

THE DRAGONLANCE CAMPAIGN



his document gives you game information about the deities, coinage, equipment, and languages. You can find more information from the 3rd edition *Dragonlance Campaign Setting*.

DEITIES OF KRYNN

You can find game information about the deities of Krynn from the *Player's Handbook*, page 295.

DYING CURSES

You can find more information about dying curses from the *Dragonlance Campaign Setting*, page 190.

DYING CURSE EFFECTS

Hit Dice Effect

1-4	Nothing
5-8	As <i>bestow curse</i>
9-12	As up to four <i>bestow curses</i>
13-16	As up to ten <i>bestow curses</i>
17-20	As <i>wish</i> , or up to twenty-five <i>bestow curses</i>
21+	DM's discretion

LANGUAGES OF ANSALON

You can find information about languages from the *Dragonlance Campaign Setting*, pages 194-195.

COINAGE

The following tables shows the exchange rates employed throughout Ansalon after the First Cataclysm. Campaigns before the First Cataclysm use the standard exchange rates found in the *Player's Handbook*.

COINAGE OF ANSALON

Coin	Copper	Gold	Silver	Bronze/Iron	Steel	Platinum
Copper (cp)	1	2/5	1/5	1/50	1/100	1/500
Gold (gp)	2 1/2	1	1/2	1/20	1/40	1/200
Silver (sp)	5	2	1	1/10	1/20	1/100
Iron/bronze (ip/bp)	50	20	10	1	1/2	1/10
Steel (stl)	100	40	20	2	1	1/5
Platinum (pp)	500	200	100	10	5	1

EQUIPMENT

Here you can find information about equipment of Krynn. They are similar to the standard equipment lists found in the *Player's Handbook* with some additions.

ARMOR

Armor	Cost
<i>Light Armor</i>	
Padded	5 stl
Leather	10 stl
Studded leather	45 stl
<i>Medium Armor</i>	
Hide	10 stl
Chain shirt	50 stl
Scale mail	50 stl
Breastplate	400 stl
Half plate	750 stl
<i>Heavy Armor</i>	
Ring mail	30 stl
Chain mail	75 stl
Splint	200 stl
Plate	1,500 stl
<i>Shield</i>	
Shield	10 stl

WEAPONS

Weapon	Cost
<i>Simple Melee Weapons</i>	
Club	2 sp
Dagger	2 stl
Greatclub	4 sp
Handaxe	5 stl
Hoopak	21 stl
Javelin	1 ip
Light hammer	2 stl
Mace	5 stl
Quarterstaff	4 sp
Sickle	1 stl
Spear	1 stl
<i>Simple Ranged Weapons</i>	
Crossbow, light	25 stl
Dart	5 cp
Hoopak	21 stl
Shortbow	25 stl
Sling	2 sp

Weapon	Cost
<i>Martial Melee Weapons</i>	
Battleaxe	10 stl
Flail	10 stl
Glaive	20 stl
Greataxe	30 stl
Greatsword	50 stl
Halberd	20 stl
Lance	10 stl
Longsword	15 stl
Maul	10 stl
Morningstar	15 st
Pike	5 stl
Rapier	25 stl
Scimitar	25 stl
Shortsword	10 stl
Trident	5 stl
War pick	5 stl
Warhammer	15 stl
Whip	2 stl

Martial Ranged Weapons

Blowgun	10 stl
Crossbow, hand	75 stl
Crossbow, heavy	50 stl
Longbow	50 stl
Net	1 stl

ADVENTURING GEAR

Item	Cost
Abacus	2 stl
Acid (vial)	25 stl
Alchemist's fire (flask)	50 stl
<i>Ammunition</i>	
Arrows (20)	1 stl
Blowgun needles (50)	1 stl
Crossbow bolts (20)	1 stl
Sling bullets (20)	4 cp
Antitoxin (vial)	50 stl
<i>Arcane Focus</i>	
Crystal	10 stl
Orb	20 stl
Rod	10 stl
Staff	5 stl
Wand	10 stl
Backpack	2 stl
Ball bearings (1,000)	1 stl

Item	Cost
Barrel	2 stl
Basket	8 sp
Bedroll	1 stl
Bell	1 stl
Blanket	10 stl
Block and tackle	1 stl
Book	25 stl
Bottle, glass	2 stl
Bucket	5 cp
Candle	1 cp
Case, crossbow bolt	1 stl
Case, map or scroll	1 stl
Chain (10 feet)	5 stl
Chalk (1 piece)	1 cp
Chest	5 stl
Climber's kit	25 stl
Clothes, common	1 ip
Clothes, costume	5 stl
Clothes, fine	15 stl
Clothes, traveler's	2 stl
Component pouch	25 stl
Crowbar	2 stl
<i>Druidic focus</i>	
Sprig of mistletoe	1 stl
Totem	1 stl
Wooden staff	5 stl
Yew wand	10 stl
Fishing tacle	1 stl
Flask or tankard	2 cp
Grappling hook	2 stl
Hammer	1 stl
Hammer, sledge	2 stl
Healer's kit	5 stl
<i>Holy symbol / Divine focus</i>	
Amulet	5 stl
Emblem	5 stl
Reliquary	5 stl
Holy water (flask)	25 stl
Hourglass	25 stl
Hunting trap	5 stl
Ink (1 ounce bottle)	10 stl
Ink pen	2 cp
Jug or pitcher	2 cp
Ladder (10-foot)	2 sp

Item	Cost
Lamp	1 ip
Lantern, bullseye	10 stl
Lantern, hooded	5 stl
Lock	10 stl
Magnifying glass	100 stl
Manacles	2 stl
Mess kit	4 sp
Mirror, steel	5 stl
Oil (flask)	2 sp
Paper (one sheet)	4 sp
Parchment (one sheet)	2 sp
Perfume (vial)	5 stl
Pick, miner's	2 stl
Piton	5 cp
Poison, basic (vial)	100 stl
Pole (10-foot)	5 cp
Pot, iron	2 stl
<i>Potion of healing</i>	50 stl
Pouch	1 ip
Quiver	1 stl
Ram, portable	4 stl
Rations (1 day)	1 ip
Robes	1 stl
Rope, hempen (50 feet)	1 stl
Rope, silk (50 feet)	10 stl
Sack	1 cp
Scale, merchant's	5 stl
Sealing wax	1 ip
Shovel	2 stl
Signal whistle	5 cp
Signet ring	5 stl
Soap	2 cp
Spellbook	50 stl
Spikes, iron (10)	1 stl
Spyglass	1,000 stl
Tent, two-person	2 stl
Tinderbox	1 ip
Torch	1 cp
Vial	1 stl
Waterskin	4 sp
Whetstone	1 cp

TOOLS

Item	Cost
<i>Artisan's tools</i>	
Alchemist's supplies	50 stl
Brewer's supplies	20 stl
Calligrapher's supplies	10 stl
Carpenter's tools	8 stl
Cartographer's tools	15 stl
Cobbler's tools	5 stl
Cook's utensils	1 stl
Glassblower's tools	30 stl
Jeweler's tools	25 stl
Leatherworker's tools	5 stl
Mason's tools	10 stl
Painter's supplies	10 stl
Potter's tools	10 stl
Smith's tools	20 stl
Tinker's tools	50 stl
Weaver's tools	1 stl
Woodcarver's tools	1 stl
Disguise kit	25 stl
Forgery kit	15 stl
<i>Gaming Set</i>	
Dice set	2 sp
Dragonchess set	1 stl
Playing card set	1 ip
Three-Dragon Ante set	1 stl
Herbalism kit	5 stl
<i>Musical Instrument</i>	
Bagpipes	30 stl
Drum	6 stl
Dulcimer	25 stl
Flute	2 stl
Lute	35 stl
Lyre	30 stl
Horn	3 stl
Pan flute	12 stl
Shawm	2 stl
Viol	30 stl
Navigator's tools	25 stl
Poisoner's kit	50 stl
Thieves' tools	25 stl

EQUIPMENT PACKS

Item	Cost
Burglar's pack	16 stl
Diplomat's pack	39 stl
Dungeoneer's pack	12 stl
Entertainer's pack	40 stl
Explorer's pack	10 stl
Priest's pack	19 stl
Scholar's pack	40 stl

MOUNTS AND OTHER ANIMALS

Item	Cost
Camel	50 stl
Donkey or mule	8 stl
Elephant	200 stl
Horse, draft	50 stl
Horse, riding	75 stl
Mastiff	25 stl
Pony	30 stl
Warhorse	400 stl

TACK, HARNESS, AND DRAWN VEHICLES

Item	Cost
Bit and bridle	2 stl
Carriage	100 stl
Cart	15 stl
Chariot	250 stl
Feed (per day)	5 cp
<i>Saddle</i>	
Exotic	60 stl
Military	20 stl
Pack	5 stl
Riding	10 stl
Saddlebags	4 stl
Sled	20 stl
Stabling (per day)	1 ip
Wagon	35 stl

WATERBORNE VEHICLES

Item	Cost
Galley	30,000 stl
Keelboat	3,000 stl
Longship	10,000 stl
Rowboat	50 stl
Sailing ship	10,000 stl
Warship	25,000 stl

TRADE GOODS

Cost	Goods
1 cp	1 lb. of wheat
2 cp	1 lb. of flour or one chicken
5 cp	1 lb. of salt
2 sp	1 sq. yd. of canvas
1 ip	1 lb. of copper or 1 sq. yd. of cotton cloth
1 stl	1 lb. of ginger or one goat
1 stl, 5 sp	1 lb. of gold
2 stl	1 lb. of cinnamon or pepper, or one sheep
2 stl, 1 ip	1 lb. of silver
3 stl	1 lb. of cloves or one pig
5 stl	1 sq. yd. of linen
10 stl	1 sq. yd. of silk or one cow
15 stl	1 lb. of saffron or one ox
25 stl	1 lb. of iron or 1 lb. of bronze
50 stl	1 lb. of steel

Cost	Goods
500 stl	1 lb. of platinum

LIFESTYLE EXPENSES

Lifestyle	Price/Day
Squalid	2 sp
Poor	4 sp
Modest	1 stl
Comfortable	2 stl
Wealthy	4 stl
Aristocratic	10 stl minimum

FOOD, DRINK, AND LODGING

Item	Cost
<i>Ale</i>	
Gallon	4 sp
Mug	4 cp
Banquet (per person)	10 stl
Bread, loaf	2 cp
Cheese, hunk	2 sp
<i>Inn stay (per day)</i>	
Squalid	7 cp
Poor	2 sp
Modest	1 ip
Comfortable	16 sp
Wealthy	2 stl
Aristocratic	4 stl

Item	Cost
<i>Meals (per day)</i>	
Squalid	3 cp
Poor	6 cp
Modest	6 sp
Comfortable	1 ip
Wealthy	16 sp
Aristocratic	2 sl
Meat, chunk	6 sp
<i>Wine</i>	
Common (pitcher)	4 sp
Fine (bottle)	10 stl

SERVICES

Service	Pay
<i>Coach cab</i>	
Between towns	3 cp per mile
Within a city	1 cp
<i>Hireling</i>	
Skilled	2 stl per day
Untrained	4 sp per day
Messenger	2 cp per mile
Road or gate toll	1 cp
Ship's passage	2 sp per mile

HOOPAK

The famous kender hoopak attacks as a quarterstaff, shortspear, or a sling.

Cost: 21 stl

Damage: 1d6 bludgeoning (quarterstaff), 1d6 piercing (shortspear), or 1d4 bludgeoning (sling)

Weight: 8 lb.

Properties: Ammunition (range 30/120), special, thrown (range 20/60), versatile (1d8)

SPECIAL MATERIALS OF ANSALON

Some materials in Ansalon have extraordinary properties that make them valuable and unusual without any arcane or divine enchantment.

DRAGONMETAL

Dragonmetal is treated as mithral.

STAR METAL

Star metal is treated as adamantine.

MAGIC ITEMS

You can find more information about these magic items from the *Dragonlance Campaign Setting* and *War of the Lance*.

DIFFERENT WORLD, DIFFERENT MAGIC: MAGIC ITEMS

Substitute these names for the magic items found in *Player's Handbook*.

MAGIC ITEMS

Item	Krynn Equivalent
Apparatus of Kwalish	Apparatus of Reorx
Daern's Instant Fortress	Fortress of Reorx
Heward's Handy Haversack	Handy Haversack
Iron Bands of Bilarro	Iron Bands
Keoghtom's Ointment	Balm of Mishakal
Nolzur's Marvelous Pigments	Pigments of Creation
Quaal's Feather Token	Chislev's Feather Token
Quiver of Ehlonna	Quiver of Habbakuk

BLUE CRYSTAL STAFF

Staff, artifact (requires attunement by a cleric of good)

Random Properties. The *Blue Crystal Staff* has the following random properties:

- 1 minor beneficial property
- 1 major beneficial property

Magic Weapon. You gain a +1 bonus to attack and damage rolls made with this quarterstaff.

Spells. The staff has 10 charges for the following properties. It regains one charge per day, although when it is placed within the open hands of the statue of Mishakal in Xak Tsaroth it automatically regains full charges (this can only be done once per day).

You can use the following powers of the staff using your spell save DC and spell attack bonus: *detect poison and disease* (no charge), *command* (1 charge), *cure wounds* (as 1st level spell, 1 charge), *continual flame* (2 charges), *lesser restoration* (2 charges), *remove curse* (3 charges), *revivify* (3 charges), *cure wounds* (as 4th level spell, 4 charges), *greater restoration* (5 charges), *raise dead* (5 charges), *regenerate* (7 charges), and *resurrection* (7 charges).

Protection. Once per day, the staff may *teleport* without the possibility for the targets to be off target, but it is the staff, not the wielder, that activates the power and chooses the location (at the DM's discretion), unless the wielder is a cleric of Mishakal. Also once per day, the staff may be used to automatically deflect the breath weapon of any dragon, protecting a 10-foot radius around its wielder and preventing any damage to the wielder or anyone in the 10-foot radius.

If a creature of neutral alignment attempts to wield the blue crystal staff, it suffers 2d8 radiant damage every round it touches the staff, and cannot make use of the staff's powers. If an evil creature attempts to wield the staff, it suffers 4d8 radiant damage every round it touches the staff, and cannot make use of the staff's powers.

BRIGHTBLADE

Weapon (longsword), very rare, unique

You gain a +2 bonus to attack and damage rolls made with this silvered weapon.

It is said the *Brightblade* can be wielded only by one who is pure of heart. However, some say that a member of the Brightblade lineage may bend it to temporary evil purposes. Even then, the *Brightblade* will resist dishonorable acts of grievous enormity (such as the slaughter of innocents) and, if thus deployed, will shatter and bestow a curse upon its wielder as a *bestow curse* spell. The curse can be lifted magically or if the individual seeks to atone for the misdeed. Only then can the *Brightblade* be reforged and its powers restored.

BROOCH OF IMOJ

Wonderous item, very rare (requires attunement by a sorcerer, warlock, or wizard)

You can activate *lesser globe of invulnerability* spell around you once per day, centered upon the *brooch*.

CROWN OF POWER

Wondrous item, artifact (requires attunement)

Random Properties. The *Crown of Power* has the following random properties:

- 1 minor beneficial property
- 1 major beneficial property
- 1 minor detrimental property
- 1 major detrimental property

Protection. You gain a +3 bonus to AC while wearing the *crown* as well as an advantage on all saving throws.

Spells. You can cast *charm person*, *command*, *enhance ability (bull's strength)*, *globe of invulnerability*, *magic missile*, *ray of enfeeblement*, and *shield* three times per day each from the *crown*. You can also cast *charm monster*, *fireball*, *geas*, and *suggestion* once per day each from the *crown*.

Evil Influence. If a non-evil creature puts on the *crown*, it will find itself slowly slipping towards evil. Each day, the creature must make a DC 20 Wisdom saving throw for neutral characters, DC 15 for good creatures), or find their alignment inexorably shifting towards lawful evil. Each failed saving throw shifts the creature's alignment by one stage, first towards lawful, then towards evil (thus a CG character shifts first towards NG, then LG, then LN, finally to LE).

DAGGER OF MAGIUS

Weapon (dagger), very rare, unique (requires attunement)

You gain +2 bonus to attack and damage rolls made with this weapon. It cannot be detected by magical or mundane searches when carried by a wizard.

DEVICE OF TIME JOURNEYING

Wondrous item, artifact

Random Properties. The *Device of Time Journeying* has the following random properties:

- 1 minor beneficial property
- 1 major beneficial property

Protection. The *Device* has a number of ways of protecting itself and its owner, to ensure that the individual who uses the *Device* will return to his proper time. Anyone attempting to steal the *Device* is affected by an *antipathy* spell with a spell save DC of 18. If lost, strayed, or given to someone else, the *Device* will automatically return to the last individual to activate it. No known spell or restraint can stop the *Device* from returning to that individual. The *Device* takes care that it does not make "a scene" when it returns, but slips unnoticed into pocket or pouch, residing there quietly until discovered by the wielder.

Time Travel. When activated, the *Device of Time Journeying* teleports any individual within a ten foot radius, including the one who activated the device, through time and space. (The person who activates the *Device* will always be teleported. A person may not use the *Device* to teleport others and not himself.)

The individuals who are teleported appear in either the desired time or the desired place, but rarely both. Only by making a successful DC 18 Intelligence (Arcana) check can an individual choose both the time and place desired. For every 100 years backwards in time traveled, the DC increases by +1 to pick both the time and place, while the DC increases by +2 for every decade traveled forward in time.

Typically, time is linear and individuals are unable to truly affect the flow of time, unless one of the Graygem races travels through time using the *Device*, at which point the influence of Chaos is introduced into the time stream.

DISKS OF MISHAKAL

Wondrous item, artifact

Random Properties. The *Disks of Mishakal* has the following random properties:

- 1 minor beneficial property
- 1 major beneficial property

Only for Good. Only good creatures may examine the sacred disks safely. If a neutral creature touches the disks, it immediately suffers 2d8 radiant damage. If an evil creature touches the disks, it immediately suffers 4d8 radiant damage.

Emissary of God. If the heart of the individual reading the disks is open to the words contained within, the *Disks of Mishakal* lead the individual toward the Gods of Light. A good aligned character who chooses to embrace the words of the gods is granted enough experience points to give him one experience level, although the experience level must be put toward taking a level of cleric. The character also increases his Wisdom by 1 as well as receives a *medallion of faith*.

The character must read and study the disks for one week, for at least eight hours each day, before any of the benefits to be gained. These benefits can only be gained once by any individual. Thus, a non-cleric cannot read the *Disks of Mishakal* once and become a cleric, then read them again to gain additional bonuses.

DIVINER OF LIFE

Rod, rare

The *diviner of life* resembles a baton, four-feet in length, with six-inch bands of alternating gold and steel rings capping either end of a three-foot long cylinder of pure crystal. The interior of crystal cylinder is filled with a swirling, white fog. When the proper command word is spoken, the fog clears completely. If the end of the rod is then touched to a creature, a colored radiance fills the cylinder. The color of the radiance determines the status of the individual:

DIVINER OF LIFE

Color Health

White	Full health
Red	Injured (more than half hit points remaining)
Orange	Wounded (less than half hit points remaining)
Yellow	Diseased
Green	Poisoned
Blue	Unconscious but not dying
Indigo	Dying
Violet	Undead
Black	Neither alive nor dead (unliving things)

DRAGONARMOR

See *Dragon Scale Mail* in *Dungeon Master's Guide*, page 165.

DRAGONLANCE, GREATER FOOTMAN'S

Weapon (lance), legendary

The *greater footman's dragonlance* can be created using only the combination of pure dragonmetal and both required artifacts—the *silver arm of Ergoth* and the *hammer of Kharas*. Legend has it that in the days of Huma, that Paladine himself would sent a portion of himself to the land to bless these artifacts with his power. With Paladine no longer in the heavens above, the ability to create these blessed weapons may indeed be gone forever.

You gain a +2 bonus to attack and damage rolls made with this weapon that glows with an inner light. Upon a hit against a dragon, it deals an extra 3d6 piercing damage. When it hits an evil dragon, the dragon must make a DC 17 Constitution saving throw, taking an extra 6d10 piercing damage on a failed save, or half as much extra damage on a successful one.

DRAGONLANCE, GREATER MOUNTED

Weapon (lance), legendary

The *greater mounted dragonlance* can be created using only the combination of pure dragonmetal and both required artifacts—the *silver arm of Ergoth* and the *hammer of Kharas*. Legend has it that in the days of Huma, that Paladine himself would sent a portion of himself to the land to bless these artifacts with his power. With Paladine no longer in the heavens above, the ability to create these blessed weapons may indeed be gone forever.

You gain a +2 bonus to attack and damage rolls made with this weapon that glows with an inner light. Upon a hit against a dragon, it deals an extra 3d6 piercing damage. When it hits an evil dragon, the dragon must make a DC 17 Constitution saving throw, taking an extra 6d10 piercing damage on a failed save, or half as much extra damage on a successful one. If you are mounted on dragonback while wielding a *greater mounted dragonlance*, you deal 12d10 piercing damage instead of 6d10 piercing damage.

While wielding the *dragonlance*, you also gain a +3 bonus to AC and an advantage on saving throws against breath weapon, spells, and spell-like abilities of evil dragons.

DRAGONLANCE, LESSER FOOTMAN'S

Weapon (lance), very rare

The *lesser footman's dragonlance* can be created using silver dragonmetal from Dragon Mountain in Ergoth and either the *silver arm of Ergoth* or the *hammer of Kharas*. You gain a +1 bonus to attack and damage rolls made with this weapon that glows with an inner light. Upon a hit against a dragon, it deals an extra 3d6 piercing damage.

DRAGONLANCE, LESSER MOUNTED

Weapon (lance), very rare

The *lesser mounted dragonlance* can be created using silver dragonmetal from Dragon Mountain in Ergoth and either the *silver arm of Ergoth* or the *hammer of Kharas*. You gain a +1 bonus to attack and damage rolls made with this weapon that glows with an inner light. Upon a hit against a dragon, it deals an extra 3d6 piercing damage.

While wielding the *dragonlance*, you also gain a +1 bonus to AC and an advantage on saving throws against breath weapon, spells, and spell-like abilities of evil dragons.

FLUTE OF WIND DANCING

Wondrous item, very rare (requires attunement)

In the hands of a skilled musician, this magical *flute* has a number of magical effects, depending upon the melody played. You must make a Charisma (Perform) check to play the appropriate melody equaling or exceeding the DC each round of required playing before the magic takes effect. Some effects require you to continue playing the appropriate melody in order to maintain the effect, although this does not require further Perform checks. This is as per any spell that requires concentration. Regardless of what effects you choose, you can use the *flute of wind dancing* only a number of times per day equal to your Constitution bonus (whether or not you succeed on your skill check to play the melody).

- *Gust of Wind*. With a successful DC 12 Charisma (Perform) check and 2 rounds of playing, you may cast *gust of wind* spell requiring no material components.

- *Wind Wall*. With a successful DC 13 Charisma (Perform) check and 3 rounds of playing, you may cast *wind wall* spell requiring no material components.

- *Control Winds*. With a successful DC 15 Charisma (Perform) check and 5 rounds of playing, you may cast *control winds* spell from the *Elemental Evil Player's Companion*. You may hold the wind wall for as long as you continue to play the melody, for up to 15 rounds.

• *Whirlwind*. With a successful DC 18 Charisma (Perform) check and 8 rounds of playing, you may cast *whirlwind* spell from the *Elemental Evil Player's Companion* requiring no material components. The *whirlwind* remains up to 15 rounds, as long as you continue to play the melody.

FROSTREAYER

Weapon (greataxe), very rare

You gain a +2 bonus to attack and damage rolls made with this weapon in extreme cold conditions. In warmer conditions you gain a +1 bonus to attack and damage rolls made with this weapon.

GLASSES OF ARCANIST

Wondrous item, rare

You can read any language with these glasses, even magical writings. These glasses only translate written languages; they do not convey the ability to speak or understand spoken tongues.

GOLDEN CIRCLET

Wondrous item, rare (requires attunement by a cleric or mystic of good alignment)

You can cast *command* as an 8th-level spell three times per day.

HAMMER OF KHARAS

Weapon (warhammer), artifact (requires attunement)

Magic Weapon. The *Hammer of Kharas* is a magic, sentient warhammer that grants a +2 bonus to attack and damage rolls made with it.

Random Properties. The *Hammer of Kharas* has the following random properties:

- 1 minor beneficial property
- 1 major beneficial property

Spirit of Kharas. While the *hammer* is on your person, you are immune to fear and you have advantage on saving throws against spells and other magical effects.

All dwarves immediately recognize the *Hammer of Kharas* from tales and legends, and you have advantage on Persuasion checks against dwarves.

Sentience. The *Hammer of Kharas* is a sentient lawful good weapon with an Intelligence of 11, Wisdom of 20, and a Charisma of 20. It can communicate via speech or telepathy.

Spells. While the *hammer* is on your person, the *hammer* decides when to use any of the following traits 1/day per spell: *blade ward*, *bless*, *enhance ability (bull's strength)* (on wielder), and *heal* (on wielder).

Personality. The *hammer's* goals are to preserve the security of the dwarven race and to further the cause of good on Krynn.

HELM OF GRIFFON MANE

Wondrous item, very rare

If you are a dwarf, you gain a +1 bonus to AC and resistance to all damage. The magic of the *helm* works only for dwarves.

ICONOCHRONOS

Wondrous item, artifact

Random Properties. The *Iconochronos* has the following random properties:

- 1 minor beneficial property

- 1 major beneficial property

Indestructible. No known force, magical or physical, can harm the scroll. Indeed, although anyone may read the history contained within, no one except Astinus is able to alter the scroll in any way.

Legends and Lore. Anyone pursuing the *Iconochronos* to discover information about a famous person, place, or thing may attempt to use the benefits gained by casting a *legend lore* spell. The amount of time it takes to research information by this means, however, varies as to how well the individual is already familiar with the topic.

If the person is closely familiar with the subject through first-hand knowledge, it takes only 1d4 x 10 minutes of research. If the person's information on the person, place, or thing being researched is gained through second-hand knowledge, then the research takes 1d10 days and the resulting information is less complete. If the person has only rumors to go by, the research time is 2d6 weeks and the resulting information is vague, unreliable, and incomplete.

The individual must spend at least 6 hours each day pursuing the *Iconochronos* in order to glean any benefit, and may not spend more than 2 days away from the scroll during the research period; otherwise he must start studying from scratch.

An individual may use the legend lore ability of the *Iconochronos* only a number of times in his life equal to his Intelligence bonus + Wisdom bonus.

ICON OF TRUTH

Wondrous item, very rare (requires attunement)

The *icon of truth* can detect when truth is spoken by any individual who places a hand upon the item. If the individual lies, the *icon* glows brilliantly red and inflicts 1d8 points of damage (although the *icon* will never deal enough damage to kill an individual, reducing an individual's hit points to no fewer than 1).

A cleric, mystic, or a paladin who holds the *icon* may cast *true seeing* three times per day, as long as the *icon* is held. Once per day, when the command word "Tobril" is spoken, the *icon* can be used to dispel all illusion-based spells and spell-like abilities within a 30-foot radius around the *icon* as a 9th-level spell.

KINGSWORD

Weapon (any melee weapon), artifact (requires attunement)

Random Properties. The *Kingsword* has the following random property:

- 1 minor beneficial property

Magic Weapon. The *Kingsword* is a magic weapon that grants a +1 bonus to attack and damage rolls made with it. If you are a dwarf, you gain a +2 bonus to attack and damage rolls made with it instead.

Dwarvish Influence. If you are a dwarf, you gain an advantage on Charisma (Persuasion) checks when dealing with dwarves. Additionally, you may attempt to charm any dwarves within 100 feet of you as per the *charm person* spell. The affected dwarves roll their saving throws at disadvantage.

MEDALLION OF FAITH

Wondrous item, uncommon

Without the *medallion of faith*, a cleric or paladin cannot prepare or cast spells higher than 3rd level.

Medallion of faith can create other *medallions of faith*. The medallion resists any effort to be forcefully removed from the neck of the cleric or paladin. Any attempt to take the medallion causes the target to suffer 2d6 points of radiant damage.

NIGHTBRINGER

Weapon (mace), very rare

You gain a +1 bonus to attack and damage rolls made with this weapon. If the mace strikes a target and the command word, 'Midnight,' is spoken, the target must make a successful DC 13 Wisdom saving throw or be blinded for 2d6 minutes.

If a character of good alignment picks up the mace, the individual must make a DC 16 Wisdom saving throw every round the mace is held. Failure means the individual is blinded, until cured by magic.

THE NIGHTJEWEL

Wondrous item, rare

When you walk through the Shoikan Grove, you can turn undead as you were a cleric of your level. You also have *protection from evil and good* (undead only) upon you while you hold the jewel high. If any weapon is drawn or spell is cast, the magic of the *nightjewel* no longer offers its protection.

PLATE OF SOLAMNUS

Armor (plate), artifact (requires attunement)

Random Properties. The *Plate of Solamnus* has the following random property:

- 1 minor beneficial property

Magic Armor. If you are a lawful good individual, you gain a +3 bonus to AC and advantage on all saving throws. Non-lawful good characters find the armor fits improperly, protecting them no better than normal plate.

RABBITSLAYER

Weapon (dagger), very rare, (requires attunement)

You gain a +2 bonus to attack and damage rolls made with this weapon. It always returns to its attuned wielder within 1d20 hours of it being lost or stolen.

SINGING STATUE

Wondrous item, very rare

If water is poured into the top of the hollow *statue*, the *statue* begins to hum a tranquil, melodious tune. Three times per day, the *statue* will sing for 4d6 minutes, during which time the *statue* prevents any undead from approaching within a 30-foot radius of the *statue*.

The *singing statue* can also be used in a manner similar to a *chime of opening*. The singing statue will even automatically *dispel* a *hold portal* or *arcane lock* cast by a spell of lower level than 8th level. The statue can only open one such lock at a time, and each usage drains 1 minute of active time from the statue.

Once per day, while the statue is singing, its owner can also call upon the power of Mishakal to *cure* 2d8 points of damage on all living creatures within 10 feet of the owner (including the owner), draining the statue of all remaining minutes of active time (as long as there is at least 1 minute of time remaining within the statue).

SILVER ARM OF ERGOTH

Wondrous item, artifact (requires attunement)

Random Properties. The *Silver Arm of Ergoth* has the following random properties:

- 1 minor beneficial property
- 1 major beneficial property

Indestructible. The *Silver Arm of Ergoth* resembles the arm of a human, from the shoulder-blade to hand. It can be the right arm or the left, shifting magically to adjust to the wearer. It is powerfully muscled, and crafted of solid silver. It is inflexible and no known force can mar its mirrorshen surface. The silver arm is immune to all damage, whether normal or magical, and is unaffected by disintegration and similar destructive forces.

Benefits of the Arm. The true power of the *silver arm*, however, comes when it has been bonded to an individual of good alignment, who must be missing either the right or left arm and have at least a natural 14 Strength. The *silver arm* then grafts itself to the individual, replacing the missing arm and becoming a normal arm for all intents and purposes, although it does confer upon its bearer a number of special abilities.

The *silver arm* can be separated from its bearer only with the bearer's death. No other force can separate the bearer and the arm, not even such powerful magics as a *wish* spell. As long as it is attached, it acts as a *ring of regeneration*. If the bearer of the *silver arm* loses a limb, an organ, or any other body part, the arm regenerates it as the spell.

Your Strength score increases by 4 to a maximum of 20.

Magic Smith. You gain proficiency in smith's tools if you didn't already have the proficiency. In addition, you double your proficiency bonus with smith's tools. You can also craft magic weapons and armor. With access to pure dragonmetal, you are capable of forging *lesser dragonlances*; if you also wield the *Hammer of Kharas*, you are capable of crafting *greater dragonlances*.

STAFF OF MAGIUS

Staff, artifact (requires attunement by a wizard)

This staff of polished mahogany, topped by a bronze dragon claw clutching a crystal orb, is beyond ancient. It is a powerful artifact, although its appearances throughout history are rare.

The *staff of Magius* can be wielded as a magic quarterstaff that grants a +1 bonus to attack and damage rolls. While you hold it, it provides a +1 bonus to armor class.

The staff has 20 charges for the following properties. It regains 1d4 + 4 expended charges at night in the light of Solinari.

Spells. While holding the staff, you can use an action to expend 1 or more charges to cast one of the following spells from it, using your spell save DC and spell attack bonus: *feather fall* (1 charge) or *light* (1 charge).

When used by a wizard that has passed a Test of High Sorcery and used as an arcane focus, the staff doubles spell durations, and adds 1 damage point to all die rolls for each spell.

Secrets. The Staff has hidden powers. If a wizard uses the staff as an arcane focus for a spell, the DM should roll a d20. On a 19-20, a random effect occurs (using the appropriate charges), the DM selects the effect. Once an effect has occurred three times, the wizard may attempt a DC 15 Intelligence (Arcana) check to master the effect. Once mastered, the effect can be used by spending the appropriate charges.

The following powers cost 1 charge each: *detect magic*, *entangle*, *feather fall*, *jump*, *magic missile*, *protection from evil and good*, or if the staff hits in a melee attack, you can spend 1 charge to make the hit a critical hit.

The following powers cost 2 charges each: *arcane lock*, *darkness*, *enlarge/reduce*, *gust of wind*, *hold person*, *invisibility*, *knock*, *levitate*, *locate object*, and *spider climb*.

The following powers cost 3 charges each: *daylight*, *dispel magic*, *feign death*, and *lightning bolt*.

The following powers cost 4 charges each: *conjure minor elementals*, *fire shield*, and *telekinesis*.

STARJEWEL

Wondrous item, very rare (requires attunement)

If a *starjewel* is freely given to another, the *starjewel* will bond with that individual, causing a light to flicker to life within the heart diamond. Typically, the gift of a *starjewel* is exchanged between two individuals who are promised in marriage, although they can also be family heirlooms and may be bequeathed to a child if the parent so chooses. A *starjewel* can never be stolen. It can only be given to another individual; otherwise its magic does not function.

The possessors of a matched pair of *starjewels* can clasp the *jewel* in hand and use it to sense the health and wellbeing of one another. While clasping the *starjewel*, its owner is aware of the general direction and distance to the possessor of the mated *starjewel*. It also confers a general knowledge of another's condition: unharmed, wounded, disabled, unconscious, dying, or the like. The distance between the two *starjewels* does not matter, as long as they are both on the same plane of existence.

Starjewels also possess another power, a subtle magic that only functions only once, when its owner dies. Upon the death of the possessor of a *starjewel*, the *starjewel* protects the body with a permanent *gentle repose* spell.

WEBNET

Wondrous item, very rare (requires attunement by a spellcaster)

The *webnet* enables you to throw the *webnet* as a weapon. As it leaves your hand, and as the proper command word is spoken, the magic within the device causes it to expand. You can make a ranged attack against an opponent within 30 feet of you, and can only attempt to entangle an opponent within one size category of your size (thus a Medium creature can attempt to entangle a Small, Medium, or Large creature). If you hit, the target is restrained.

The strands of the *net* are incredibly resistant to damage (hardness 10, 25 hit points) as well as being difficult to escape, requiring a DC 20 Dexterity (Acrobatics) check to slip free, or a DC 25 Strength (Athletics) check to burst. If the *webnet* is broken, it automatically reverts back to its "normal" form and cannot be used again for 24 hours. This function of the *webnet* can be used up to six times per day.

The second function of the *webnet* enables you to weave the device in front of you in an intricate hypnotic pattern. The precious stones set within the *webnet* twinkle and sparkle in a pattern in the air in front of you. This twisting, hypnotic pattern can cast *hypnotic pattern*. This function of the *webnet* can only be used three times per day.

WYRMSBANE

Weapon (longsword), very rare (requires attunement)

You gain a +1 bonus to attack and damage rolls made with this weapon. Upon a hit against a dragon, it deals an extra 3d6 slashing damage. You can cast *locate object* three times per day. The sword is also immune to the death throes effect of baaz draconians.

WYRMSLAYER

Weapon (longsword), very rare

You gain a +2 bonus to attack and damage rolls made with this weapon. Upon a hit against a dragon, it deals an extra 3d6 slashing damage and you have advantage on saving throws against all dragon spells and breath weapon attacks. Also, the sword is immune to the death throes of baaz draconians. It also has the unusual property of buzzing loudly whenever a dragon is within 30 feet of it, and this noise is loud enough to be heard by and awaken dragons within 300 feet.

SPELLS

This part of the document presents some of the unique spells found in Ansalon.

DIFFERENT WORLD, DIFFERENT MAGIC: MAGIC SPELLS

Substitute these names for the spells found in *Player's Handbook*.

MAGIC SPELLS

Spell	Krynn Equivalent
Abi-Dalzim's Horrid Wilting	Horrid Wilting
Aganazzar's Scorcher	Scorcher
Armor of Agathys	Armor
Arms of Hadar	Arms
Bigby's Hand	Hand
Drawmij's Instant Summons	Instant Summons
Evard's Black Tentacles	Black Tentacles
Hunger of Hadar	Hunger
Leomund's Secret Chest	Secret Chest
Leomund's Tiny Hut	Tiny Hut
Maximilian's Earthen Grasp	Earthen Grasp
Melf's Acid Arrow	Acid Arrow
Mordenkainen's Faithful Hound	Faithful Hound
Mordenkainen's Magnificent Mansion	Magnificent Mansion
Mordenkainen's Private Sanctum	Private Sanctum
Mordenkainen's Sword	Sword

Spell	Krynn Equivalent
Otiluke's Freezing Sphere	Freezing Sphere
Otiluke's Resilient Sphere	Resilient Sphere
Otto's Irresistible Dance	Irresistible Dance
Rary's Telepathic Bond	Telepathic Bond
Snilloc's Snowball Swarm	Snowball Swarm
Tasha's Hideous Laughter	Hideous Laughter
Tenser's Floating Disc	Floating Disc

SPELL LIST

The following spell lists show which of the new spells are for a class. A spell's school of magic is noted in parentheses after its name.

SORCERER SPELLS

3RD LEVEL

Billim's bitfrost bridge (conjunction)

4TH LEVEL

Spark shield (evocation)

7TH LEVEL

Mindspin (illusion)

9TH LEVEL

Magius's light of truth (evocation)

Timereaver (transmutation)

WARLOCK SPELLS

3RD LEVEL

Billim's bitfrost bridge (conjunction)

4TH LEVEL

Spark shield (evocation)

7TH LEVEL

Mindspin (illusion)

WIZARD SPELLS

3RD LEVEL

Billim's bitfrost bridge (conjunction)

4TH LEVEL

Spark shield (evocation)

7TH LEVEL

Kiss of night's guardian (necromancy)

Mindspin (illusion)

Song of day's clarity (abjuration)

Touch of guiding light (transmutation)

Vision of dusk's eye (abjuration)

Whisper of dawn's song (abjuration)

9TH LEVEL

Consensus (divination)

Magius's light of truth (evocation)

Timereaver (transmutation)

SPELL DESCRIPTIONS

The spells are presented in alphabetical order.

BILLIM'S BITFROST BRIDGE

3rd-level conjuration

Casting Time: 1 action

Range: 150 ft.

Components: V, S, M (a rectangular piece of quartz)

Duration: Concentration, up to 10 minutes

You create an anchored bridge of solid crystal to form, stretching from two areas indicated during the casting (both of which must be in range of the spell) to join in the center. The bridge cannot form in an area occupied by physical objects or creatures. Its surface must be smooth and unbroken when created. It can join two areas of differing heights, as long as the bridge does not climb or descend at an angle of more than 45 degrees (in other words, the vertical distance cannot exceed the horizontal distance between its anchor points).

The *bitfrost bridge* is 1 inch thick. It can support up to 1,000 lb. of weight. If the weight limit is exceeded, the bridge instantly crumbles into a fine white powder and vanishes in 1 round. Each 5-foot square of the bridge has 15 hit points. The bridge has AC 13. If any part of the bridge is reduced to 0 hit points, the entire *bitfrost bridge* collapses.

At Higher Levels. When you cast this spell using a spell slot of 4th or higher, you can increase the thickness of the bridge by 1 inch for each spell slot level beyond 3rd. Every inch increases the weight limit by 1,000 lb. and increases its hit points by 15.

CONSENSUS

9th-level divination

Casting Time: 1 action

Range: Unlimited

Components: V, S

Duration: 1 round

This spell is typically cast only by the highest ranking Wizards of High Sorcery, those who serve as Master of the Conclave or as the Masters of the Orders. Historically, the spell has been used most frequently to elect a new Master of the Conclave, the one wizard to whom (theoretically, at least) all other members of the Orders of High Sorcery answer.

When you cast the spell, you choose whether to send a message to all members of one particular Order (the White Robes, Red Robes, or Black Robes), or to the members of all three Orders. This message cannot be more than 10 seconds long. It is telepathically carried to all non-renegade spellcasters who have passed the Test of High Sorcery. The message travels any distance, although it cannot reach those not on the Material Plane (including those in extradimensional spaces or in alternate realms of existence). The message can penetrate any magical barriers or mental protections (including such protections as mind blank), but cannot be received by wizards rendered unconscious by way

of injury. Wizards who are sleeping at the time of casting are awakened as the message is received.

As a bonus action, anyone who has received the message can telepathically return a one word reply (typically, “yea,” “nay,” or “abstain.”) The decision to return the message is voluntary, so a wizard may choose not to respond.

When you cast this spell, your mind is not bombarded with every individual’s response; instead they are filtered into a single answer, depending upon the majority vote.

KISS OF NIGHT'S GUARDIAN

7th-level necromancy

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 passage through Shoikan Grove

This spell is known only by the Master of the Tower of Palanthis, although the Master may choose to teach it to favored apprentices.

By placing a kiss upon the target creature’s forehead, you imbue a mark recognizable by the undead guardians of Palanthis’s Shoikan Grove. Evil creatures touched by this spell feel the kiss as a warm, pleasant feeling that suffuses their entire bodies. Neutral creatures feel a strange burning sensation. Good creatures feel a cold so fierce it burns.

When the target enters the grove, the undead within see the kiss as a scar burning with unholy light, marking the target as being under the Master’s protection. Undead within the grove will not attack the bearer of a *kiss of night’s guardian*. The spell’s protection lasts only for one passage through Shoikan Grove (either the way out or the way in), and not all who enter are permitted by the Master of the Tower to leave.

Kiss of night’s guardian grants the target an advantage to being frightened while within the grove. It does not render the target immune to the grove’s magical fear effects.

Originally, similar spells of protection existed for each of the five magic groves, known only to the Master of each Tower, but by the Age of Despair, only *kiss of night’s guardian* and *touch of guiding light* (for the Tower of Wayreth) remain. Knowledge of the other three spells — *whisper of dawn’s song* (for the Tower of Daltigoth), *vision of dusk’s eye* (for the Tower of Istar), and *song of day’s clarity* (for the Tower of Losarcum) — has been lost with the destruction of the three Towers.

MAGIUS'S LIGHT OF TRUTH

9th-level evocation

Casting Time: 1 action

Range: 150 ft.

Components: V, S, M (an artifact or intelligent magic item)

Duration: Instantaneous

You create a radiant 120 ft. cone of pure light, channeling it through an artifact of light.

If you are on your home plane, all extraplanar creatures within the area are instantly banished back to their home planes. Creatures so banished cannot return for at least 18 days.

Any creatures of neutrality caught within the cone of light are stunned for 1 minute and receive 3d8 radiant damage. On a successful Wisdom saving throw, the creature takes half as much damage.

Against creatures of chaos *light of truth* deals 18d6 radiant damage. On a successful Wisdom saving throw, the creature takes half as much damage.

If the creature fails its saving throw, it is subjected to additional effects depending upon its hit dice. The effects remain in effect for 1 minute except if the creature is killed.

Hit Dice	Effect
15 or more	No additional effect
Less than 15	Stunned
Less than 10	Stunned and paralyzed
Less than 5	Killed

MINDSPIN

7th-level illusion

Casting Time: 10 minutes

Range: 120 ft.

Components: V, S, M (a polished crystal sphere worth at least 500 stl in a bag of purple velvet)

Duration: Concentration, up to 1 day

You take the innermost fears and anxieties of a creature and cause them to come to life. If the target fails a Wisdom saving throw, it falls into a waking slumber and is thrust into a nightmarish world.

There are three stages to the dream in which the creature is trapped. The first level distorts the creature’s sense of time, space, and reality, as it finds itself in any time or location you desire. The target creature believes this dream-reality completely. The target’s perceptions of its friends and allies remains untouched. At the first stage, you can summon 1d4 dreamshadows and 1d2 dreamwraiths, which assume any form you desire as they interact with the victim. You can create any kind of backdrop or physical location that you want for the dream, however, creatures or characters within any stage of the dreamworld must be portrayed by one of your summoned dream creatures.

The second stage of the dream takes the distortion of the victim’s sense of reality to the personal level, with allies made to seem as enemies and enemies as allies. You can summon 2d4 dreamshadows and 1d4 dreamwraiths during this stage of the nightmare, all stronger than normal (10% more hit points). The target creature is allowed a second save to wake up from the mindspin. It takes a further 20 minutes of focused spellcasting in order to force the victim into the second stage of the dream, and you must make Concentration checks against any disturbances or have the spell fail.

In the third level of the dream, you can summon 2d6 dreamshadows and 1d6 dreamwraiths, who have 50% more hit points, receive an advantage on all saving throws, skill checks, and ability checks. It takes at least 1 hour of focused spellcasting to force the victim into the third level of the dream. The victim is allowed a final saving throw with disadvantage in order to resist being forced into the third level.

If at any point the victim succeeds at her saving throw to resist going deeper into the dream, she will wake up. She may also be roused at any time by outside forces, but each time she must make a Wisdom saving throw in order to wake. If the victim is attacked while she is asleep, she is allowed a saving throw to waken.

Any damage the victim takes within the dream is illusory damage. She cannot be killed. However, if she is brought to 0 hit points, she is allowed to make another saving throw to awaken.

At Higher Levels. When you cast this spell using a spell slot of 8th level or higher, you can affect two additional creatures for each slot level above 7th, all of whom share the same dreamworld of your creation.

SONG OF DAY'S CLARITY

7th-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 passage through the magical grove

Similar to *kiss of night's guardian*, this spell is known only by the Master of the Tower of Losarcum.

When this spell is cast, you allow the target to find his way through the magical grove surrounding the Tower of Losarcum. This spell grants the target an advantage to resist the emotional manipulation of Losarcum's Grove of "passions." Once the target has traversed the grove, whether entering or leaving, the spell expires and the target is subject to the normal effects of the grove.

SPARK SHIELD

4th-level evocation

Casting Time: 1 action

Range: Touch (5 ft. radius)

Components: V, S, M (two thin copper bracelets, one worn on each wrist)

Duration: Concentration, up to 1 minute

You touch a willing creature. The target appears to be sheathed in tiny lightning bolts that undulate across its body in an aura of crackling electricity. Any creature hitting the target with a melee attack takes 3d6 points of electricity damage. If the attacker hits the target with a metal weapon or is wearing metal armor, it takes 4d6 electricity damage.

The target has resistance to electricity. If it must make a saving throw to avoid electricity damage, it takes no damage on a successful save.

Until the spell ends, the target sheds bright light in a 20-foot radius and dim light for an additional 20 feet. The spell ends if the target dons armor or if you dismiss the spell as an action.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d6 for each slot level above 4th.

TIMEREAYER

9th-level transmutation

Casting Time: 1 hour

Range: 30 ft.

Components: V, S, M (a magical circle, created by a mixture of rare ingredients worth at least 10,000 stl + 1,000 stl per decade traveled backward in time or per year traveled forward in time; a major artifact which is temporarily inert for 1 hour per decade of time traversed backwards or 1 year of time traveled forward)

Duration: Instantaneous

Another spell known only to the Masters of the respective Towers of High Sorcery, *timereaver* is one of the most potentially powerful and dangerous spells known on Ansalon. This spell creates a portal through time and space and allows up to 5 individuals to travel through the portal to another period of time.

Originally intended to allow wizards to research the past or the future, the spell allows individuals to travel backward or forward along the River of Time. The travelers can travel up to 400 years backward in time, or 20 years forward in time (as the future is much more difficult to navigate). The spell pierces the barriers between both time and space. It requires incredible concentration from the spellcaster in order to ensure that travelers end up at both the right time and in the right place. Make an Intelligence (Arcana) check. The DC is 8 + 1 for every decade traveled backward or 8 + 1 for every year traveled forward. If the Spellcraft check is failed: 1) the travelers end up either in the right time but the wrong place — 25 miles away per point the Intelligence (Arcana) check is failed, in a random direction (50% chance), 2) in the right place but the wrong time — up to 5 years per point the Intelligence (Arcana) check is failed either before or after the targeted time (50% chance). Either failure may place the travelers in a precarious situation, particularly as the spell is a one-way trip (unless the travelers are provided with a means of returning, such as through the *device of time journeying* or another such rare, powerful artifact).

At the beginning of time, the High God dictated that alterations to the River of Time were forbidden, thus those using the *timereaver* spell cannot affect either the past or the future, no matter how hard they try (as a pebble dropped into a river cannot alter the river's path). However, if one of the Chaos Races (any race altered by the effects of the Graystone, such as kender, gully dwarves, dwarves, minotaurs, or sea elves) travels through time, the touch of Chaos within them allows for the possibility of time alteration — a potentially disastrous consequence. This spell was primarily used by the Masters of the Towers to send individuals through time to research aspects of the past or the future, secure in the knowledge the travelers could do little to affect the River of Time. Such expeditions were rarely undertaken, however, as artifacts like the *device of time journeying* (which originally allowed only a single individual to return through time) are exceedingly rare and difficult to produce.

TOUCH OF GUIDING LIGHT

7th-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 passage through the magical grove

Similar to *kiss of night's guardian*, this spell is known only by the Master of the Tower of Wayreth.

When this spell is cast, you allow the target to find her way through the magical forest surrounding the Tower of Wayreth. This spell gives the target an instinctive sense of where the Tower is located, enabling her to find the Tower's location. This spell works despite the Tower's and the grove's natural defenses, although it does not grant the target any special ability to travel across the distance if the Tower moves. Once the target has traversed the Grove, whether entering or leaving, the spell expires and the target is subject to the normal effects of the Grove.

VISION OF DUSK'S EYE

7th-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 passage through the magical grove

Similar to the spell *kiss of night's guardian*, this spell is known only by the Master of the Tower of Istar.

When this spell is cast, you allow the target to find her way through the magical grove surrounding the Tower of Istar. This spell grants an advantage on saving throws against the powerful suggestion of forgetfulness imbuing the magical grove surrounding the Tower. Once the target has traversed the grove, whether entering or leaving, the spell expires and the target is subject to the normal effects of the grove.

WHISPER OF DAWN'S SONG

7th-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 passage through the magical grove

Similar to the spell *kiss of night's guardian*, this spell is known only by the Master of the Tower of Daltigoth.

When this spell is cast, you allow the target to find her way through the magical grove surrounding the Tower of Daltigoth. This spell grants the target an advantage on saving throws to resist the powerful suggestion of sleep imbuing the magical grove of Daltigoth. This spell only protects the recipient for a one-way journey through the grove. Once the target has traversed the grove, whether entering or leaving, the spell expires and the target is subject to the normal effects of the grove.

MONSTERS OF ANSALON



This part contains 5th edition Dungeons & Dragons rules for monster of Ansalon. You can find general information about monsters from the 3rd edition *Dragonlance Campaign Setting* and *Bestiary of Krynn* by Wizards of the Coast.

CHAOS SENTINEL

Medium elemental, chaotic evil

Armor Class 16 (natural armor)

Hit Points 22 (3d8 + 9)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+1)	16 (+3)	3 (-4)	10 (+0)	7 (-2)

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Ignan

Challenge 1 (200 XP)

Heated Body. A creature that touches the chaos sentinel or hits it with a melee attack while within 5 feet of it takes 3 (1d6) fire damage.

Illumination. The chaos sentinel sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

Actions

Touch. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) fire damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 3 (1d6) fire damage at the start of each of its turns.

DAEMON WARRIOR

Medium undead, chaotic evil

Armor Class 18 (natural armor)

Hit Points 45 (6d8 + 18)

Speed 30 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
17 (+3)	17 (+3)	16 (+3)	13 (+1)	13 (+1)	15 (+2)

Damage Vulnerabilities radiant

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 11

Languages Common, Infernal

Challenge 4 (1,100 XP)

Death Throes. When the daemon warrior dies, it explodes, and each creature within 5 feet of it must make a DC 13 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save, or half as much damage on a successful one. The explosion ignites flammable objects in that area that aren't being worn or carried, and it destroys the daemon warrior's weapons.

Fear Aura. Any creature hostile to the daemon warrior that starts its turn within 30 feet of the daemon warrior must make a DC 12 Wisdom saving throw, unless the daemon warrior is incapacitated. On a failed save, the creature is frightened until the start of its next turn. If a creature's saving throw is successful, the creature is immune to the daemon warrior's Fear Aura for the next 24 hours.

Daemon Warrior Weaknesses. The daemon warrior has the following flaws:

Medallion of Faith. A character with channel divinity feature that strikes the daemon warrior using the medallion of faith as a melee weapon, deals 1d6 radiant damage for every cleric or paladin level the character has. The medallion of faith is destroyed if the attack is a hit. Daemon warriors who are destroyed this way do not explode in flames; they simply become a pile of ash.

Raise Dead. A raise dead spell cast on the daemon warrior acts as a power word kill spell on the daemon warrior. Daemon warriors who are destroyed in this way do not explode in flames; they simply become a pile of ash.

Actions

Multiattack. The daemon warrior makes two attacks.

Greatsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 3) slashing damage.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) slashing damage.

Unholy Smite (Recharge 6). When the daemon warrior hits a creature with a melee weapon attack, it can deal an extra 9 (2d8) necrotic damage.

DRACONIAN

All draconians have the following traits.

Draconian Resilience. Draconians are immune to all diseases and can survive on one-tenth the food and water it takes to sustain a human.

AURAK DRACONIAN

Medium dragon (draconian), lawful evil

Armor Class 14 (natural armor)

Hit Points 71 (11d8 + 22)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	14 (+2)	14 (+2)	10 (+0)	14 (+2)

Saving Throws Int +5, Cha +5

Skills Arcana +5, Perception +3, Persuasion +4

Senses darkvision 120 ft., passive Perception 5

Languages Common, Draconic

Challenge 5 (1,800 XP)

Death Throes. When the aurak dies, it explodes and each creature within 5 feet of it must make a DC 13 Dexterity saving throw, taking 14 (4d6) force damage, or half as much damage on a successful one. The explosion destroys the aurak's equipment carried

Innate Spellcasting. The aurak's innate spellcasting ability is Charisma (spell save DC 13). It can innately cast the following spells, requiring no components:

At will: *greater invisibility*

1/day: *dominate person, suggestion*

Magic Resistance. The aurak has advantage on saving throws against spells and other magical effects.

Spellcasting. The aurak is an 8th-level spellcaster. Its spellcasting ability is Charisma (save DC 13, +5 to hit with spell attacks). The aurak has the following sorcerer spells prepared:

Cantrips (at will): *dancing lights, light, mage hand, prestidigitation, shocking grasp*

1st level (4 slots): *magic missile, shield, sleep*

2nd level (3 slots): *blindness/deafness, mirror image, scorching ray*

3rd level (3 slots): *blink, lightning bolt*

4th level (2 slots): *wall of fire*

Actions

Multiattack. The aurak makes two attacks.

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

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

Energy Ray. *Ranged Spell Attack:* +5 to hit, range 60 ft., one target. *Hit:* 11 (2d8 + 2) force damage.

Poison Breath (Recharge 5-6). The aurak exhales poisonous gas in a 5-foot cone. Each creature in that area must make a DC 15 Constitution saving throw, taking 21 (6d6) poison damage on a failed save, or half as much damage on a successful one.

Dimensional Step (Recharge 5-6). The aurak can dimension door up to 60 feet. It can only transport itself and items it carries.

Alternate Form (Recharge 5-6). The male aurak can polymorph into any animal form of Medium or Small size. The aurak can remain in its animal form until it chooses to assume a new one or returns to its natural form.

Disguise Self (Recharge 5-6). The aurak can disguise self to resemble and perfectly imitate the voice of an individual humanoid it has seen.

BAAZ DRACONIAN

Medium dragon (draconian), chaotic evil

Armor Class 13 (chain shirt)

Hit Points 22 (4d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	11 (+0)	13 (+1)	8 (-1)	8 (-1)	10 (+0)

Senses darkvision 120 ft., passive Perception 11

Languages Common, Draconic

Challenge 1/2 (100 XP)

Glide. The baaz can use its wings to glide, negating any damage from a fall of any height. It can also travel horizontally up to four times the vertical distance it descends.

Death Throes. When the baaz dies, it turns to stone instantly. If the killing blow was dealt with a slashing or piercing melee weapon, the creature dealing the killing blow must make a DC 10 Dexterity saving throw. If it fails, its weapon is stuck in the petrified draconian and cannot be removed. The baaz crumbles to dust 1 minute after death. Items in the baaz's possession are unaffected by the petrification and subsequent dissolution.

Actions

Longsword. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 4 (1d8) slashing damage, or 5 (1d10) slashing damage if used with two hands.

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) piercing damage.

Claws. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) slashing damage.

BOZAK DRACONIAN

Medium dragon (draconian), lawful evil

Armor Class 15 (natural armor)

Hit Points 27 (5d8 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	12 (+1)	12 (+1)	10 (+0)	12 (+1)

Skills Arcana +3, Perception +2

Senses darkvision 120 ft., passive Perception 12

Languages Common, Draconic

Challenge 1 (200 XP)

Glide. The bozak can use its wings to glide, negating any damage from a fall of any height. It can also travel horizontally up to four times the vertical distance it descends.

Death Throes. When the bozak dies, it explodes and each creature within 10 feet of it must make a DC 11 Dexterity saving throw, taking 7 (2d6) force damage, or half as much damage on a successful one.

Spellcasting. The bozak is a 4th-level spellcaster. Its spellcasting ability is Charisma (save DC 11, +3 to hit with spell attacks). The bozak has the following sorcerer spells prepared:

Cantrips (at will): *light, mage hand, mending, resistance, shocking grasp*

1st level (4 slots): *detect magic, fog cloud, magic missile, shield*

2nd level (3 slots): *scorching ray*

Actions

Multiattack. The bozak makes two attacks.

Shortsword. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage.

KAPAK DRACONIAN

Medium dragon (draconian), lawful evil

Armor Class 13 (studded leather)

Hit Points 22 (4d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	13 (+1)	13 (+1)	8 (-1)	8 (-1)	11 (+0)

Skills Perception +1, Stealth +5

Senses darkvision 120 ft., passive Perception 11

Languages Common, Draconic

Challenge 1/2 (100 XP)

Glide. The kapak can use its wings to glide, negating any damage from a fall of any height. It can also travel horizontally up to four times the vertical distance it descends.

Death Throes. When the kapak dies, its body instantly dissolves into a 5-foot radius pool of acid. All creatures within this area suffer 4 (1d8) points of acid damage each round they remain in the pool. The acid evaporates in 1 minute. All armor, weapons, or items carried by the kapak suffer damage from the acid as well.

Healing Saliva (Female Only). If a female kapak licks a wound, the wounded creature regains 2d8 hit points. A creature can only be healed with female kapak saliva once before taking a short or a long rest. A kapak cannot heal itself with its own saliva. The saliva of a female kapak does not heal when delivered by her bite.

Poison (Male Only). The male kapak's poison doesn't affect male or female kapaks.

Sneak Attack (1/Turn). The kapak deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the kapak that isn't incapacitated and the kapak doesn't have disadvantage on the roll.

Actions

Shortsword. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage and the target must make a DC 11 Constitution saving throw, becoming poisoned and paralyzed on a failed save for 10 minutes.

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage and the target must make a DC 11 Constitution saving throw, becoming poisoned and paralyzed on a failed save for 10 minutes.

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage.

Shortbow. *Ranged Weapon Attack:* +3 to hit, range 80/320 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

SIVAK DRACONIAN

Large dragon (draconian), lawful evil

Armor Class 17 (splint mail)

Hit Points 52 (7d10 + 14)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	14 (+2)	10 (+0)	10 (+0)	10 (+0)

Skills Intimidate +2, Perception +2

Senses darkvision 120 ft., passive Perception 12

Languages Common, Draconic

Challenge 3 (700 XP)

Death Throes. When the male sivak dies, it changes shape, assuming the form of the humanoid being that killed it. This death shape lasts for three days, and then the entire body decomposes into black soot. If the sivak's slayer is larger than the sivak or not humanoid, the sivak instead bursts into flame, and each creature within 10 feet of it must make a DC 10 Dexterity saving throw, taking 7 (2d6) fire damage, or half damage on a successful one.

When a female sivak dies, it bursts into flames, and each creature within 10 feet of it must make a DC 10 Dexterity saving throw, taking 7 (2d6) fire damage, or half damage on a successful one.

Blend (Female Only). The female sivak has advantage on Dexterity (Stealth) checks when attempting to hide.

Innate Spellcasting (Female Only). The sivak's innate spellcasting ability is Charisma (spell save DC 10). It can innately cast the following spells, requiring no components:

At will: *disguise self*

Trip. The sivak that hits with its tail attack can attempt to trip the opponent as a bonus action. The target must make a DC10 Dexterity saving throw. On a failure, the target is prone.

Actions

Multiattack. The bozak makes two attacks.

Greatsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 13 (3d6 + 2) slashing damage.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

Tail. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage.

DRAGON OF KRYNN

Dragons of Krynn are innate spellcasters. The most common spells the dragons can innately cast are listed below.

ANCIENT BLACK DRAGON

Innate Spellcasting. The dragon's spellcasting ability is Charisma (spell save DC 19). The dragon can innately cast the following spells, requiring no material components:

1/day each: *create or destroy water, darkness, insect plague, plant growth*

ADULT BLACK DRAGON

Innate Spellcasting. The dragon's spellcasting ability is Charisma (spell save DC 16). The dragon can innately cast the following spells, requiring no material components:

1/day each: *create or destroy water, darkness, plant growth*

YOUNG BLACK DRAGON

Innate Spellcasting. The dragon's spellcasting ability is Charisma (spell save DC 13). The dragon can innately cast the following spells, requiring no material components:

1/day each: *create or destroy water, darkness*

ANCIENT BLUE DRAGON

Innate Spellcasting. The dragon's spellcasting ability is Charisma (spell save DC 20). The dragon can innately cast the following spells, requiring no material components:

At will: *minor illusion*

1/day each: *control winds, dust devil, hallucinatory terrain, mirage arcane*

ADULT BLUE DRAGON

Innate Spellcasting. The dragon's spellcasting ability is Charisma (spell save DC 17). The dragon can innately cast the following spells, requiring no material components:

At will: *minor illusion*

1/day each: *control winds, dust devil, hallucinatory terrain*

YOUNG BLUE DRAGON

Innate Spellcasting. The dragon's spellcasting ability is Charisma (spell save DC 15). The dragon can innately cast the following spells, requiring no material components:

At will: *minor illusion*

1/day each: *create or destroy water, dust devil*

ANCIENT GREEN DRAGON

Innate Spellcasting. The dragon's spellcasting ability is Charisma (spell save DC 19). The dragon can innately cast the following spells, requiring no material components:

1/day each: *dominate person, pass without trace, plant growth, suggestion*

ADULT GREEN DRAGON

Innate Spellcasting. The dragon's spellcasting ability is Charisma (spell save DC 16). The dragon can innately cast the following spells, requiring no material components:

1/day each: *dominate person, plant growth, suggestion*

YOUNG GREEN DRAGON

Innate Spellcasting. The dragon's spellcasting ability is Charisma (spell save DC 13). The dragon can innately cast the following spells, requiring no material components:

1/day each: *pass without trace, suggestion*

ANCIENT RED DRAGON

Innate Spellcasting. The dragon's spellcasting ability is Charisma (spell save DC 21). The dragon can innately cast the following spells, requiring no material components:

1/day each: *eyebite, heat metal, hypnotic pattern, locate creature, pyrotechnics, suggestion*

ADULT RED DRAGON

Innate Spellcasting. The dragon's spellcasting ability is Charisma (spell save DC 19). The dragon can innately cast the following spells, requiring no material components:

1/day each: *heat metal, hypnotic pattern, locate creature, pyrotechnics, suggestion*

YOUNG RED DRAGON

Innate Spellcasting. The dragon's spellcasting ability is Charisma (spell save DC 16). The dragon can innately cast the following spells, requiring no material components:

1/day each: *heat metal, hypnotic pattern, pyrotechnics, suggestion*

ANCIENT WHITE DRAGON

Innate Spellcasting. The dragon's spellcasting ability is Charisma (spell save DC 16). The dragon can innately cast the following spells, requiring no material components:

1/day each: *gust of wind, wall of ice*

ADULT WHITE DRAGON

Innate Spellcasting. The dragon's spellcasting ability is Charisma (spell save DC 14). The dragon can innately cast the following spells, requiring no material components:

1/day each: *gust of wind*

YOUNG WHITE DRAGON

Innate Spellcasting. The dragon's spellcasting ability is Charisma (spell save DC 12). The dragon can innately cast the following spells, requiring no material components:

1/day each: *gust of wind*

ANCIENT BRASS DRAGON

Innate Spellcasting. The dragon's spellcasting ability is Charisma (spell save DC 18). The dragon can innately cast the following spells, requiring no material components:

1/day each: *control winds, protection from energy, speak with animals, suggestion*

ADULT BRASS DRAGON

Innate Spellcasting. The dragon's spellcasting ability is Charisma (spell save DC 16). The dragon can innately cast the following spells, requiring no material components:

1/day each: *protection from energy, speak with animals, suggestion*

YOUNG BRASS DRAGON

Innate Spellcasting. The dragon's spellcasting ability is Charisma (spell save DC 13). The dragon can innately cast the following spells, requiring no material components:

1/day each: *speak with animals, suggestion*

ANCIENT BRONZE DRAGON

Innate Spellcasting. The dragon's spellcasting ability is Charisma (spell save DC 20). The dragon can innately cast the following spells, requiring no material components:

1/day each: *control weather, create food and water, detect thoughts, fog cloud, speak with animals*

ADULT BRONZE DRAGON

Innate Spellcasting. The dragon's spellcasting ability is Charisma (spell save DC 17). The dragon can innately cast the following spells, requiring no material components:

1/day each: *create food and water, detect thoughts, fog cloud, speak with animals*

YOUNG BRONZE DRAGON

Innate Spellcasting. The dragon's spellcasting ability is Charisma (spell save DC 14). The dragon can innately cast the following spells, requiring no material components:

1/day each: *detect thoughts, fog cloud, speak with animals*

ANCIENT COPPER DRAGON

Innate Spellcasting. The dragon's spellcasting ability is Charisma (spell save DC 19). The dragon can innately cast the following spells, requiring no material components:

1/day each: *move earth, stone shape, transmute rock, wall of stone*

ADULT COPPER DRAGON

Innate Spellcasting. The dragon's spellcasting ability is Charisma (spell save DC 16). The dragon can innately cast the following spells, requiring no material components:

1/day each: *lesser restoration, spider climb, stone shape*

YOUNG COPPER DRAGON

Innate Spellcasting. The dragon's spellcasting ability is Charisma (spell save DC 16). The dragon can innately cast the following spells, requiring no material components:

1/day each: *lesser restoration, spider climb*

ANCIENT GOLD DRAGON

Innate Spellcasting. The dragon's spellcasting ability is Charisma (spell save DC 24). The dragon can innately cast the following spells, requiring no material components:

1/day each: *bles, conjure animals, conjure woodland beings, geas, greater restoration, speak with animals, sunbeam, sunburst, zone of truth*

ADULT GOLD DRAGON

Innate Spellcasting. The dragon's spellcasting ability is Charisma (spell save DC 21). The dragon can innately cast the following spells, requiring no material components:

1/day each: *bles, conjure animals, conjure woodland beings, geas, greater restoration, speak with animals, zone of truth*

YOUNG GOLD DRAGON

Innate Spellcasting. The dragon's spellcasting ability is Charisma (spell save DC 17). The dragon can innately cast the following spells, requiring no material components:

1/day each: *bles, conjure animals, lesser restoration, speak with animals, zone of truth*

ANCIENT SILVER DRAGON

Innate Spellcasting. The dragon's spellcasting ability is Charisma (spell save DC 21). The dragon can innately cast the following spells, requiring no material components:

1/day each: *control winds, feather fall, fog cloud, greater restoration, reverse gravity, wind walk*

ADULT SILVER DRAGON

Innate Spellcasting. The dragon's spellcasting ability is Charisma (spell save DC 18). The dragon can innately cast the following spells, requiring no material components:

1/day each: *control winds, creation, feather fall, fog cloud, greater restoration*

YOUNG SILVER DRAGON

Innate Spellcasting. The dragon's spellcasting ability is Charisma (spell save DC 16). The dragon can innately cast the following spells, requiring no material components:

1/day each: *feather fall, fog cloud, lesser restoration, tongues*

SEA DRAGON

Huge dragon, chaotic evil

Armor Class 20 (natural armor)

Hit Points 172 (15d12 + 75)

Speed 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	20 (+5)	8 (-1)	12 (+1)	12 (+1)

Saving Throws Dex +5, Con +10, Wis +6

Damage Resistances fire

Senses darkvision 120 ft., passive Perception 11

Languages Aquan, Common, Draconic

Challenge 9 (5,000 XP)

Amphibious. The sea dragon can breathe air and water

Actions

Multiaction. The sea dragon makes three attacks: one with its bite and two with its claws. It can make one tail attack in place of its two claw attacks.

Bite. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage.

Claws. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

Tail. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage.

Steam Breath (Recharge 5-6). The sea dragon exhales scalding steam in a 50-foot cone. Each creature in that area must make a DC 18 Constitution saving throw, taking 52 (15d6) fire damage on a failed save, or half as much damage on a successful one. Being underwater doesn't grant resistance against this damage.

DRAGONSPAWN

A humanoid can become a dragonspawn. When a creature becomes a dragonspawn, it retains all its statistics except as noted below.

Senses. The dragonspawn gains darkvision with a radius of 60 feet.

Resistances. The dragonspawn gains resistance to a type of damage based on its color.

Color	Damage Resistance
Black	Acid
Blue	Lightning
Green	Poison
Red	Fire
White	Cold

Languages. The dragonspawn speaks Draconic in addition to any other languages it knows.

Fly. The dragonspawn can fly twice the speed of the base creature, or as the base creature, whichever is better.

Natural Weapons. The dragonspawn is considered proficient with its bite and claw attacks. They deal 1d4 damage for Small creatures, 1d6 damage for Medium creatures, and 2d6 damage for Large creatures.

New Action: Breath Weapon. The dragonspawn has the breath weapon of its dragon type. The dragonspawn's breath weapon recharges on 5-6.

Color	Damage	Breath Weapon
Black	6d6 acid	5 by 30 ft. line (Dex. save)
Blue	6d6 lightning	5 by 30 ft. line (Dex. save)
Green	6d6 poison	15 ft. cone (Con. save)
Red	6d6 fire	15 ft. cone (Dex. save)
White	6d6 cold	15 ft. cone (Con. save)

Death Throes. All dragonspawn have death throes. All death throes affect those within 10 feet of the dragonspawn, and the DC to avoid the effects is the same as the dragonspawn's breath weapon DC. The damage is half of breath weapon damage.

SAMPLE DRAGONSPAWN

Here the dragonspawn template has been applied to a human veteran to create a dragonspawn veteran.

DRAGONSPAWN VETERAN

Medium humanoid (dragonspawn), any alignment

Armor Class 17 (splint mail)
Hit Points 58 (9d8 + 18)
Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	14 (+2)	10 (+0)	11 (+0)	10 (+0)

Skills Athletics +5, Perception +2
Damage Resistances fire
Senses darkvision 60 ft., passive Perception 12
Languages Draconic, any one language (usually Common)
Challenge 5 (1,800 XP)

Death Throes. When the dragonspawn dies, it explodes and each creature within 10 feet of it must make a DC 12 Dexterity saving throw, taking 10 (3d6) fire damage, or half as much damage on a successful one.

Actions

Multiattack. The dragonspawn makes two melee attacks. If it has a shortsword drawn or uses its natural weapons, it can also make a shortsword, claw, or bite attack.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Heavy Crossbow. *Ranged Weapon Attack:* +3 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

Breath Weapon (Recharge 5-6). The dragonspawn exhales fire in a 15-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save, or half as much damage on a successful one.

FETCH

Medium fiend, chaotic evil

Armor Class 14 (natural armor)
Hit Points 49 (9d8 + 9)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	8 (-1)	13 (+1)	14 (+2)	13 (+1)	14 (+2)

Skills Perception +3, Stealth +4
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Senses darkvision 60 ft., passive Perception 13
Languages Abyssal, Common (can't speak)
Challenge 2 (450 XP)

Create Spawn. If the fetch kills a creature with its energy drain, it picks up the slain creature and retreats back through the mirror portal by which it entered the Material Plane. If it can successfully bring the slain creature back to the Abyss, the creature becomes a fetch in 1d4 days. Killing the fetch or destroying the mirror portal leaves the slain creature on the Material Plane, where it is merely dead.

Invisibility. The fetch is invisible and can only be seen by its intended victim, and then only in reflections in a reflective surface. The intended victim can pinpoint the fetch's location if the creature is visible to the victim through a reflective surface.

Actions

Multiattack. The fetch makes two life drain attacks.

Life Drain. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) necrotic damage. The target must succeed on a DC 12 Charisma saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Mirror Portals. The fetch creates a two-way portal connecting the Abyss to a reflective surface on the Material Plane, such as a mirror or a pool of water. This ability is similar to the gate spell, but only the fetch and any objects it carries can pass through the mirror portal. The reflective surface must be large enough for the fetch to pass through (a minimum of 2 1/2 feet on a side). The fetch can use the reflective surface even if it is not reflecting anything (for instance, if it's in a dark room).

The portal is initially latent. The fetch can see and hear into the Material Plane through the reflective surface, but it cannot actually pass through. To fully open the portal, a humanoid creature must look into the reflective surface and meet the fetch's gaze. A creature who looks into the reflective surface automatically meets the fetch's gaze unless it specifically avoids looking at the reflection's eyes.

Once the fetch opens the portal, it can Move through in either direction. The portal remains open indefinitely, although it only functions for fetches.

If the fetch's reflective surface is destroyed, the mirror portal is closed. The fetch can open a new portal if it has access to another suitable reflective surface. For every day that the fetch is prevented from returning to the Abyss, its hit point maximum is reduced by 21 (6d6) points.

FIRESHADOW

Huge undead, chaotic evil

Armor Class 17 (natural armor)

Hit Points 123 (13d12 + 39)

Speed 25 ft.

STR **DEX** **CON** **INT** **WIS** **CHA**

19 (+4) 9 (-1) 17 (+3) 17 (+3) 16 (+3) 19 (+4)

Saving Throws Str +8, Cha +8

Damage Vulnerabilities radiant

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception

Languages Abyssal, Common (can't speak), telepathy 60 ft.

Challenge 10 (5,900 XP)

Create Spawn. Any living creature who's hit point maximum is reduced to 0 by the green flame of a fireshadow becomes a fireshadow within 1d4 rounds. The new fireshadow is under the command of the fireshadow that created it and remains enslaved until its master's destruction.

Fiery Aura. Anyone within 10 feet of the fireshadow must succeed at a DC 15 Constitution saving throw or take 7 (2d6) fire damage from the creature's green flames.

Aversion to Sunlight. A fireshadow exposed to natural sunlight has disadvantage on all attack rolls and saving throws until the end of its next turn. In addition, the fireshadow takes 7 (2d6) radiant damage per round of exposure to sunlight.

Actions

Multiattack. The fireshadow makes three attacks: once with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage plus 7 (2d6) fire damage. In addition, the target must make a DC 15 Constitution saving throw or have its hit point maximum reduced by an amount equal to the damage taken. The target is on fire from the green flame and may repeat the saving throw at the start of its next turn to douse the flames.

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage plus 7 (2d6) fire damage. In addition, the target must make a DC 15 Constitution saving throw or have its hit point maximum reduced by an amount equal to the damage taken. The target is on fire from the green flame and may repeat the saving throw at the start of its next turn to douse the flames.

Ray of Oblivion (Recharge 5-6). The fireshadow projects an invisible ray affecting one target. The target must make a DC 18 Dexterity saving throw, taking 45 (13d6) necrotic damage on a failed save, or half as much damage on a successful one. A creature reduced to 0 hit points by this damage is disintegrated.

SHADOWPERSON

Medium humanoid (shadowperson), neutral good

Armor Class 16 (telepathic awareness)

Hit Points 16 (3d8 + 3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	12 (+1)	13 (+1)	14 (+2)	12 (+1)

Skills Perception +4, Stealth +4

Senses blindsight 30 ft., darkvision 60 ft., passive Perception 14

Languages Common, Shadowperson, telepathy 60 ft.

Challenge 1 (200 XP)

Mindweave. This ritual is the most important defense of the shadowpeople, and is performed prior to venturing into situations of potential danger. The mindweave ritual takes one hour to perform, and involves a circle of shadowpeople warriors linking hands and chanting in union to tie their minds together.

For 8 hours after the ritual, all participants share a collective awareness that enables them to move, fight, and defend in perfect unison receiving an advantage on attack rolls, initiative checks, and saving throws.

A creature of other race invited to participate in the mindweave may also receive the benefits of the ritual if he or she succeeds in a DC 20 Concentration check.

Detect Thoughts. The shadowperson can continuously detect thoughts as the spell. It can suppress or resume this ability as a reaction.

Glide. The shadowperson can use the membranes between its limbs to glide, negating any damage from a fall of any height. It can also travel horizontally up to four times the vertical distance it descends.

Sunlight Sensitivity. The shadowperson has disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight when it, the target of its attack, or whatever it is trying to perceive is in direct sunlight.

Telepathic Awareness. The shadowperson's mental awareness of other creatures' presence around it grants it a +4 bonus to AC. It loses this benefit if it is incapacitated or unconscious.

Actions

Shadowstaff. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) slashing damage, or 6 (1d10 + 1) slashing damage if used with two hands. The target must make a DC 11 Constitution saving throw or suffer 4 (1d8) slashing damage.

SKELETAL WARRIOR

A humanoid can become a skeletal warrior. When a creature becomes a skeletal warrior, it retains all its statistics except as noted below.

Type. The skeletal warrior's type changes from humanoid to undead, and it no longer requires air, food, drink, or sleep. It also becomes neutral evil.

Damage Resistance. The skeletal warrior has resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks.

Damage Immunities. The skeletal warrior has immunity to cold, electricity, and poison.

Condition Immunities. The skeletal warrior has immunity to exhaustion and poisoned conditions.

Magic Resistance. The skeletal warrior has advantage on saving throws against spells and other magical effects.

Senses. The skeletal warrior gains darkvision with a radius of 60 feet.

Languages. The skeletal warrior understands the languages it knew in life, but can't speak.

SKELETAL WARRIOR VETERAN

Medium undead, neutral evil

Armor Class 17 (splint mail)

Hit Points 58 (9d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	14 (+2)	10 (+0)	11 (+0)	10 (+0)

Skills Athletics +5, Perception +2

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities cold, electricity, poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 12

Languages any one language (usually Common), can't speak

Challenge 4 (1,100 XP)

Magic Resistance. The veteran has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The veteran makes two melee attacks. If it has a shortsword drawn, it can also make a shortsword attack.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Heavy Crossbow. *Ranged Weapon Attack:* +3 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

SPECTRAL MINION

A humanoid or a giant can become a spectral minion. When a creature becomes a spectral minion, it retains all its statistics except as noted below.

Type. The spectral minion's type changes from humanoid or giant to undead, and it no longer requires air, food, drink, or sleep.

Speed. The spectral minion's speed is 0 ft. It's fly (hover) speed is double its speed it had in life.

Armor Class. The spectral minion loses any armor bonus to AC. Spectral minion gains a bonus to AC equal to its Charisma modifier to a minimum of 0 in addition to Dexterity modifier.

Attacks. The spectral minion retains an incorporeal version of the melee weapons it carried at the time of its death. If the creature was not armed, the spectral minion can make no physical attacks.

Damage Resistances. The spectral minion has resistance to acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks.

Damage Immunities. The spectral minion has immunity to cold, necrotic, and poison.

Condition Immunities. The spectral minion has immunity to charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, and restrained conditions.

Senses. The spectral minion gains darkvision with a radius of 60 feet.

Incorporeal Movement. The spectral minion can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Turn Immunity. The spectral minion is immune to effects that turn undead.

Abilities. The spectral minion's Dexterity score increases by 4.

SPECTRAL MINION

VETERAN

Medium undead, any alignment

Armor Class 13

Hit Points 58 (9d8 + 18)

Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	14 (+2)	10 (+0)	11 (+0)	10 (+0)

Skills Athletics +5, Perception +2

Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities cold, necrotic, poison

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 12

Languages any one language (usually Common)

Challenge 4 (1,100 XP)

Incorporeal Movement. The spectral minion can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Turn Immunity. The spectral minion is immune to effects that turn undead.

Actions

Multiattack. The veteran makes two melee attacks. If it has a shortsword drawn, it can also make a shortsword attack.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) necrotic damage, or 8 (1d10 + 3) necrotic damage if used with two hands.

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) necrotic damage.

TARMAK

Medium humanoid (human), lawful evil

Armor Class 15 (Tarmak war paint)

Hit Points 16 (3d8 + 3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	11 (+0)	13 (+1)	9 (-1)	10 (+0)	8 (-1)

Senses passive Perception 10

Languages Common, Tarmakian

Challenge 1/2 (100 XP)

Tarmak War Paint. Painted on the body, this war paint grants the brute AC 15 and it regains 5 hit points at the start of its turn. When the paint has healed a total of 20 points of damage, it loses its effectiveness.

Actions

Longsword. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) slashing damage, or 6 (1d10 + 1) slashing damage if used with two hands.

THANOI (WALRUS-FOLK)

Medium humanoid (thanoi), neutral evil

Armor Class 14 (natural armor)

Hit Points 19 (3d8 + 6)

Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	15 (+2)	6 (-2)	7 (-2)	9 (-1)

Damage Vulnerabilities fire

Damage Immunities cold

Senses passive Perception 8

Languages Thanoi

Challenge 1/2 (100 XP)

Hold Breath. The thanoi can hold its breath for 30 minutes.

Actions

Greatclub. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage.

Spear. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, or 7 (1d8 + 3) piercing damage if used with two hands to make a melee attack.