and cannot be recharged.

Wand of Polymorph: Such wands are of two types. One type casts *polymorph self*, and the other casts *polymorph other*. The wand carries 10 charges, and cannot be recharged.



WEAPONS

+1 weapons. Gives a +1 bonus to hit and damage rolls.

+2 weapons. Give a +2 bonus to hit and damage rolls.

+3 weapons. Gives a +3 bonus to hit and damage rolls.

+1 Blunt weapon that destroys undead. Can be a mace, hammer, sling, or club (determine type randomly). Lesser types of undead don't get a saving throw, though more powerful types do.

+1 thrown weapon that returns to hand. This axe or spear will eventually return to the thrower's hand.

+1 weapon, extra attack. This weapon grants 1 additional attack for the user once per day.

+1, +2 vs. particular type of foe. This weapon provides a +1 bonus to hit and damage rolls, +2 vs. a particular type of foe (were-creatures, undead, giants, goblinoids, dragons, etc.).

+1, +3 vs. particular type of foe. This weapon provides a +1 bonus to hit and damage rolls, +3 vs. a particular type of foe (were-creatures, undead, giants, goblinoids, dragons, etc.).

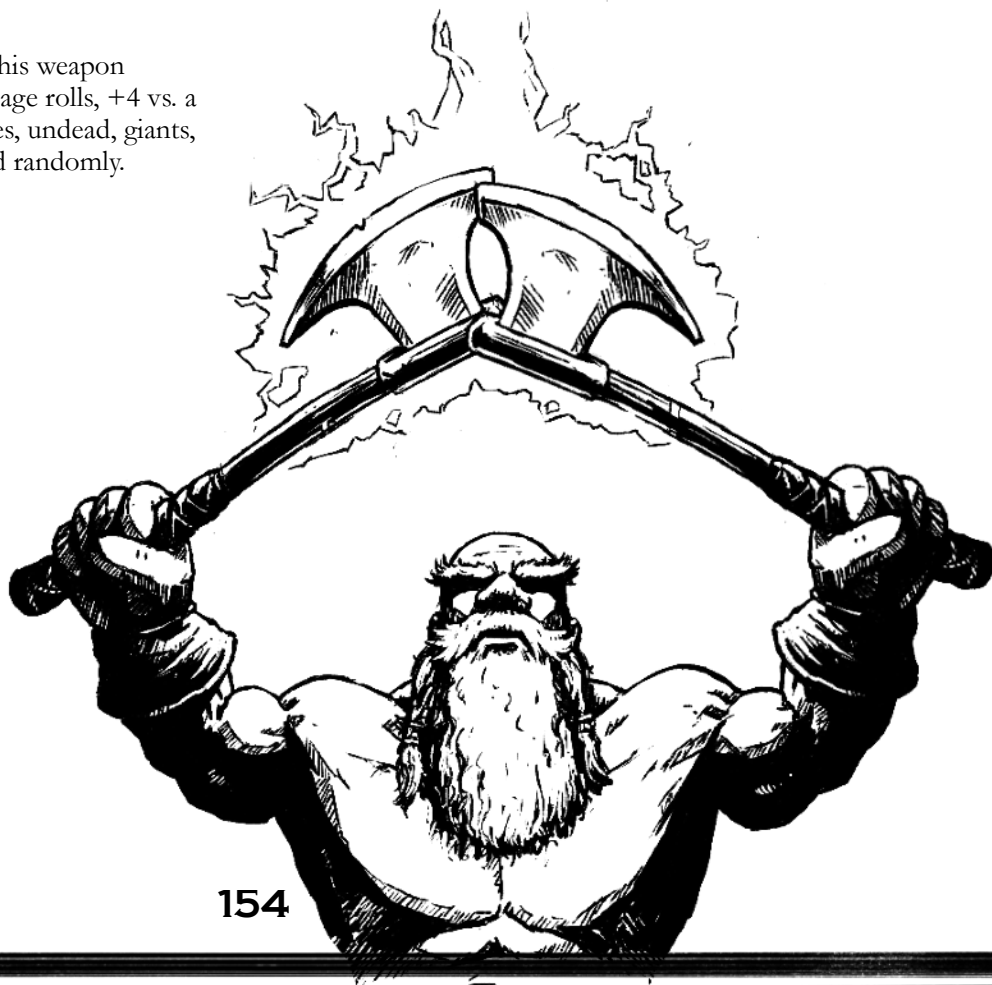
+2, +4 vs. particular type of foe. This weapon provides a +2 bonus to hit and damage rolls, +4 vs. a particular type of foe (were-creatures, undead, giants, orcs, dragons, etc.) to be determined randomly.

Flaming Weapon. The weapon burns with enchanted fire when held, inflicting an additional 1d6 points of damage with successful hits in combat. It can also be used as a light source with a NEAR radius.

Freezing Weapon. This weapon is freezing cold, inflicting an additional 1d6 points of damage with successful hits.

Dancing Weapon. A dancing weapon levitates to fight beside its owner without the need to be held. In the first round it is a +1 weapon, in the second round it is a +2 weapon, and in the third round it is a +3 weapon. After 3 rounds, the weapon dances no further until it is directed at a new opponent, but is +1 regardless.

Intelligent Weapon. A +1 to +3 weapon. There is a 10% chance that such a weapon may have the ability to cast a particular spell once per day at the wielder's command. The spell will be either Cleric (50%) or Magic-User (50%), and will be of Level 1d3. Such weapons generally can communicate with their bearers, and sometimes (25% chance) can speak audibly. Even if the weapon cannot speak audibly, it will communicate with its wielder by telepathy when held.



MISC. MAGIC ITEMS

Amulet against Scrying. The amulet protects the wearer from all scrying, such as esp or being viewed through a crystal ball. *Usable by:* All Classes.

Amulet of Demon Control. This amulet functions as a Protection from Evil spell, and allows the wearer to attempt to “Charm Monster” upon a demon. Success means that the demon is enslaved for 1d6 weeks, whereupon it becomes free. *Usable by:* Magic-Users and Clerics.

Arrow of Direction. Such a magic arrow points the direction of whatever the owner requests. It may be used only seven times in a single week. *Usable by:* All Classes.

Bag of Holding. The inside of this bag is larger than the outside. The inside dimensions are roughly 10x5x3 feet, but the bag cannot carry more than 1,000 pounds of weight (roughly 100 items). If it is not empty, the bag weighs 50 pounds, no matter how much weight it actually contains. *Usable by:* All Classes.

Beaker of Potions. This small jug fills itself with the requested potion, out of the 1d4+1 potions it is able to produce. The jug can be used as many times per week as the number of different potions it can produce. *Usable by:* All Classes.

Boots of Elvenkind. The wearer of the boots moves with complete silence. *Usable by:* All Classes.

Boots of Levitation. These boots allow the wearer to Levitate (as per the spell), with unlimited duration. *Usable by:* All Classes.

Boots of Speed. Boots of Speed double the wearer's movement rate, but require complete rest for a period of time equivalent to the amount of time they were used. *Usable by:* All Classes.

Boots of Leaping. Boots of Leaping allow the wearer to make prodigious leaps 10 feet high and up to 30 feet horizontally. These boots also double movement rates, but outdoors only. They do not require the wearer to rest after using them. *Usable by:* All Classes.

Bracers of Defense, AC 13, AC 15, or AC 17. These bracers improve the wearer's armor class to the stated level; there is no effect if the wearer is already armored to the same or higher degree. The armor class granted

by the bracers can be increased by magical rings or other protective magics. *Usable by:* All Classes.

Carpet of Flying. Flying carpets can carry as many as three people, and travel at a Movement Rate of Normal if they carry more than one passenger. With only one rider, the carpet moves at a Movement Rate of Fast. *Usable by:* All Classes.

Censer, Bowl, Brazier, or Stone of Controlling Elementals. Censers control air elementals, bowls (when filled) control water elementals, braziers control fire elementals, and stones control earth elementals. These items can be used to summon a 12 HD elemental of the appropriate type. Generally, it takes 10 minutes to prepare the object for use. *Usable by:* Magic-Users.

Chime of Opening. Sounding this small chime opens any door, even if the door is barred or Wizard Locked. *Usable by:* All Classes.



Cloak of Displacement. The wearer appears to be in a slightly different location, off from reality by a foot or so. The wearer's armor class improves by 2, and the cloak also grants a +2 saving throw against any targeted attack upon the one wearing it. *Usable by:* All Classes.

Cloak of Elvenkind. The wearer becomes almost, but not quite, invisible. *Usable by:* All Classes.

Cloak of Protection, +1. This cloak improves the wearer's armor class by 1, and grants a bonus of +1 on saving throws. *Usable by:* All but Fighter class

Cloak of Protection, +2. This cloak improves the wearer's armor class by 2, and grants a bonus of +2 on saving throws. **Usable by:** All but Fighter class

Cloak of Protection, +3. This cloak improves the wearer's armor class by 3, and grants a bonus of +3 on saving throws. *Usable by:* All but Fighter class

Crystal Ball. A crystal ball allows the user to see what is transpiring in whatever location he or she desires to see, over a considerable distance. Such a magic item may not be used more than thrice per day, or the user will be driven mad. Certain spells and other precautions may be used to prevent being seen through a crystal ball. Some of these items may communicate sound, or even thoughts, from the area being scryed, although these are rare. *Usable by:* Magic-Users.

Decanter of Endless Water. This jug pours out one gallon of water per minute when unstopped. *Usable by:* All Classes.

Dust of Appearance. Dust of Appearance is tossed in a NEAR radius around the user, and makes any invisible, astral, displaced, out-of-phase, or dimensional thing completely visible. The dust generally comes in a pouch, with enough for 20–30 uses. *Usable by:* All Classes.

Dust of Disappearance. When sprinkled in a NEAR radius, everything therein becomes invisible for 5d6 x 10 minutes. Normal means of detecting invisibility (such as a Detect Invisibility spell) are not strong enough to work against the dust's powerful enchantment. *Usable by:* All Classes.

Dust of Sneezing and Choking. Pouches containing this dust ordinarily contain only enough for one "dose." When scattered in a radius of NEAR, the dust

forces all in the area to make a HARD CON saving throw or drop to 0 hit points (effectively killing monsters). If the nature of the dust is identified before it is experimented with, it can be used as a devastating thrown weapon. *Usable by:* All Classes.

Efreeti Bottle. The efreeti that inhabits such a bottle will serve the bottle's owner for a year and a day unless it is accidentally released from servitude. *Usable by:* All Classes.

Figurine of the Golden Lion. This is a small stone figurine that transforms into a lion when the command word is spoken, fighting at its owner's orders. If it is slain, it turns back into a figurine, but may be used again. The figurine may be used once per week, and no more. *Usable by:* All Classes.

Figurine of the Onyx Dog. This stone figure transforms into a living hound of stone when its command word is spoken. It will seek whatever the owner tells it to find, without stopping, until it succeeds or is killed. It has a 75% chance to detect objects that are invisible or hidden, and of course its sense of smell detects invisible and hidden creatures with almost perfect success. For purposes of defense and attack, the stone dog is treated as a wolf. It may be used twelve times before the statuette becomes nonmagical. *Usable by:* All Classes.



Gauntlets of Dexterity. When worn, these gloves grant a bonus of +2 to the wearer's Dexterity (to a maximum of 22). *Usable by:* All Classes.

Gauntlets of Ogre Power. These gauntlets raise the wearer's Strength to that of an ogre (STR 19). *Usable by:* all but Magic-Users.

Gauntlets of Swimming and Climbing. These gloves permit the wearer to swim at a rate of Fast, and climb sheer walls with a 95% chance of success per ten feet of climbing. *Usable by:* all but Magic-Users.

Gem of Seeing. A Gem of Seeing is used as a lens. It shows the truth of what it sees, cutting through illusions of all kinds, even very powerful ones. *Usable by:* All Classes.

Girdle of Giant Strength. Increases a character's Strength to 22. *Usable by:* All Classes.

Helm of Fiery Brilliance. This prodigiously powerful helm grants many benefits to the wearer. Anyone donning the helm gains a +10 on saving throws against fire damage, and can create a *Wall of Fire*. Fighters wearing the helm may command a weapon in hand to flame (+1d6 damage). Magic-Users wearing the helm can add +1 to each die of damage inflicted by a fireball or delayed blast fireball spell. Clerics wearing the helm can ignite objects within NEAR at will, and may cast two *light* or *continual light* spells for each one the Cleric has actually prepared. The wearer of the helmet is likely to be attacked by any air elemental creatures, but fire elemental types (such as efreet or salamanders) will be favorably disposed. *Usable by:* All Classes.

Helm of Reading Magic and Languages. The wearer of the helm can read all languages, including magic script. *Usable by:* All Classes.

Helm of Teleportation. When the wearer casts a Teleportation spell on himself or herself, while wearing the helm, the teleportation is made without risk of error, anywhere the wearer desires. This may be done repeatedly (without further casting of the spell) for a period of one hour before the concatenation of spell and helm ends, and it may be done only once per day. The helm does not assist with Teleportation spells cast on anyone other than the wearer. *Usable by:* Magic-Users.

Hole, Portable. A portable hole is physically a piece of dark cloth, about 5 feet in diameter. However, it is also

the mouth of an interdimensional hole 10 feet deep—items and people can fall or climb down into it once it is placed on the ground. The piece of cloth can actually be pulled in from the inside to close the hole off entirely, although there is no source of fresh air within, and staying inside will asphyxiate the inhabitant in a short time. The piece of cloth can be picked up and carried off whenever desired—hence the name “portable.” *Usable by:* All Classes.

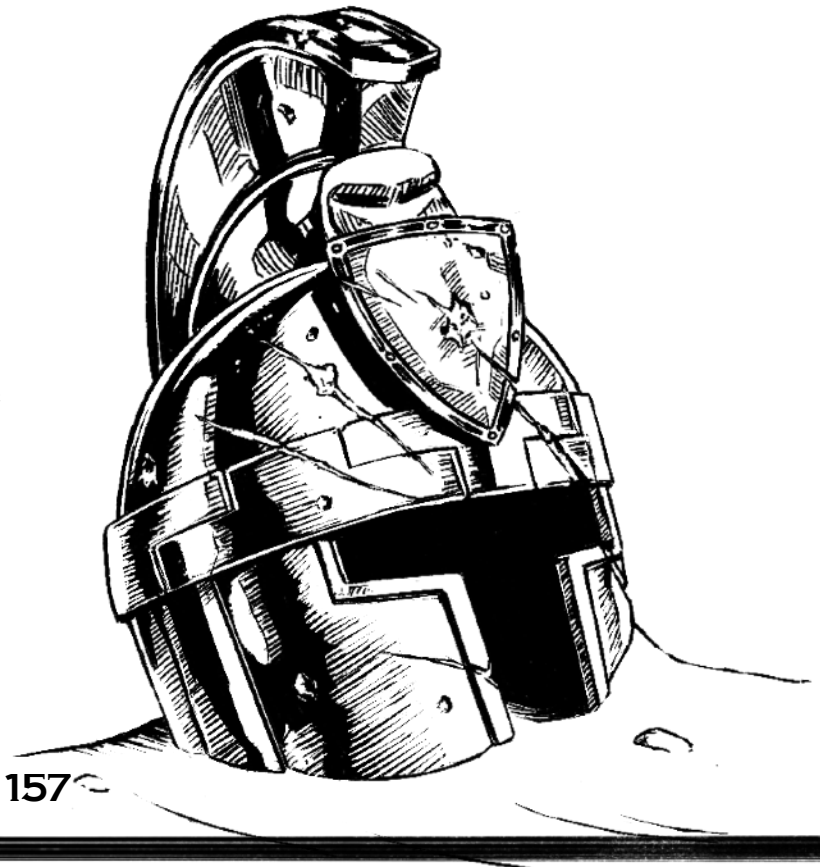
Horn of Blasting. This horn, when blown, has the same effect on structures as a catapult, and causes 2d6 points of damage to creatures, deafening them for 10 minutes as well. The cone of sound goes out to FAR. The “point” of the cone, at the horn's mouth, is 10 feet wide. *Usable by:* All Classes.

Horn of Valhalla, Bronze. The horn summons 2d4 berserk warriors (3 HD) to assist the one who blew the horn. *Usable by:* Fighters and Clerics.

Horn of Valhalla, Iron. The horn summons 2d4 berserk warriors (4 HD) to assist the one who blew the horn. *Usable by:* Fighters.

Horn of Valhalla, Silver. The horn summons 2d4 berserk warriors (2 HD) to assist the one who blew the horn. *Usable by:* All Classes.

Horseshoes of Speed. These horseshoes double a horse's movement rate. *Usable by:* Horses.



Jug of Alchemy. This jug produces whatever liquid is desired, in a commonly used large quantity (e.g., 10 gallons of water, but only 5 gallons of wine). It may be used no more than seven times per day, and will produce only one type of liquid per day. It does not produce magical liquids. *Usable by:* All Classes.

Lenses of Charming. These lenses, when placed over the eyes, give the wearer the ability to charm those who meet his or her gaze (acting as per a Charm Person spell). The saving throw against the power of the lenses is made disadvantage. *Usable by:* All Classes.

Libram, Magical (level gain). Magical librums grant a level of experience to the reader, if the reader is of the appropriate character class. Randomly determine the class for which the libram is written, from all character classes.

Luckstone. This stone grants +1 to saving throws and attack rolls. *Usable by:* All Classes.

Manual of Beneficial Exercise. Reading this tome increases the reader's Strength by 1 point (to a maximum of 20). *Usable by:* All Classes.

Manual of Golems. This book contains the basic instructions and formulae for creating a single type of golem. The process is expensive, and the creator must have achieved a certain level of magical expertise in order to use the book, but these are priceless repositories of forgotten lore. Such books are often guarded by the original owner, against the touch of anyone not of the Magic-User class, being enchanted to inflict damage or even the loss of a level. *Usable by:* Magic-Users only.

Manual of Intelligence. Reading this tome increases the reader's Intelligence by 1 point (to a maximum of 20). *Usable by:* All Classes.

Manual of Quickness. Reading this tome increases the reader's Dexterity by 1 point (to a maximum of 20). *Usable by:* All Classes.

Manual of Wisdom. Reading this tome increases the reader's Wisdom by 1 point (to a maximum of 20). *Usable by:* All Classes.

Medallion of ESP. Functions as an ESP spell within NEAR (75%) or FAR(25%). *Usable by:* All Classes.

Mirror of Mental Scrying. This hand-mirror (it might also be found as a smaller mirror on a necklace) allows the user to cast *clairaudience*, *clairvoyance*, and *esp*, with the normal range, but for an unlimited time. The mirror will also answer a question about what it portrays (the answer is likely to be quite cryptic), but only one question per week is possible. *Usable by:* All Classes.

Necklace of Firebaubles. This necklace is hung with 3d4 little baubles. When thrown, the baubles explode into 6d6 damage fireballs (per the spell). *Usable by:* All Classes.

Pipes of the Sewers. These pipes summon 10d6 giant rats. The piper does not need to concentrate once the rats arrive (which takes 1d4 x10 minutes), but it is wise to do so. When the rats arrive, there is an immediate 5% chance that they will not obey commands, and if the piper ceases to concentrate on the tune there is a 10% chance that the rats will begin to act of their own free will. Every subsequent round in which the piper fails to concentrate there is another chance to lose control, and the chance increases by 10% each time it is made (first round, 10%, second round 20%, etc.). *Usable by:* All Classes.

Robe of Blending. These robes make the wearer appear to be a part of the surroundings, including the ability to appear as another one of a group of nearby creatures. The robe will make the wearer appear as a small tree when in forest surroundings, a sand formation in the desert, etc. Creatures with 10+ hit dice (or levels of experience) have a 10% chance per level (or HD) above 9th to perceive the wearer as a robed figure rather than a part of the surroundings. *Usable by:* All Classes.

Robe of Eyes. Hundreds of eyes are woven and embroidered into the fabric of these magical robes, granting the wearer tremendous powers of supernatural perception. In a radius of FAR, anything the wearer looks upon is seen for what it is: invisible creatures become apparent, illusions are seen as such, and this sight even extends into the astral plane. The wearer cannot be ambushed or otherwise taken by surprise, and can follow the trail of anything that has passed by within the last day. *Usable by:* Magic-Users only.

Robe of Wizardry. This robe grants the wearer the ability to cast charm, polymorph, and hold spells with a 95% chance of success. The robes may be tied to specific alignments. *Usable by:* Magic- Users only.

Rope of Climbing. This item is a 50-foot length of rope that leaps magically upward when commanded, and can tie and untie itself upon command. *Usable by:* All Classes.

Rope of Entanglement. This rope, on command, twines itself around as many as $2d4+1$ human-sized foes. The rope cannot be hit except with a natural roll of 20 (it is magical), and can sustain 20 hit points of damage before fraying and becoming useless. *Usable by:* All Classes.

Scarab of Insanity. This is a carving of a scarab-beetle, or perhaps the petrified remains of a real one. When the scarab is displayed, all creatures with 9 or fewer hit dice, within a radius of NEAR, fall into temporary insanity lasting for 2 hours. Creatures with 10+ hit dice still do not receive a saving throw, but have a 1 in 4 chance to overcome the scarab's insidious influence. The scarab may be used 12 times, after which it crumbles to dust. At the option of the Referee, it might be recharged using a Symbol of Insanity spell, but with a 5% chance per charge that the item will be destroyed. *Usable by:* All Classes.

Spade of Excavation. This ordinary-looking spade digs by itself when commanded, shoveling out one cubic yard (27 cubic feet) per ten minutes. *Usable by:* Fighters only.



CURSED ITEMS

Cursed items come in many shapes and forms; most likely they are ancient magical items whose magic has deteriorated or changed with age, although some of them were clearly fashioned to serve as traps for the unwary (or for the maker's enemies, perhaps). Note that cursed items cannot usually be dropped or removed without the assistance of a Remove Curse spell. Although the Referee is encouraged to dream up individualized cursed items, the samples below should prove useful as guidance:

Bag of Devouring. A Bag of Devouring functions as a bag of holding, but then devours any item placed into it within 1d4+1 hours.

Censer of Hostile Elementals. This is a censer (or brazier, bowl, or stone) that summons elementals—but the elementals are hostile instead of under the summoner's control.

Cloak of Poison. Upon donning this cloak, the wearer's body is suffused with magical poisons of many kinds, and drops to 0 hit points (see Death Saves) instantly, without the chance of a saving throw.

Crystal Ball of Suggestion: This cursed item does not function as a crystal ball, but rather implants a *Suggestion* (per the spell) in the viewer's mind.

Dancing Boots. These boots function as boots of elvenkind or speed, until the wearer is in combat or fleeing. Suddenly, at that point, the unfortunate victim will begin to dance a jig, or perhaps a stately pavane.

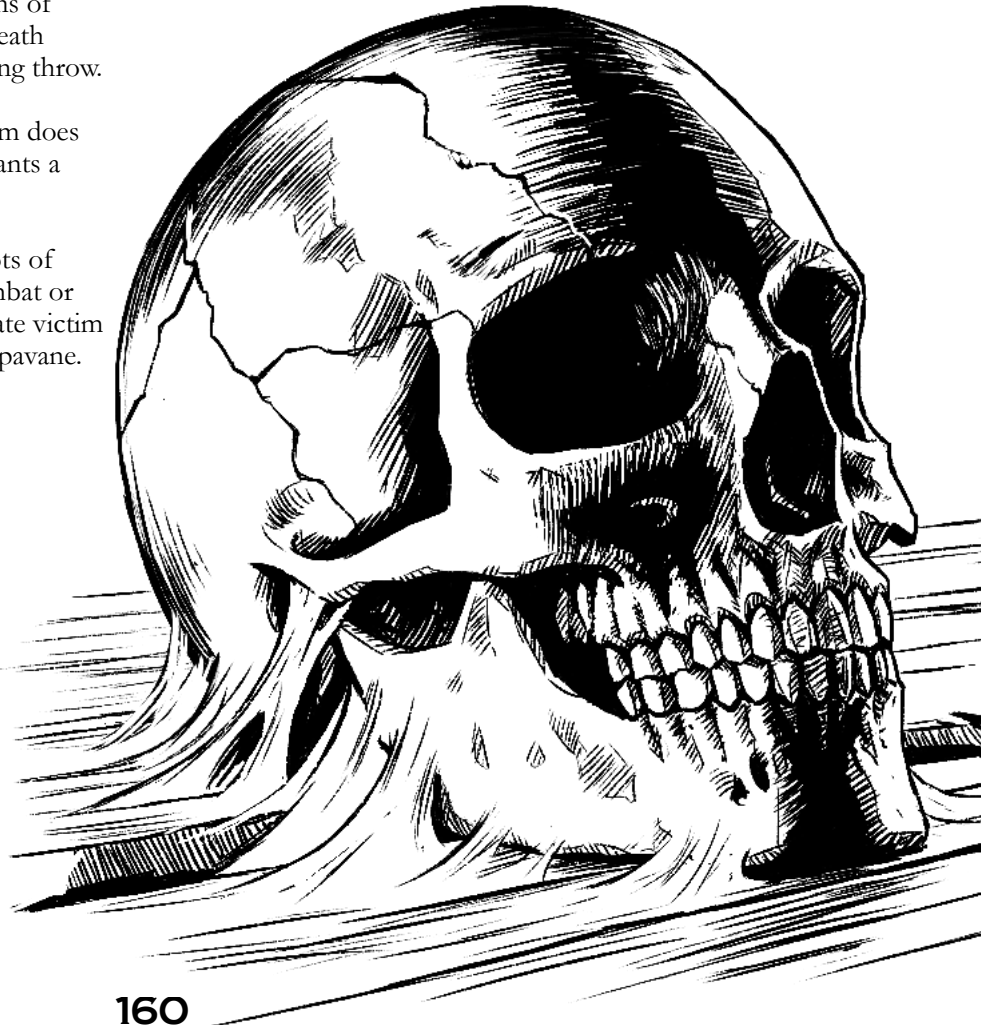
Flask of Stopped Curses. This flask releases a curse of some kind when its seal is broken.

Horn of Collapse. When sounded, this horn causes a blast of destruction straight upwards, destroying any ceiling overhead and causing it to collapse.

Medallion of Projecting Thoughts. While this medallion is around a character's neck, the wearer's thoughts can be "heard" by all nearby.

Mirror of Opposition. All persons looking into this mirror are attacked by evil versions of themselves, exact duplicates including spells and magic items. When the mirror-opposites are slain, their bodies and equipment disappear into mist, and return to the mirror.

Robe of Feeble-mindedness. Anyone donning this cloak has his or her intelligence reduced to that of a garden snail (INT 1).





APPENDIX A: CONDITIONS

Conditions alter a creature's capabilities in a variety of ways and can arise as a result 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 it is subjected to a condition.

Blinded

A blinded creature can't see and automatically fails any ability check that requires 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 and automatically fails any ability check that requires hearing.

Frightened

A frightened creature has disadvantage on ability checks and attack rolls while the source of its fear is within line of sight.

The creature can't willingly move closer to the source of its fear.

Grappled

A grappled creature's speed becomes 0, and it can't benefit from any bonus to its speed.

The condition ends if the grappled creature is incapacitated (see the condition).

The condition also ends if an effect removes the grappled creature from the reach of the grappler or grappling effect, such as when a creature is hurled away.

Incapacitated

An incapacitated creature can't take actions or reactions.

Invisible

An invisible creature is impossible to see without the aid of magic or a special sense. For the purpose of hiding, the creature is heavily obscured. The creature's location can be detected by any noise it makes or any tracks it leaves.

Attack rolls against the creature have disadvantage, and the creature's attack rolls have advantage.

Paralyzed

A paralyzed creature is incapacitated (see the condition) and can't move or speak.

The creature automatically fails Strength and Dexterity saving throws.

Attack rolls against the creature have advantage.

Any attack that hits the creature is a critical hit if the attacker is within 5 feet of the creature.

Petrified

A petrified creature is transformed, along with any nonmagical object it is wearing or carrying, into a solid inanimate substance (usually stone). Its weight increases by a factor of ten, and it ceases aging.

The creature is incapacitated (see the condition), 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 and thereby ends the condition.

The creature has disadvantage on attack rolls.

An attack roll against the creature has advantage if the attacker is within 5 feet of the creature. Otherwise, the attack roll has disadvantage.

Restrained

A restrained creature's speed becomes 0, and it can't benefit from any bonus to its speed.

Attack rolls against the creature have advantage, and the creature's attack rolls have disadvantage.

The creature has disadvantage on Dexterity saving throws.

Stunned

A stunned creature is incapacitated (see the condition), can't move, and can speak only falteringly.

The creature automatically fails Strength and Dexterity saving throws.

Attack rolls against the creature have advantage.

Unconscious

An unconscious creature is incapacitated (see the condition), can't move or speak, and is unaware of its surroundings.

The creature drops whatever it's holding and falls prone.

The creature automatically fails Strength and Dexterity saving throws.

Exhaustion

Some special abilities and environmental hazards, such as starvation and the long-term effects of freezing or scorching temperatures, can lead to a special condition called exhaustion. Exhaustion is measured in six levels. An effect can give 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	Hit 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 as well as all lower levels. For example, a creature suffering level 2 exhaustion has its speed halved and has disadvantage on ability checks.

An effect that removes exhaustion reduces its level as specified in the effect's description, with all exhaustion effects ending if a creature's exhaustion level is reduced below 1.

Finishing a long rest reduces a creature's exhaustion level by 1, provided that the creature has also ingested some food and drink.

Attack rolls against the creature have advantage.

Any attack that hits the creature is a critical hit if the attacker is within 5 feet of the creature.

APPENDIX B: CONVERTING MONSTERS

Converting Monsters from Other Old School Games

Converting monsters from most old school games, like S&W, C&C, LL, etc, is pretty straightforward. If the monsters have Descending Armor Class you will need to switch them to Ascending. Converting Armor Classes is often done by subtracting the descending AC from 20, so a descending AC of 4 becomes an ascending AC of 16. For negative ACs add the negative to 20 (AC -2 is AC 22). If they have any special abilities, spells, breath weapons, etc, that have a Saving Throw you will need to convert the save to an Ability saving throw and based on the monsters Hit Dice convert the save DC to EASY, NORMAL, or HARD, see page 103 for saves based on HD. Movements can be easily eyeballed and changed to Slow, Normal, Fast. For ability scores use the 5e versions of the monster and give them proficiency in Physical, Mental or both in saving throws.

Converting Monsters from 5E

Converting monsters from 5e is a bit more difficult. I am going to use a 5e monster stat block from the SRD and adapt it step by step below.

Mimic

Medium monstrosity (shapechanger), neutral

Armor Class 12 (natural armor)

Hit Points 58 (9d8 + 18)

Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	15 (+2)	5 (-3)	13 (+1)	8 (-1)

Skills Stealth +5

Damage Immunities acid

Condition Immunities prone

Senses darkvision 60 ft., passive Perception 11

Languages —

Challenge 2 (450 XP)

Shapechanger. The mimic can use its action to polymorph into an object or back into its true, amorphous form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Adhesive (Object Form Only). The mimic adheres to anything that touches it. A Huge or smaller creature adhered to the mimic is also grappled by it (escape DC 13). Ability checks made to escape this grapple have disadvantage.

False Appearance (Object Form Only). While the mimic remains motionless, it is indistinguishable from an ordinary object.

Grappler. The mimic has advantage on attack rolls against any creature grappled by it.

Actions

Pseudopod. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage. If the mimic is in object form, the target is subjected to its Adhesive trait.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 4 (1d8) acid damage.



Step by Step

Basically I convert from the top of the stat block down. So first up I am going to change the monster type to just monstrosity without the parenthetical shapechanger just to simplify it. So we now have **Medium monstrosity**.

There are only 3 alignments in Olde Swords Reign, but this mimic is Neutral so that stays. We now have **Medium monstrosity, Neutral**.

Armor Classes can most of the time stay the same, occasionally I will look up an old school version of a monster to double check (in this case I looked up a mimic in the S&W SRD online) that has the mimic with an AC of 13. I am going to go with the 13. So we have **Armor Class 13**.

Hit Points always have to be simplified and we need to figure out a Hit Dice. Again using the S&W online SRD, the mimic in that has 7 HD. OSR uses a d8 HD. So **Hit Points 31 (7d8) Hit Dice 7**.

The 5e stat block lists the mimic having a speed of 15 ft, so that is Slow. **Speed Slow**. Next up is the Proficiency Bonus. Using the table on page 101 a 7HD monster has a Prof. Bonus of +3, so **Prof. Bonus +3**.

Ability Scores are identical to the 5e version. So we will just jot those down, **STR 17 (+3), DEX 12 (+1), CON 15 (+2), INT 5 (-3), WIS 13 (+1), CHA 8 (-1)**.

No skills, damage immunity listings, condition immunities in OSR so we skip those.

Most monsters in Olde Swords Reign have saving throw proficiencies (barring very weak monsters). Mimics don't look to intelligent so I am going to give them Physical saves, they add their proficiency bonus to their stat when rolling a STR, DEX or CON save. **Saving Throws Physical (+3)**.

Senses are identical to 5e besides taking the measurement off of darkvision, truesight etc. So the mimic has **Senses darkvision, passive Perception 11**.

Languages are up next and the mimic has none so **Languages -**. So Challenge is up next, I usually use the CL value from the Swords and Wizardry SRD for the Challenge of OSR monsters. So looking that up its CL 8 and we

need to look up the XP value for that on page 102. CL is CR so we have **Challenge 8 (390 XP)**.

For those that haven't noticed the XP value of monsters in OSR is just knocking the tens digit off the 5e XP for the same Challenge.

We are going to use the S&W SRD description for the mimic and just cut and paste that into the stat block.

Next I am going to cut and paste the actions from the 5e version and simplify them. OSR monsters get no melee or ranged bonuses for their STR or DEX so I have to change the to hit bonus to just the raw Prof. Bonus, so +3 for those. And I need to knock off the damage bonuses to leave one simple die roll. And that is that.... done.

I will release a more detailed pdf down the line on converting NPCs and a more detailed step-by-step conversion guide.

Mimic

Medium monstrosity Neutral

Armor Class 13

Hit Points 31 (7d8) Hit Dice 7

Speed Slow Prof. Bonus +3

STR 17 (+3)

INT 5 (-3)

DEX 12 (+1)

WIS 13 (+1)

CON 15 (+2)

CHA 8 (-1)

Savings Throws Physical (+3)

Senses darkvision, passive perception 11

Languages Aquan

Challenge 8 (20 XP)

Mimics are formless creatures that imitate surrounding features they have seen. In subterranean settings, they might be disguised as an archway, treasure chest, door, etc. When touched, they glue themselves to the victim with a strong adhesive, while striking with a suddenly-formed tentacle.

Actions

Pseudopod. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d8) bludgeoning damage. If the mimic is in object form, the target is subjected to its Adhesive trait.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 4 (1d8) piercing damage plus 4 (1d8) acid damage.

APPENDIX C: CONVERTING OLD-SCHOOL SAVES

When converting older modules you will run across various "old-school saving throws" such as Save vs. Breath Weapon or Save vs. Wands. The table below will give you a quick and easy list of the saves and their corresponding Ability Scores for converting the saving throws to Olde Swords Reign. Some Referees may disagree with this list, and if that is the case change them as you see fit.

Old School Save Conversions

Ability Score	Save
Strength	Paralysis & Constriction
Dexterity	Breath Weapon & Traps
Constitution	Disease, Energy Drain & Poison
Wisdom	Arcane Magic & Illusion
Intelligence	Confusion, Divine Magic, Gaze Attack, Petrification & Polymorph
Charisma	Death Attack, Charm & Fear



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