

**REBELS of the
DRIFTING CITY**

SPELL CARD



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ANCHOR

1st Level Transmutation

Casting Time

1 reaction, when you would be involuntarily moved, restrained or grappled

Range Self Components V

Duration 1 Round

Attempts by a creature, effect, or spell to involuntarily move, restrain or grapple you are impeded by a magical force.

You have advantage on any saving throws in these situations.

DANGER SENSE

Divination Cantrip

Casting Time

1 bonus action

Range 10 feet Components V, S

Duration 1 Round

You sense the presence of any hidden or invisible creatures within a 10 foot radius of you.

This spell merely reveals if a creature is present. You do not learn the location of the creature if it is invisible or outside your line of sight.

FLASH STEP

2nd Level Conjuration

Casting Time

1 reaction, which you take when you are hit by a physical or magical attack

Range Self Components V, S

Duration Instantaneous

A flash of light bursts around you a split second before an attack hits. You teleport up to 10 feet away to an unoccupied space that you can see and avoid the attack.

This movement does not provoke opportunity attacks and area of effect spells that hit your new location are still effective.

BLAZE GHOUL

Medium undead

Armor Class 16 Hit Points 48 Speed 30 ft.

STR DEX CON INT WIS CHA
16(+3) 17(+3) 10(+0) 11(+0) 10(+0) 8(-1)

Damage Resistances necrotic, fire

Damage Immunities poison

Condition Immunities charmed, poisoned

Senses Darkvision, Passive Perception 10

Heat. Any creature ending a turn within 5 feet of the blaze ghoul must succeed on a DC 10 Dex saving throw or take 5 points of fire damage.

Actions

Claws Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 3d6 + 3 slashing damage.

Lava Breath (2 per day) The blaze ghoul exhales a stream of lava from its mouth in a 15-foot cone. Each creature in that area must make a DC 14 Dexterity saving throw, taking 6d6 fire damage on a failed save, or half as much on a successful one.

FURBIK

Small monstrosity

Armor Class 13 Hit Points 64 Speed 40 ft.

STR DEX CON INT WIS CHA
16(+3) 13(+1) 14(+2) 7(-2) 10(+0) 13(+1)

Skills Perception +6

Senses Darkvision, Passive Perception 16

Standing Leap The Furbik's long jump is up to 30 feet and its high jump is up to 15 feet, with or without a running start.

Actions

Bite Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 2d12 + 2 piercing damage.

GLABER

Medium monstrosity

Armor Class 18 Hit Points 58 Speed 30 ft.

STR DEX CON INT WIS CHA
18(+4) 13(+1) 14(+2) 7(-2) 10(+0) 7(-2)

Senses Darkvision, Passive Perception 10, Tremorsense 60 ft

Tunneler The glaber can burrow through solid rock at half its speed and leaves a 5 foot-wide, 5-foot-high tunnel in its wake.

Pain Resistance The glaber feels no pain. As a reaction, when receiving a killing blow, it will make one final claw attack against the creature that deals the killing blow to it, or the closest creature within its reach.

Multiattack The glaber makes two attacks with its claws.

Actions

Claw Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 1d8 + 4 slashing damage.

ECHO SHIELD

3rd Level Abjuration

Casting Time

1 reaction, which you take when you are hit by a physical or magical attack

Range Self Components V, S

Duration 1 Round

A barrier of magical force appears and protects you from an attack that hits, providing resistance to all physical and magical damage.

An echo of the attack directs back to the attacker, matching the attack roll and causing half of the original damage if it hits. The attacking creature may use reactions as normal.

RICOCHET

Evocation Cantrip

Casting Time

1 bonus action

Range Weapon Range Components S

Duration Instantaneous

When taking your next ranged attack action, you may make it against a target outside of your line of sight, but within your weapon range, whose general location you are aware of.

On a successful attack roll, you are able to ricochet your attack off of a stationary object within your range, and hit the target.

WALL WALK

Transmutation Cantrip

Casting Time

1 bonus action

Range Self Components V

Duration 1 Round or 15 feet

For one round or 15 feet of movement, whichever is completed first, one creature you touch gains the ability to move up, down, and across vertical surfaces, as if the surfaces were horizontal.

If still on a vertical surface at the spell end, the creature immediately drops from their location.



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SECRET CARD



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GUARDIAN SHIELD

Armor (shield), very rare

The Guardian Shield is an undecorated metal shield that glows with a faint blue light. When activated as a bonus action, the shield protects the wielder, by absorbing up to 20 hit points of damage.



After the shield has absorbed 20 points of damage, it can be released as a melee attack action against an opponent.

The opponent must make a DC 15 Dexterity saving throw. If unsuccessful, they take 20 pts of force damage and are pushed back 10 feet. If successful they take half damage and are not moved.

CADRE CLOAK

Wonderous item, uncommon

Crafted and enchanted to protect the Cadre in their duties, this garment is made of crimson cloth interwoven with faint, golden silk threads.



While wearing it, you gain the following benefits:

- When you fall while wearing this cloak, you descend 60 feet per round and take no damage from falling.
- You gain a +1 bonus to AC and +1 to Dexterity Saving Throws.
- You are granted access to the Tower of the Five

GOGGLES OF TRUTH

Wonderous item, very rare

These goggles give the wearer the ability to see things as they truly are.



While wearing them, you gain the following benefits;

- You can see in normal and magical darkness as if it were bright light
- Invisible creatures are apparent to you.
- You automatically detect visual illusions and see through them.
- A creature that is transformed by magic appears in their true form to you.
- You see a dark aura around creatures that are lying.

A deep, resonant voice that only you can hear says:

Trust the Captain.

You may choose whether to tell the other party members about this.

A deep, resonant voice that only you can hear says:

Now is your best chance to retrieve the Fire. Get in there.

You may choose whether to tell the other party members about this.

A deep, resonant voice that only you can hear says:

Get the Fire off the Drifting City. It is the only way.

You may choose whether to tell the other party members about this.

DEFLECTION BLADE

Weapon, very rare (requires attunement)

This sword is clearly ancient and well used, but it seems to have been finely maintained and shows few signs of damage other than a slight discoloration.



When wielded, the sword provides a +1 bonus to attack and damage rolls made with this magic weapon. Additionally, the magic of this short sword guides your hand in defense and provides +2 to your AC when wielding it. It cannot be used with a shield.

RING OF ALERTNESS

Ring, rare

This plain silver band is not noteworthy until put on the index finger. The hand it is worn on will immediately feel cold and stay that way as long as the ring is worn.



While wearing the ring, you gain advantage on initiative rolls.

The wearer will also discover the first time they attempt to rest after putting the ring on, that they are unable to sleep while wearing it.

GELATINOUS DUST

Wonderous item, rare

A small, rough bag containing a pungent green powder.



When mixed with a small amount of water, the powder expands rapidly until it is full-sized gelatinous cube occupying a 5 foot cube. The gelatinous cube will remain in place until it is touched by a creature, including attacks, at which point it will move toward the creature who touched it.

The bag contains enough powder to create two gelatinous cubes.