

TALES OF THE VALLIANT™



PREVIEW



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INTRODUCTION

Welcome to the Labyrinth, a fantastical universe of infinite worlds linked by twisting corridors of magic. Here, you will find realms like Midgard, Hades, the Dreadful Domains, and homebrew creations tied together by the mysterious will of the maze. These countless worlds rarely resemble one another on the surface, but all have one unifying truth—heroes shape them.

WHAT IS THE CORE FANTASY ROLEPLAYING GAME?

The *Core Fantasy Roleplaying* game is an action-oriented game that pits a group of heroic adventurers against the myriad dangers found in fantasy worlds. Through collaborative storytelling, one player—called the Game Master (or GM)—and a group of other players—called Player Characters (or PCs)—explore unique locations and embark on adventurous quests.

WHAT IS A ROLEPLAYING GAME?

A roleplaying game (or RPG) is a cooperative story-making game. You usually gather around a table and use paper and dice to play. Most RPGs have one player who serves as the GM, while the other players take on the roles of PCs.

ROLE OF THE GAME MASTER

The GM's role is to create the game's framework and keep the story moving. The GM describes to players what the world looks like, introduces obstacles for the PCs to overcome, and portrays all the characters who are not PCs.

ROLE OF A PLAYER CHARACTER

A player's role is to portray their PC well. Imagine perceiving the world through the character's senses and reacting as they would to the situations presented by the GM. When interacting with characters portrayed by the GM or other PCs, a player's voice serves as the character's voice.

THE DICE

Most of *Core Fantasy Roleplaying* gameplay happens through conversation and shared imagination. However, you'll also use dice to resolve combat and when PCs attempt actions with uncertain outcomes.

This system uses several different types of polyhedral dice: **four-sided** (d4), **six-sided** (d6), **eight-sided** (d8), **ten-sided** (d10), **twelve-sided** (d12), and **twenty-sided** dice (d20). It's best if each player has a set of dice that includes at least one of each type.

Dice represent the element of chance. A die roll is almost always combined with a creature's abilities, which represent a combination of luck and skill. Specific rules concerning dice rolls are described in detail in the Character Creation section.

In many cases, you roll only one die. What you roll is the result. Sometimes, you'll see something like "**2d4 + 2.**" **In that case, roll two four-sided (d4) dice, add the results, and then add 2 to get your final total.**

Occasionally, you might need to roll "percentile dice." To do that, grab two d10s. Designate one to represent the **tens** digit and the other to represent the **ones** digit. Then roll both at the same time. So, if you roll a **5** on the tens-digit die and a **2** on the ones-digit die, your result is **52**. If you roll **0** (**zero**) on both dice, your result is **100**.

OTHER TOOLS YOU NEED TO PLAY

In addition to this Alpha Release and a set of dice, each player needs a printed or digital character sheet. That's all you need! Additional resources like maps, character tokens, and pencils and paper or digital note-taking platforms are all helpful tools as well.

WHAT'S IN THIS PREVIEW?

This preview contains basic information about *Tales of the Valiant RPG*. It provides instructions for creating PCs and showcases a handful of spells and monsters.

The Character Creation section describes how to create a PC and the options available for specializing your hero. More classes and lineages will be available in the full game.

The Spellcasting section breaks down how creatures use magic and describes a small selection of available spells.

The Monster section includes a few sample foes.

CORE FANTASY IN A NUTSHELL

A *Core Fantasy Roleplaying* game doesn't have a standard setting, but it does assume you're playing in the fantasy genre. Within that genre, these rules are compatible with any published setting or unique world you design for your table.

ELEMENTS OF CORE FANTASY

Fantasy stories share several important assumptions to remember when playing a *Core Fantasy Roleplaying* game.

1. FANTASY WORLDS HAVE MAGIC

The presence of magic is a core principle of the fantasy genre. Your setting might have a spin on how magic works, but it should be present, and the PCs should be able to access it.

2. HEROIC ADVENTURES

Fantasy stories are usually about heroes. The heroes—in this case, the PCs—are the focus. They need opportunities to defeat foes, make important decisions, and solve problems with their actions.

3. UNIQUE LOCATIONS TO EXPLORE

Fantasy worlds are full of unique locales, cultures, and creatures. *Core Fantasy Roleplaying* games include all manner of interesting corners to explore and wonders to uncover.

4. POWER STRUCTURES AND SYSTEMS

Whether through villainous empires or friendly guild factions, fantasy stories include larger organizations that can challenge or push the heroes to grow their abilities. These power structures often form the cornerstone of a campaign (a long game that runs across many sessions) and the most compelling *Core Fantasy Roleplaying* adventures.

5. CONFLICT

The fantasy genre is often about standing up against impossible odds and emerging victorious. This game keeps that principle at its core and provides a framework for PCs to overcome challenges through cunning, might, and magic.





CHARACTER CREATION

The first step to play is creating your Player Character (PC). Character creation involves making rules choices that define who your character is and what your character is good at, as well as creative choices about your character's history and personality.

This section contains exact steps and options to create your character. If you are creating a character for the first time, it can be helpful to work with your Game Master (GM) to choose options that support your vision.

STEP-BY-STEP CHARACTER CREATION

This section outlines the various steps needed to create your character.

0. GATHER MATERIALS

Make sure these basic tools are handy to record your character choices:

- pencil
- blank character sheet
- scratch paper
- dice (see About those Dice in the sidebar)

DON'T KNOW WHERE TO START?

If you are brand new to the game and have no idea where to start creating a character concept, that's okay! Do you have a favorite fantasy film, book, or video game? Steal liberally! Maybe you like a gruff, white-haired monster hunter or a determined little ring bearer. Taking ideas from other sources is literally the basis of this game, and every one that has come before it.

And of course, other players can be a big help. Your GM or more experienced players likely can suggest options for beginning players and that align with your description of what you're looking for.

1. CREATE A CHARACTER CONCEPT

Sometimes it's a good idea to think about what kind of character you want to play before you start picking from lists. Do you want to be able to cast magic spells? Do you want to be good at swinging a sword? Do you want to play as a human or a member of some more fantastical lineage? Knowing what sounds like fun to you can help guide decisions going forward.

Talk to the other players about your ideas if they're around. Hearing what other players have in mind can help focus your choices or inspire you to create a concept that works well with other adventurers in your party. For example, if all the other PCs are creating rough-and-tumble warriors, you might want to make a cleric so you can patch them up with healing magic!

2. CHOOSE A CLASS

Choosing your character's **class** is the most important factor in bringing your concept into the game. Your character's class is sort of like their job. Each class covers a different set of capabilities and responsibilities.

Your character class gives you **class features** at 1st level as described in each class features table (see Character Classes later in this section) and lists other features you gain access to as your character gains adventuring experience and levels up. Your choice of character class also dictates your **proficiencies**, which is a game term describing what kinds of equipment you are trained to use (like armor, weapons, or tools) and what kinds of challenges you are best equipped to handle (namely skills and saves).

Choosing your character class can also help you make other decisions in the following steps. For example, each class has a **Quick Build** section that tells you which ability scores (described in Step 3) work best with your class abilities.

LEVEL

Characters start at 1st level and can advance up to 20th level by gaining experience points (XP) during their adventures. By default, PCs start with 0 XP.

HIT POINTS AND HIT DICE

Your class determines the size of your Hit Dice, which is in turn used to calculate your hit points. Your hit-point total represents your character's life force. Classes with bigger Hit Dice—like a d10—are more likely to survive a few hits in combat than a class with smaller Hit Dice—like a d6.

At 1st level your character starts with a hit-point total equal to the highest number on their Hit Dice, plus their CON modifier. So, a 1st-level fighter (d10 Hit Die) with a CON +3 would start with a hit-point total of 13.

PROFICIENCY BONUS

Proficiency Bonus (PB) represents the benefit of training for your character. As your character advances in levels, they get better at things they are proficient in.

When you make a check that involves a skill, tool, or save that you have Proficiency in, add your PB to that roll.

Occasionally, features might allow you to double your PB on certain rolls, but a PB can only ever be applied once to a particular roll.

3. DETERMINE ABILITY SCORES

At their core, characters are defined by six **abilities**:

- **Strength (STR)**, representing your physical might
- **Dexterity (DEX)**, representing your agility and reaction time
- **Constitution (CON)**, representing your endurance and physical fortitude
- **Intelligence (INT)**, representing your ability to acquire and apply knowledge
- **Wisdom (WIS)**, representing your intuition and mental fortitude
- **Charisma (CHA)**, representing your self-confidence and your ability to influence others

Each ability is assigned a number, called an **ability score**. These scores represent your various physical and mental abilities. Higher numbers in a score mean better odds for your character with that ability.

As you level up, you have opportunities to increase these scores, but a PC can never have an ability score higher than 20. An average person has 10 in every ability score, so these numbers emphasize how powerful adventurers are!

THREE WAYS TO SCORE

There are three methods to determine your starting ability scores. No method is “better” than another, but some people like one way more, so we included them to appeal to different kinds of players.

METHOD ONE: ROLLING

This is the classic, providing surprises and maybe a tough choice. It helps make a character you adapt to, instead of you making all the decisions:

- Roll four d6s. Find the lowest die, and throw it out. Then add up the remaining 3 dice to get your total. Write that number down on scratch paper.
- Do this five more times until you have six totals between 3 and 18.
- Assign those six numbers to the ability scores however you like.
- Finally, add 2 to one score of your choice that is 16 or below and add 1 to one score of your choice that is 17 or below.

METHOD TWO: POINT-BUY

If you don't want to leave it up to chance, you can assign ability scores with the point-buy method:

- Start with 32 points to spend on your ability scores.
- Each score costs a certain number of points. Find the cost of each potential score on the Point-Buy Cost table (As an example, a score of 12 costs 4 points).
- 18 is the highest ability score you can start with, and you can't have a score lower than 8.
- Buy one score for each of the six abilities.

POINT-BUY COST

| SCORE | COST | SCORE | COST |
|-------|------|-------|------|
| 8 | 0 | 14 | 7 |
| 9 | 1 | 15 | 9 |
| 10 | 2 | 16 | 11 |
| 11 | 3 | 17 | 13 |
| 12 | 4 | 18 | 16 |
| 13 | 5 | | |

ABOUT THOSE DICE

The *Core Fantasy Roleplaying* system uses polyhedral dice to resolve actions. These dice are abbreviated in game text, so a four-sided die is a d4, a six-sided die is a d6, and so on for d8, d10, d12, and d20. Percentile dice rolls (1–100) are rolled with two dice and abbreviated d%.

METHOD THREE: STANDARD ARRAY

To get started faster, use the standard array. Start with six numbers: 16, 15, 13, 12, 10, and 8. Assign them as ability scores however you want.

FIND ABILITY MODIFIERS

Once you assign scores, use the following charts to figure out your ability modifiers. Your **ability modifiers** are the most important part of your ability scores. You use your modifiers much more than your score to calculate your success or failure in the game.

ABILITY MODIFIERS

| ABILITY SCORE | MODIFIER | ABILITY SCORE | MODIFIER |
|---------------|----------|---------------|----------|
| 1 | -5 | 12-13 | +1 |
| 2-3 | -4 | 14-15 | +2 |
| 4-5 | -3 | 16-17 | +3 |
| 6-7 | -2 | 18-19 | +4 |
| 8-9 | -1 | 20 | +5 |
| 10-11 | +0 | | |

PC Wisdom: When you see an ability referenced in the rules, assume it means ability score modifier. For example, a feature that reads “. . . roll and add your STR,” means add your Strength ability modifier, not your full Strength ability score.

4. CHOOSE A LINEAGE & HERITAGE

Choose your character’s lineage and heritage from the options in Lineage & Heritage found later in this section.

Adventurers can be humans or one of the lineages common to fantasy, like dwarf or elf. A heroic character’s lineage tells you about certain hereditary traits like average lifespan, size, speed, and any special adaptations like the ability to see in the dark.

You also choose your character’s heritage. This tells you about traits your character has because of their connection to a particular group or society.

5. CHOOSE A BACKGROUND

Choose a background from the options presented in Backgrounds found later in this section. Your choice of background helps define how your character lived before taking up the mantle of adventurer. Backgrounds give you access to skill proficiencies, talents, and other benefits like additional languages.

6. FILL IN THE BLANKS

At this point, most game rule decisions for your character should be locked in. You still need to equip your character and pick spells if they’re a spellcaster. But you’ve got the basics squared away.

Take some time to review and fill in any of the blank sections on your character sheet (see Final Checklist below).

FINAL CHECKLIST

Double check that you have all the following information on your character sheet.

1. Your class and your class features, including:
 - a. Note your Hit Die size
 - b. If you have spellcasting, mark your available spell slots and spells known (if applicable)
 - c. Any skills you are proficient in
 - d. Any equipment and tools you are proficient with
 - e. Saves you are proficient with
 - f. Your Proficiency Bonus (PB)
 - g. Your starting equipment
2. Your ability scores are assigned, and you have used them to calculate the following:
 - a. Your hit-point total
 - b. Your spell save DC and your spellcasting attack modifier (if applicable)
3. Your lineage and heritage, including:
 - a. Your size
 - b. Your senses
 - c. Your base movement speed (or speeds, if applicable)
 - d. Any additional proficiencies
4. Your background, including:
 - a. Any skill or tool proficiencies
 - b. Your languages
 - c. Your talent
 - d. Any additional starting equipment
 - e. Your adventuring motivation
5. Your Luck points are set to 0
6. Your name and basic descriptive information like height, hair color, and eye color
7. Your character is ready to play!

Make sure to give your character a name and decide what they look like. It's also a good idea to think about your character's history and personality—but it's perfectly fine to decide these details after a game session or two as you grow more comfortable playing your character.

GAINING LEVELS

Characters start at 1st level and can advance up to 20th level by gaining experience points (XP) during their adventures. It's the GM's job to keep players aware of progress toward the next level, whether by awarding XP or tracking milestones. Both leveling methods are described in the following sections.

GAINING HIT POINTS

When a PC gains a new level, they gain access to the benefits listed in their Progression table at the new level. They also gain 1 Hit Die and more hit points.

To calculate these new hit points, roll the new Hit Die, add your CON modifier to the roll, and add the total to your total hit points. If you don't want to roll, you can use the average Hit Die value (listed in each class description), plus your CON modifier.

LEVELING METHODS

There are two methods of tracking when PCs level up. The GM decides which method to use.

TRACKING XP

The first method for leveling characters is tracking XP. At the end of each session, the GM tallies up the challenges that the PCs overcame during the session and awards XP for it. This method is good for groups that battle lots of monsters and have clearly defined areas of challenge to clear. The Level Advancement table details the XP you need to advance to new levels. Don't reset your XP total after each level, just keep piling it on.

LEVEL ADVANCEMENT

| LEVEL | XP | LEVEL | XP |
|-------|--------|-------|---------|
| 1 | 0 | 11 | 85,000 |
| 2 | 300 | 12 | 100,000 |
| 3 | 900 | 13 | 120,000 |
| 4 | 2,700 | 14 | 140,000 |
| 5 | 6,500 | 15 | 165,000 |
| 6 | 14,000 | 16 | 195,000 |
| 7 | 23,000 | 17 | 225,000 |
| 8 | 34,000 | 18 | 265,000 |
| 9 | 48,000 | 19 | 305,000 |
| 10 | 64,000 | 20 | 355,000 |

TRACKING MILESTONES

The second method for leveling characters is tracking milestones. When using milestones, players level up when they achieve certain narrative goals established by the GM. The milestone method works well for looser, faster paced games or player groups that focus on storytelling (as opposed to tactical combat or dungeon delving).

As a general rule, 1st-level PCs should hit a level-up milestone after a single game session. Then, 2nd-level PCs should hit a milestone after two game sessions, and 3rd-level PCs should hit a milestone after three game sessions. They should hit another milestone approximately every three sessions after that. A GM can speed up or slow down milestone advancement for dramatic license.

PC Wisdom: If you get to increase your CON score as part of leveling up—like choosing to increase CON as an Improvement option—make sure to increase your CON score before you calculate new hit points.

CHARACTER CLASSES

Every adventurer has a character class that dictates the majority of the heroic abilities they have access to. It can be helpful to think of a character's class like their job, with each type covering different capabilities and responsibilities.

The Class Options at a Glance table gives an overview about the classes detailed in this section.

PC Wisdom: Remember, each class has some "best" choices for ability scores to maximize your effectiveness. Especially the first time out, following the Quick Build suggestions for your class is a great choice.

ELEMENTS OF A CLASS

This section breaks down the various components of a character class.

PROGRESSION TABLE

The Progression table for your class tells you what class features you get at 1st level and the features you gain access to as your character levels up.

CLASS OPTIONS AT A GLANCE

| CLASS | DESCRIPTION | HIT DIE | KEY ABILITY | SAVE PROFICIENCIES | EQUIPMENT PROFICIENCIES |
|----------------|--|---------|-------------|--------------------|--|
| Cleric | Faithful casters who wield divine magic | d8 | WIS | WIS & CHA | Light and medium armor, shields, simple weapons |
| Fighter | Hardy adventurers who excel in combat and weapon use | d10 | STR or DEX | CON & STR/DEX | All armor types, all weapon types |
| Rogue | Cunning adventurers who rely on agility and trickery | d8 | DEX | DEX & INT | Light armor, simple weapons, martial weapons with the light property |
| Wizard | Cerebral casters who wield arcane magic | d6 | INT | INT & WIS | None |

LEVEL

Characters start at 1st level and can advance up to 20th level. By default, PCs start with 0 XP.

PROFICIENCY BONUS

Proficiency Bonus (PB) represents the benefit of training for your character. As your character advances in levels, they get better at things they are proficient in. Every class advances at the same rate, but we put the progression in each class Progression table for easy reference.

Whenever you make a check that involves a skill, tool, or save you have proficiency in, add your PB to that roll. Occasionally, features might allow you to double your PB on certain rolls, but doubled or not, only apply your PB to a particular roll once.

HIT POINTS AND HIT DICE

Your class determines the size of your Hit Dice, which is in turn used to calculate your hit points (hp). Your hit-point total represents your character's life force. Classes with bigger Hit Die—like a d10—are more likely to survive a few hits in combat than a class with a smaller Hit Die, like a d6.

PROFICIENCIES

Proficiencies describe what kinds of equipment you are trained to use, like armor, weapons, and tools. They also describe what kind of challenges you are best at handling, represented by skills and saves.

STARTING EQUIPMENT

Each character class includes a list of starting equipment. If you are creating a 1st-level character, you get this equipment along with any equipment granted by your background.

FEATURE DESCRIPTIONS

Each class includes descriptions of each of the features listed in the class Progression table.

SUBCLASSES

Each class has access to a specialization of some kind—further study or training in a particular subject. These specializations are called subclasses and have unique names, depending on their base class. For example, fighter subclasses are called “disciplines.” At the end of the class features section, you’ll find some subclass options.

CLERIC

Clerics are as diverse as the gods they serve, but all are united in their mission to enact the tenets that their faith demands. A cleric's abilities reflect the strength of their faith. The more powerful a cleric becomes, the more their features begin to resemble those of the god they worship.

Your class options represent the way your connection to the divine deepens as you grow into an ever-more capable conduit to the gods. Consequently, clerics are exceptional adventurers, equipped to fight the evils of the world and survive danger in pursuit of their god's agenda.

CLERICS AS ADVENTURERS

Clerics are unique among classes because their abilities often demand the pursuit of adventure. Few of the world's faithful can channel divine power as easily as a cleric, so members of this class are typically expected to face the challenges of the world from birth—or are compelled to do so if their power comes to them later in life.

Clerics possess awesome healing capabilities, a healthy mix of spells capable of harming foes or bolstering allies, and sturdy constitutions that allow them to survive a fight more easily than other casting classes. All these qualities make them an exceptional addition to an adventuring party.

However, clerics are bound to serve their faith first and their companions second. When faced with ethically or morally complex situations, a cleric's presence can be a boon—or hindrance—to making decisions as an adventuring party.

CLERICS AND GODS

One of the most important aspects of creating a cleric is choosing which god (or gods) you revere. Your relationship to these holy entities defines much of what you do and how others view you. Your choice of god also factors heavily into the subclass you choose at 3rd level, so think ahead and keep the themes of your faith in mind when you create your cleric.

Most campaign settings include pantheons of gods tailored to that particular setting. If you play in a homebrew campaign, ask your GM if they have any unique deities available for your cleric to worship. If neither of those sources interest you, here are some options commonly associated with the domain of Life and the domain of War—which are included as domain subclass options in this section.

CLASS FEATURES

As a cleric, you have the following class features.

HIT POINTS

Hit Dice: 1d8 per cleric level

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

Hit Points at Higher Levels: 1d8 (or 4) + your CON modifier per cleric level after 1st

PROFICIENCIES

Armor: Light armor, medium armor, shields

Weapons: Simple weapons

Tools: None

Saves: WIS, CHA

Skills: Choose two from History, Insight, Medicine, Persuasion, and Religion

STARTING EQUIPMENT

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

- (a) a mace or (b) a warhammer (if proficient)
- (a) scale mail, (b) leather armor, or (c) chain mail (if proficient)
- (a) light crossbow and 20 bolts or (b) any simple weapon
- (a) a priest's pack or (b) an explorer's pack
- A shield and a holy symbol

SPELLCASTING

1st-level Cleric Feature

As a conduit for divine power, you can cast spells from the divine circle.

Cantrips

At 1st level, choose three cantrips from the divine circle spell list. You choose more divine circle cantrips to learn at higher levels, as shown in the Cantrips Known column of the Cleric Progression table.



CLERIC QUICK BUILD

To quickly create a cleric, follow these steps during character creation.

- For ability scores:
 - Make WIS your highest ability score.
 - Prioritize a high score in STR if you want to be a warrior-type cleric or CON if you want to be a miracle-worker-type cleric.
- For background:
 - Choose the Adherent background.
 - Take the Mental Fortitude talent.

Preparing and Casting Spells

You must prepare a spell in advance before you can cast it. Clerics may prepare any spell from the divine circle spell list that they have slots for. (Check the Cleric Progression table to see which rings you have slots for at your level.)

To prepare spells, choose a number of spells from the divine circle spell list equal to your WIS modifier + your cleric level (minimum of one spell). These prepared spells are the pool of options from which you can cast.

To cast a prepared spell, you must use a slot of the spell's ring or higher. You regain all used spell slots when you finish a long rest.

For example, if you're a 3rd-level cleric, you have four 1st-ring and two 2nd-ring spell slots. With a 16 WIS, your list of prepared spells can include six spells of 1st or 2nd ring, in any combination. Casting the spell doesn't remove it from your list of prepared spells.

You can change your list of prepared spells when you finish a long rest. Preparing a new list of spells requires time spent in prayer and meditation: at least 1 minute per spell ring for each spell you change.

Spellcasting Ability

Wisdom is your spellcasting ability. You use your WIS whenever a spell refers to your spellcasting ability. In addition, use your WIS modifier when setting the save DC for a spell you cast and when making an attack roll with a spell.

Spell save DC = 8 + your PB + your WIS modifier

Spell attack modifier = your PB + your WIS modifier

Ritual Casting

As a cleric, you can also cast a long-form type of spell called a **ritual**. You do not need to prepare ritual spells, and they do not use up spell slots.

At 1st level, choose one ritual from the divine circle ritual list. You choose more divine rituals to learn at higher levels, as shown in the Rituals Known column of the Cleric Progression table. You can only learn a ritual spell from a ring you have spell slots for. Rituals you learn do not count against the number of spells you learn at each level.

Spellcasting Focus

You can use a holy symbol as a spellcasting focus for your spells.

MANIFESTATION OF FAITH

1st-Level Cleric Feature

All clerics, regardless of the deity, demonstrate their faith in one of two primary ways—wielding it as a holy warrior or calling it forth as a worker of miracles. Choose one of the following ways your faith most readily manifests:

Manifest Might. You gain proficiency with heavy armor and martial weapons. Additionally, you gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal additional radiant or necrotic damage (your choice) equal to your PB.

Manifest Miracles. You learn one additional cantrip of your choice from any circle of magic. This cantrip counts as a divine cantrip for you, but it doesn't count against the number of cantrips you know. Additionally, you can add your PB to the damage you deal with any divine cantrip.

BEHIND THE CURTAIN: REWORKING THE CLERIC

This section covers the changes made to the Cleric base class as it appears in 5E and some clarifications around the choices made. As always, playtest material is subject to change, so let us know your opinions in the playtest feedback forums listed at the front of this packet!

- **Divine Domain** is now chosen at 3rd level instead of 1st. This accomplishes several goals:
 - Standardizes class progression so players can achieve important milestones as a group.
 - Better spreads around cleric class features, so players have more time to master base cleric abilities before introducing more complex options at higher levels.
 - Makes 3rd level more exciting (previously 3rd level granted no new class features).
- **Manifestation of Faith** is a new 1st-level feature that allows a cleric to gain additional proficiencies or enhance the power of their spells—depending on whether you want to play a more warrior-like or priest-like cleric.
- **Channel Divinity: Turn the Profane** has replaced the previous Turn Undead. Turn the Profane works the same way, but it affects Fiends in addition to Undead creatures. We hope this change allows the feature to see more play by widening the scope of its use.
- **Destroy the Profane** has replaced Destroy Undead. Destroy the Profane works the same way, but it affects Fiends in addition to Undead creatures. Again, we hope this change makes the feature more universally useful.

CLERIC PROGRESSION

| LEVEL | PB | FEATURES | CANTRIPS KNOWN | RITUALS KNOWN | 1ST RING | 2ND RING | 3RD RING |
|-------|----|--------------------------------------|----------------|---------------|----------|----------|----------|
| 1st | +2 | Spellcasting, Manifestation of Faith | 3 | 1 | 2 | — | — |
| 2nd | +2 | Channel Divinity (1/rest) | 3 | 1 | 3 | — | — |
| 3rd | +2 | Divine Domain | 3 | 2 | 4 | 2 | — |
| 4th | +2 | Improvement | 4 | 2 | 4 | 3 | — |
| 5th | +3 | Destroy the Profane (CR ½) | 4 | 3 | 4 | 3 | 2 |

CHANNEL DIVINITY

2nd-Level Cleric Feature

You gain the ability to channel divine energy directly from your deity, which you use to power effects beyond spells. You start with one such effect: Turn the Profane. Some domains grant you additional effects as you advance in levels, as noted in the domain description (see Divine Domains below).

When you use Channel Divinity, choose an effect to create. You must then finish a short or long rest to use your Channel Divinity again.

Some Channel Divinity effects require saves. When you use such an effect from this class, the DC equals your cleric spell save DC.

Channel Divinity: Turn the Profane

As an action, you present your holy symbol and speak a prayer censuring unholy creatures. Each Fiend and Undead of your choice that can see or hear you within 30 feet of you must make a WIS save. If the creature fails its save, it is turned for 1 minute or until it takes any damage.

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

DIVINE DOMAIN

3rd-Level Cleric Feature

Choose one domain related to your deity, such as Life or War (see Divine Domains below). Your choice grants you domain spells and other features at 3rd level.

Domain Spells

Each domain has a list of spells—its domain spells—that you gain access to as soon as you can cast spells of that ring (as shown in the Cleric Progression table). Once you gain a domain spell, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. Casting a domain spell, however, still uses up a spell slot as normal.

If you have a domain spell that doesn't appear on the divine circle spell list, it is still a divine spell for you.

IMPROVEMENT

4th-Level Cleric Feature

Increase one ability score of your choice by 1 and choose a talent for which you meet the prerequisites from the Magic Talent list (see Talents later in this section).

DESTROY THE PROFANE

5th-Level Cleric Feature

When a Fiend or Undead fails its save against your Turn the Profane feature, it is instantly destroyed if its challenge rating is at or below a certain threshold, as shown in the Destroy the Profane table.

DESTROY THE PROFANE

| CLERIC LEVEL | DESTROYS FIENDS OR UNDEAD OF CR: |
|--------------|----------------------------------|
| 5th | 1/2 or lower |

DIVINE DOMAINS

You have proved your devotion to your faith and your efforts are rewarded with a deeper connection to your god—granting access to the powers of a domain they preside over. Two are presented here: Life and War.

LIFE DOMAIN

Gods of the Life domain celebrate the natural cycles of life and death, exemplifying health and vitality. Devotees of this domain are encouraged to heal the wounded, care for the sick, and oppose the unholy perversion of undeath.

LIFE DOMAIN SPELLS

| SPELL RING | SPELLS |
|------------|---|
| 1st | <i>bless, cure wounds</i> |
| 2nd | <i>lesser restoration, spiritual weapon</i> |
| 3rd | <i>beacon of hope, revivify</i> |

CHANNEL DIVINITY: PRESERVE LIFE

3rd-Level Life Domain Feature

Starting at 3rd level, you can use your Channel Divinity to heal the badly injured.

As an action, you present your holy symbol and evoke healing energy that can restore a number of hit points equal to five times your cleric level.

DEITIES

| DEITY | SOURCE | SUGGESTED DOMAINS | SYMBOL |
|--|--------------|------------------------|---------------------------------|
| Apollo, god of light, music, and healing | Greek | Knowledge, Life, Light | Lyre |
| Artemis, goddess of hunting and childbirth | Greek | Life, Nature | Bow and arrow on lunar disk |
| Nike, goddess of victory | Greek | War | Winged woman |
| Re-Horakhty, god of the sun, ruler of the gods | Egyptian | Life, Light | Solar disk encircled by serpent |
| Bast, goddess of cats and vengeance | Egyptian | War | Cat |
| Osiris, god of nature and the underworld | Egyptian | Life, Nature | Crook and flail |
| Odin, god of knowledge and war | Norse | Knowledge, War | Watching blue eye |
| Freya, goddess of fertility and love | Norse | Life | Falcon |
| Thor, god of thunder, strength, and war | Norse | War | Hammer |
| The Dreaming God, god of nature and growth | Labyrinthian | Life, Nature | Serpent with a third eye |
| Herak-Mavros, god of war and rebirth | Labyrinthian | Death, Life, War | Golden lion with a blue mane |
| Solana, goddess of the sun and healing | Labyrinthian | Life, Light | Winged sun |

Choose any creatures within 30 feet of you and divide those hit points among them. This feature can restore a creature to no more than half of its hit-point maximum. This healing has no effect on creatures of the Undead or Construct creature type.

DISCIPLE OF LIFE

3rd-Level Life Domain Feature

Your healing spells are more effective. Whenever you use a spell of 1st ring or higher to restore hit points to a creature, the creature regains additional hp equal to 2 + the spell's ring.

WAR DOMAIN

Gods of the War domain celebrate strength, reveling in the glory of victory and the thrill of competition. Gods with evil or chaotic proclivities emphasize the destruction and violence of war, but such gods are primarily worshipped by villainous factions. Most societies and heroic characters worship war gods who honor courage, demand excellence on the field of battle, and reward those who take up arms when the need is great.

WAR DOMAIN SPELLS

| SPELL RING | SPELLS |
|------------|---------------------------------------|
| 1st | <i>divine favor, shield of faith</i> |
| 2nd | <i>magic weapon, spiritual weapon</i> |
| 3rd | <i>fear, spirit guardians</i> |

CHANNEL DIVINITY: MARK OF TRIUMPH

3rd-Level War Domain Feature

Starting at 3rd level, you can use your Channel Divinity to mystically mark a foe, making them easier to defeat.

As a bonus action, you present your holy symbol and mystically mark one creature you can see within 30 feet of you. Until the start of your next turn, any creature who attacks a marked creature has advantage on the first attack roll they make against it.

DISCIPLE OF WAR

3rd-Level War Domain Feature

Victory brings you closer to the divine, inspiring you beyond your normal limits. When you successfully hit a creature while using the Attack action, you can choose to make an additional weapon attack as part of that same action.

You can use this feature a number of times equal to your PB. You regain all expended uses when you finish a long rest.

WHAT IF THE DOMAIN I WANT ISN'T LISTED WITH MY GOD?

Since a cleric picks their god at 1st level and commits to a domain at 3rd level, you might find yourself in a situation where you want to pick a domain that isn't listed with your god in the Deities table. Don't worry! The suggested domains in that table are just that—suggestions. Gods are powerful, mysterious beings with many facets. For example, it is completely reasonable to say that Nike, the Greek

goddess of victory—listed with the War domain—would also have need for a cleric devoted to the Death domain.

Selecting a nontraditional domain for your cleric's god could even lead to interesting stories. If you think your desired domain is completely at odds with your cleric's god, work with your GM to discuss solutions that make sense for the game.

FIGHTER

There are many ways to build a fighter, but at the end of the day, their talents shine brightest in the thick of a fight. Whether your fighter is an archer, a wrestler, a knight, or a general, your class options are designed to make you the best at dishing out damage with your best weapons.

FIGHTERS AS ADVENTURERS

Fighters are capable, hardy, and excel at combat, qualities well-suited to life as an adventurer. With the diverse weapon and armor options available, they can easily thrive on the frontlines of combat or decimate foes from afar with ranged attacks.

While everyone benefits from having a fighter at their side in combat, fighters often serve as a grounding force in adventuring parties. A fighter's skills are recognizable across numerous cultures and communities, which makes them more relatable—and often more trustworthy—than adventurers who wield magic.

FIGHTER PROGRESSION

| LEVEL | PB | FEATURES |
|-------|----|-------------------------------|
| 1st | +2 | Last Stand, Martial Action |
| 2nd | +2 | Action Surge (1/rest) |
| 3rd | +2 | Discipline |
| 4th | +2 | Improvement |
| 5th | +3 | Multiattack (2/Attack action) |

CLASS FEATURES

As a fighter, you have the following class features.

HIT POINTS

Hit Dice: 1d10 per fighter level

Hit Points at 1st Level: 10 + your CON modifier

Hit Points at Higher Levels: 1d10 (or 5) + your CON modifier per fighter level after 1st

PROFICIENCIES

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

Weapons: Simple weapons, martial weapons

Tools: None

Saves: CON, and your choice of STR or DEX

Skills: Choose two from Acrobatics, Animal Handling, Athletics, History, Insight, Intimidation, Perception, and Survival



FIGHTER QUICK BUILD

To quickly create a fighter, follow these steps during character creation.

- For ability scores:
 - Make STR your highest ability score to focus on melee weapons.
 - Make DEX your highest ability score to focus on ranged weapons.
 - If you plan to take the Spell Blade subclass at 3rd level, prioritize a high score in INT.
- For background:
 - Choose the Soldier background.
 - If you plan to take the Spell Blade subclass at 3rd level, choose the Combat Casting talent. Otherwise, choose Combat Conditioning.

STARTING EQUIPMENT

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

- (a) chain mail or (b) leather armor, longbow, and 20 arrows
- (a) a martial weapon and a shield or (b) two martial weapons
- (a) a light crossbow and 20 bolts or (b) two handaxes
- (a) a dungeoneer's pack or (b) an explorer's pack

LAST STAND

1st-Level Fighter Feature

When you take damage that would reduce your hit points to less than half your hit-point maximum (rounded down), you can use your reaction to spend 1 or more of your Hit Dice, up to a number equal to your PB. Immediately roll those Hit Dice. You regain hp equal to the sum of all dice rolled + your CON modifier.

MARTIAL ACTION

1st-Level Fighter Feature

Your tactical expertise allows you to act quickly on the battlefield. You can take a bonus action on each of your turns in combat. This bonus action can only be used to perform a Weapon Option or one of the unique Martial Actions granted by this feature.

Choose one of the following unique Martial Actions that you know. This feature grants more benefits at higher levels.

Aim

Requires Wielding a Ranged Weapon

As a bonus action, you take the time to increase the effectiveness of your next ranged weapon attack. Select one target you can see. If you make a ranged weapon attack against that target before the end of your turn, double your PB for the first attack roll.

Guard

Requires Wielding a Shield

As a bonus action, you raise your shield to intercept incoming attacks. Select one enemy creature within 5 feet of you. That creature has disadvantage on the first attack roll it makes against you or an ally within 5 feet of you before the start of your next turn.

Quick Strike

Requires Wielding Two Light Weapons

As a bonus action, you attack with a second weapon. Once per turn, after you take the Attack action and attack with a light melee weapon that you're holding in one hand, you can make an attack with a different light melee weapon that you're holding in the other hand. You don't add your ability modifier to the damage of this additional attack, unless the modifier is negative. If the light melee weapon has the thrown property, you can throw it for this attack.

Wind Up

Requires Wielding a Two-Handed Weapon or a Versatile Weapon with Both Hands

As a bonus action, you take the time to increase the effectiveness of your next weapon attack. Select one target you can see within 5 feet of you. If you make a melee weapon attack against that target before the end of your turn, you double your PB for the first attack roll.

ACTION SURGE

2nd-Level Fighter Feature

When the need is great, you can push your body to its absolute limits. On your turn, you can activate this feature to gain an additional action on top of your regular action and possible bonus action.

Once you use this feature, you must complete a short or long rest before you can use it again.

DISCIPLINE

3rd-Level Fighter Feature

Your basic capabilities as a warrior have reached their peak. It is time to choose a discipline to focus your training. Choose a discipline from the options presented later in this section. Your discipline represents the unique techniques and maneuvers you employ in battle and gives you new features as you gain more levels in the fighter class.

IMPROVEMENT

4th-Level Fighter Feature

Increase one ability score of your choice by 1 and choose a talent for which you meet the prerequisites from the Martial Talent list (see Talents later in this section).

MULTIATTACK

5th-Level Fighter Feature

Your physical prowess has grown. On your turn, you can make two attacks when you take the Attack action.

DISCIPLINES

As your abilities as a fighter grow, you gain new abilities that support your preferred combat tactics. The discipline you choose represents your specialized training in pursuit of ever-greater martial might.

SPELL BLADE

Fighters of the spell blade discipline view fighting with swords and sorcery as a logical marriage of power. For you, the arcane can be wielded as if it were a weapon, and honing your mind is just as important as honing your body.

ARCANE SPELLCASTING

3rd-Level Spell Blade Feature

When you reach 3rd level, you enhance your martial prowess with the ability to cast spells. See the Spell Rules section for the general rules of spellcasting and the arcane circle spell list.

SPELL BLADE PROGRESSION

| FIGHTER LEVEL | FEATURES | CANTRIPS KNOWN | SPELLS KNOWN | 1ST | 2ND | 3RD |
|---------------|--|----------------|--------------|-----|-----|-----|
| 3rd | Arcane Spellcasting, Enchant Weapon (+1), Expanded Talent List | 2 | 3 | 2 | — | — |
| 4th | — | 2 | 4 | 3 | — | — |
| 5th | — | 2 | 4 | 3 | — | — |

Cantrips

You learn two cantrips of your choice from the arcane circle.

Spell Slots

The Spell Blade Progression table shows how many spell slots you have to cast your arcane circle spells of the 1st ring and higher. To cast one of these spells, you must use a slot of the spell's ring or higher. You regain all used spell slots when you finish a long rest.

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

Spells Known of 1st Level and Higher

When you choose this subclass at 3rd level, you know three 1st-ring arcane circle spells of your choice, two of which must be from the abjuration or evocation schools.

The Spells Known column of the Spell Blade Progression table shows when you learn more arcane circle spells of the 1st ring or higher. Each of these spells must be an abjuration or evocation spell of your choice and must be of a ring for which you have spell slots.

When you gain a level of fighter, you can replace one of the arcane circle spells you know with another spell of your choice from that spell list. The new spell must be of a ring for which you have spell slots, and it must be an abjuration or evocation spell—unless you're replacing the third spell you gained at 3rd level.

Spellcasting Ability

INT is your spellcasting ability for your Spell Blade spells since you learn spells through study and memorization. Use your INT whenever a spell refers to your spellcasting ability. In addition, use your INT modifier when setting the save DC for a spell you cast and when making an attack roll with one.

Spell save DC = 8 + your PB + your INT modifier

Spell attack modifier = your PB + your INT modifier

ENCHANT WEAPON

3rd-Level Spell Blade Feature

A crucial step on the path of the spell blade is learning to synergize weapons with your magical power. If you spend one hour of uninterrupted focus in contact with a weapon—which can be done during a rest—you can imbue

that weapon with a limited form of enchantment. This enchantment lasts until you choose to end it, or you use this feature to enchant a different weapon.

Your enchanted weapon functions as a magic weapon with the following properties:

- You have +1 to attack rolls and damage rolls made with it. If the weapon would normally grant a magical bonus to attack and damage, your enchantment bonus stacks with the weapon's existing bonus.
- If it is on the same plane of existence as you, you can use a bonus action to summon the weapon. When you do so, the weapon instantly appears in your hand.

Creatures who handle or inspect the enchanted weapon can tell it isn't a true magic item—unless the weapon was magic to begin with—otherwise, it follows the rules of a typical magic item.

EXPANDED TALENT LIST

3rd-Level Spell Blade Feature

When you gain a new talent, you can select that talent from the Martial or Magic Talent list.

WEAPON MASTER

Most fighters feel a deep connection to their weapons, but none more so than the Weapon Master. For them, a favored bow or blade is a natural extension of their body and a trusted ally against danger. Warriors who pursue the Weapon Master discipline learn to use their chosen arms with unparalleled efficiency and artistry.

WEAPON MASTER PROGRESSION

| FIGHTER LEVEL | FEATURES |
|---------------|---------------------------|
| 3rd | Mastery, Stunts Known (3) |

MASTERY

3rd-Level Weapon Master Feature

Choose three types of simple or martial weapons with which you have Proficiency. You have mastered the use of those three weapons.

Once per turn, when you roll damage for an attack with a weapon you have mastered, you can reroll the weapon's damage dice and use either result.

STUNTS

3rd-Level Weapon Master Feature

As part of your training, you have learned to perform remarkable feats with your weapons. You gain access to special maneuvers called stunts, detailed below.

To use a stunt, you must wield a weapon that matches the weapon type listed in the stunt description (if one is listed). You can only use one stunt per turn. You gain access to new stunt options at higher levels.

All stunt options below are available to you at 3rd level. You can perform stunts a number of times equal to your PB + 1. After that, you need to finish a short or long rest to regain your full ability to perform stunts.

Saves. Some stunts require your target to make a save to resist its effects. The save DC for these stunts is calculated as follows:

Stunt Save DC = 8 + your PB + your STR or DEX modifier (you choose which)

STUNT OPTIONS

Stunts are presented in alphabetical order.

Arcing Strike

Requires a Two-Handed Weapon that Deals Slashing Damage

When you successfully deal damage with a weapon attack, you deal half that damage to a different target you can see within 5 feet of you.

Cheap Shot

Requires a Melee Weapon

When you successfully hit a target with a melee weapon as part of the Attack action, you can immediately make an unarmed strike against that target as part of the same Attack action.

Make It Count

When you take the Attack action, you can make a single attack with a +10 to the attack roll. You can't make additional attacks as part of that Attack action, even if a feature like Multiattack would normally allow you to do so.

Parry

Requires a Melee Weapon

When a creature you can see within 5 feet of you hits you with a weapon attack, you can use your reaction to reduce the damage you take by 1d10 + your PB (to a minimum of 0 damage).

Redirect

When you fail to hit a target with a weapon attack, you can use your reaction to immediately reroll the attack—but you must select a different target you can see within 5 feet of the original target.

Riposte

Requires a Melee Weapon that Doesn't Have the Heavy Property

When a creature you can see within 5 feet of you misses you with a weapon attack, you can use your reaction to immediately make a melee weapon attack against that creature.

Run Through

Requires a Weapon that Deals Piercing Damage

When you successfully deal damage with a weapon attack, you deal half that damage to a different target you can see within 5 feet of the original target.

Shifting Strike

Requires a Melee Weapon that Deals Slashing Damage

When you successfully hit a creature with a weapon as part of the Attack action, you can immediately move to a different unoccupied square within 5 feet of that target. This movement does not take up any of your move during your turn.

ROGUE

Rogues are cunning individuals who possess an array of skills. Their talents make them uniquely suited to deal with challenges that can't be overcome by brute force or the subtler approach of magic. While rogues shine out of combat, their agility also makes them fearsome in the fight—few things are as deadly as a well-positioned rogue.

ROGUES AS ADVENTURERS

Rogues are jacks-of-all-trades who thrive in high-pressure situations—perfect adventurer qualities. Given the nature of their skill set, rogues are drawn to adventure. No class is better suited to bypassing obstacles quickly and quietly, whether confronted with a locked door, a trapped hallway, or a dozing guard.

A rogue's strength in combat relies on agility and precision. They can't hold down a front line for long. However, when allowed to play to their strengths, they dart around the battlefield, positioning to make deadly strikes in unprotected flanks.

CLASS FEATURES

As a rogue, you have the following class features.

HIT POINTS

Hit Dice: 1d8 per rogue level

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

Hit Points at Higher Levels: 1d8 (or 4) + your CON modifier per rogue level after 1st

PROFICIENCIES

Armor: Light armor

Weapons: Simple weapons, hand crossbows, longswords, rapiers, shortswords

Tools: Thieves' tools

Saves: DEX, INT

Skills: Choose four from Acrobatics, Athletics, Deception, Insight, Intimidation, Investigation, Perception, Performance, Persuasion, Sleight of Hand, and Stealth

STARTING EQUIPMENT

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

- (a) a rapier or (b) a shortsword
- (a) a shortbow and quiver of 20 arrows or (b) a shortsword
- (a) a burglar's pack, (b) a dungeoneer's pack, or (c) an explorer's pack
- Leather armor, two daggers, and thieves' tools

EXPERTISE

1st-Level Rogue Feature

At 1st level, choose two of your skill proficiencies, or one of your skill proficiencies and your proficiency with thieves' tools. Your PB is doubled for any ability check you make that uses either of the chosen proficiencies. Note that thieves' tools are useful for disarming traps and required for opening locks.

SNEAK ATTACK

1st-Level Rogue Feature

You know how to strike subtly and exploit a foe's distraction. Once per turn, you can deal an extra 1d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The weapon you use must have the finesse property or be a ranged weapon.

You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

THIEVES' CANT

1st-Level Rogue Feature

During your rogue training, you learned thieves' cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. Only another creature who knows thieves' cant understands such messages. It takes four times longer to convey such a message than it does to speak the same idea plainly.

In addition, you understand a set of secret signs and symbols used to convey short, simple messages, such as whether an area is dangerous or the territory of a thieves' guild, whether loot is nearby, or whether people in an area are easy marks or will provide a safe house for thieves on the run.



ROGUE QUICK BUILD

To quickly create a rogue, follow these steps during character creation.

- For ability scores:
 - Make DEX your highest ability score.
 - If you plan to take the Enforcer subclass at 3rd level, prioritize a high score in STR. Otherwise, prioritize an ability score that complements the skills you want to be great at.
- For background:
 - Choose the Outcast background.
 - If you plan to take the Enforcer subclass at 3rd level, choose the Aware talent. Otherwise, choose Touch of Luck.

ROGUE PROGRESSION

| LEVEL | PB | SNEAK ATTACK | FEATURES |
|-------|----|--------------|--|
| 1st | +2 | 1d6 | Expertise, Sneak Attack, Thieves' Cant |
| 2nd | +2 | 1d6 | Cunning Action |
| 3rd | +2 | 2d6 | Roguish Specialty |
| 4th | +2 | 2d6 | Improvement |
| 5th | +3 | 3d6 | Uncanny Dodge |

CUNNING ACTION

2nd-Level Rogue Feature

Your quick thinking and agility allow you to move and act quickly. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

ROGUSH SPECIALTY

3rd-Level Rogue Feature

To distinguish yourself from common scoundrels and knaves, you cultivate a more specialized set of skills. Choose a specialty from the options presented later in this section, such as Thief or Enforcer. Your specialty grants you features at 3rd level and again at higher levels.

IMPROVEMENT

4th-Level Rogue Feature

Increase one ability score of your choice by 1 and choose a talent for which you meet the prerequisites from the Technical Talent list (see the Talents section).

UNCANNY DODGE

5th-Level Rogue Feature

When an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

ROGUSH SPECIALTY

Not all rogues are criminals, but a long history of rogues working on the wrong side of the law is firmly felt in how roguish specialties are discussed. A rogue's specialty represents the brand of skullduggery they bring to the table—typically in the context of a criminal operation.

ENFORCER

Enforcers don't just excel at violence—they brandish it. Whether plying their trade as bounty hunters, assassins, or mercenaries, rogues of this specialty strive to make their bloody craft efficient and effective.

AMBUSH

3rd-Level Enforcer Feature

During the first round of combat, you have advantage on the first attack roll you make against any creature involved in the combat. Additionally, whenever you make a successful attack roll against a creature with the surprised condition, that attack is automatically considered a critical hit.

COLD-BLOODED

3rd-Level Enforcer Feature

Once per turn when you reduce a creature to 0 hp with a weapon attack, you can use the same weapon to immediately make a weapon attack against a different creature you can see within your weapon's range. You can't add Sneak Attack damage to this additional attack, even if circumstances would normally allow you to do so.

EXPANDED TALENT LIST

3rd-Level Enforcer Feature

When you gain a new talent, you can select that talent from the Martial or Technical Talent list.

THIEF

As a Thief, you have a reputation for quick thinking and quicker fingers. Leave throat-cutting and con-running to lesser scoundrels, you live to liberate treasures held under lock and key. The thrill of bypassing a sealed door, complex trap, or other "impassable" obstacle is the true prize—followed by the payday that comes from whatever you took.

FAST HANDS

3rd-Level Thief Feature

Experience has honed your skills, allowing you to accomplish precision work more quickly. In addition to its standard uses, you can now use the bonus action granted by your Cunning Action to do any of the following:

- Make a DEX (Sleight of Hand) check
- Use thieves' tools to attempt to disarm a trap or open a lock
- Take the Use an Object action

SECOND-STORY WORK

3rd-Level Thief Feature

You've never met a wall you couldn't conquer, and scaling such obstacles has become second nature. You gain a climb speed equal to your base movement speed. If you already have a climb speed when you gain this feature, it increases by 10 feet.

Additionally, when you make a long jump, you cover a number of feet equal to your walking speed if you move at least 10 feet on foot immediately before the jump. When you make a standing long jump, you can leap half your walking speed. Either way, each foot you clear on the jump costs a foot of movement. In the event a STR (Athletics) check is required to clear or extend a jump, you can choose to make a DEX (Acrobatics) check instead.

WIZARD

The study of magic is infinitely complex, and every wizard develops a different approach to studying its intricacies. Regardless of the specific aspects you choose to study, your class options reflect an ongoing dedication to mastering the mysteries of magic through research and experimentation.

WIZARDS AS ADVENTURERS

Wizards are academics at heart, and their cerebral pursuits are typically ill-suited to the rigors of an adventuring life. Despite the troubles a wizard may face when confronted by an armed minion or a sheer cliff face, many take up adventuring because it is the best way to acquire hidden knowledge and magical treasures to further their research.

While wizards rely on other party members for physical protection, every adventuring party benefits from having a wizard's knowledge and versatility in their corner. Whether staring down an enchanted foe, blocked by a mystic barrier, or ensorcelled by a possessed artifact, a well-prepared wizard is likely to have a magic solution—or five—inscribed in the pages of their spellbook.

CLASS FEATURES

As a wizard, you have the following class features.

HIT POINTS

Hit Dice: 1d6 per wizard level

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

Hit Points at Higher Levels: 1d6 (or 3) + your CON modifier per wizard level after 1st



PROFICIENCIES

Armor: None

Weapons: None

Tools: None

Saves: INT, WIS

Skills: Choose two from Arcana, History, Insight, Investigation, Medicine, and Religion

WIZARD QUICK BUILD

To quickly create a wizard, follow these steps during character creation.

- For ability scores:
 - Make INT your highest ability score.
 - Prioritize a high score in DEX or CON to help you survive in combat.
- For background:
 - Choose the Scholar background with the School Specialization talent.
 - If you plan to take the Battle Mage subclass at 3rd level, consider choosing the Soldier background instead, with the Combat Casting talent.

STARTING EQUIPMENT

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

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

SPELLCASTING

1st-Level Wizard Feature

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

Cantrips

At 1st level, choose three cantrips from the arcane circle spell list. You choose more arcane circle cantrips to learn at higher levels, as shown in the Cantrips Known column of the Wizard Progression table.

Your Spellbook

At 1st level, your spellbook contains six 1st-ring arcane circle spells of your choice. Your spellbook is the repository of the spells you know—except for your cantrips, which are so simple and well-rehearsed that you don't even need to write them down anymore.

Preparing and Casting Spells

You must prepare a spell in advance before you can cast it. Wizards may prepare any spell from their spellbook that they have slots for. (Check the Wizard Progression table to see which rings you have slots for at your level.)

To prepare spells, choose a number of spells from your spellbook equal to your INT modifier + your wizard level (minimum of one spell). These prepared spells are the pool of options from which you can cast.

To cast a prepared spell, you must use a slot of the spell's ring or higher. You regain all used spell slots when you finish a long rest.

For example, if you're a 3rd-level wizard, you have four 1st-ring and two 2nd-ring spell slots. With a 16 INT, your list of prepared spells can include six spells of 1st or 2nd ring, in any combination, chosen from your spellbook. Casting the spell doesn't remove it from your list of prepared spells.

YOUR SPELLBOOK

The ability to find spells out in the world and copy them into your spellbook is a unique element of the wizard base class. Keep your eye out for spellbooks and spell scrolls during your adventures! If it has been a few sessions since your character found—or had an opportunity to purchase—such treasures, ask your GM about creating more opportunities to expand your repertoire.

You can change your list of prepared spells when you finish a long rest. Preparing a new list of spells requires time studying your spellbook and re-memorizing incantations and gestures: at least 1 minute per spell ring for each spell you change.

Spellcasting Ability

Intelligence is your spellcasting ability. You use your INT whenever a spell refers to your spellcasting ability. You also use your INT modifier when setting the save DC for a spell you cast and when making an attack roll with a spell.

Spell save DC = 8 + your PB + your INT modifier

Spell attack modifier = your PB + your INT modifier

Ritual Casting

As a wizard, you can also cast a long-form type of spell called a **ritual**. You do not need to prepare ritual spells, and they do not use up spell slots.

At 1st level, choose two rituals from the arcane circle ritual list. You choose more arcane rituals to learn at higher levels, as shown in the Rituals Known column of the Wizard Progression table. You can only learn a ritual spell from a ring you have spell slots for. Rituals you learn do not count against the number of spells you learn at each level.

Spellcasting Focus

You can use an arcane focus as a spellcasting focus for your spells.

Learning Spells of the 1st Ring and Higher

Each time you gain a wizard level, you can add two wizard spells of your choice to your spellbook for free. Each spell must be of a ring for which you have spell slots, as shown on the Wizard Progression table. In your adventures, you might find other spells to add to your spellbook (see the Your Spellbook sidebar).

ARCANE RECOVERY

1st-Level Wizard Feature

You have learned to regain some of your magical energy by studying your spellbook. Once per day when you finish a short rest, you can recover used spell slots of your choice. Recovered spell slots can have a combined ring total equal to or less than half your wizard level (rounded up).

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

MAGIC SENSE

2nd-Level Wizard Feature

Your growing field experience allows you to perceive nearby magical workings. As an action, you can open your awareness to detect magical forces. Until the end of your next turn, you know the location of creatures with spellcasting ability, ongoing spell effects, or magic items within 30 feet of you. If the magical effect is the result of an ongoing spell, you learn which school of magic the spell belongs to.

WIZARD PROGRESSION

| LEVEL | PB | FEATURES | CANTRIPS KNOWN | RITUALS KNOWN | 1ST RING | 2ND RING | 3RD RING |
|-------|----|-------------------------------|----------------|---------------|----------|----------|----------|
| 1st | +2 | Spellcasting, Arcane Recovery | 3 | 1 | 2 | — | — |
| 2nd | +2 | Magic Sense | 3 | 1 | 3 | — | — |
| 3rd | +2 | Arcane Tradition | 3 | 2 | 4 | 2 | — |
| 4th | +2 | Improvement | 4 | 2 | 4 | 3 | — |
| 5th | +3 | Rote Learning (1st-Ring) | 4 | 3 | 4 | 3 | 2 |

Magic sense can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

You can use this feature a number of times equal to your PB + 1. When you finish a long rest, you regain all uses.

ARCANE TRADITION

3rd-Level Wizard Feature

When you reach 3rd level, choose an arcane tradition, representing the specialized way you practice magic. Examples include the Battle Mage or Cantrip Adept, which are detailed at the end of the wizard class description.

IMPROVEMENT

4th-Level Wizard Feature

Increase one ability score of your choice by 1 and choose a talent for which you meet the prerequisites from the Magic Talent list (see Talents later in this section).

ROTE LEARNING (1ST-RING)

5th-Level Wizard Feature

Your continued practice of the arcane has honed your mind, allowing you to fix a limited reservoir of spells in your mind. Choose one 1st-ring arcane circle spell in your spellbook. You always have it prepared, and it doesn't count against the number of spells you can prepare.

Casting a spell learned by rote still uses a spell slot as normal.

ARCANE TRADITIONS

As long as there has been magic, there have been creatures determined to research, quantify, and define it. Most of them are wizards.

Centuries of magical study have led to various arcane traditions that encompass different methods of thinking about—and practicing—spellcasting. The tradition you choose represents the lens through which you focus your ongoing study of the arcane.

BATTLE MAGE

Those who wield magic are capable of great and terrible things. Thus, spellcasters have always had a place in the armies of magical societies. Those who follow the battle mage tradition are not interested in theoretical musings or tedious experiments. Instead, battle mages pursue new ways to enhance their power so they can destroy their foes (and defend their allies) with ever greater efficiency.

EXPANDED TALENT LIST

3rd-Level Battle Mage Feature

When your wizard level grants you an Improvement and you choose to gain a new talent, you can select a talent from the Martial or the Magic Talent list.

SPELL WARD

3rd-Level Battle Mage Feature

You can redirect a portion of your spellcasting energy into a defensive shield. When you cast an arcane spell of 1st ring or higher, you can simultaneously weave a protective ward around yourself.

While the ward is active, you gain the following benefits if you aren't wearing medium or heavy armor:

- You gain a bonus to your AC equal to your PB.
- You have resistance to bludgeoning, piercing, and slashing damage.

Your Spell Ward lasts for 1 minute. It ends early if you are knocked unconscious or if your turn ends and you haven't cast a spell of the 1st ring or higher since your last turn. You can also choose to dismiss your ward at any time (no action required by you).

You can use this feature a number of times equal to your PB, and you regain all uses of it when you finish a long rest.

TACTICAL CASTER

3rd-Level Battle Mage Feature

When you cast a spell that causes damage, you can choose yourself and any number of allies you can see to be immune to the damage caused by the spell. You can use this feature a number of times equal to your PB, and you regain all uses of it when you finish a long rest.

CANTRIP ADEPT

It's easy to dismiss the cantrip as an unsophisticated afterthought plied by hedge wizards. But clever, cautious wizards sometimes specialize in these humble hexes. While other mages must weigh the use of arcane resources, cantrip adepts hardly even notice. At their command, cantrips aren't so humble.

CANTRIP ADEPT FEATURES

| WIZARD LEVEL | FEATURES |
|--------------|-----------------------------------|
| 3rd | Arcane Alacrity, Cantrip Polymath |

ARCANE ALACRITY

3rd-Level Cantrip Adept Feature

When you cast an arcane circle cantrip that has a casting time of 1 action, you can change the casting time to a bonus action for that casting. You can use this feature a number of times equal to your PB, and you regain all uses of it when you finish a long rest.

Behind the Curtain: We included the cantrip adept as an arcane tradition in this packet because it originally appeared as a 5E subclass in Kobold Press's *Tome of Heroes*. We wanted to play with an example that would show how easy it is to convert existing 5E options to *Core Fantasy Roleplaying* rules.

CANTRIP POLYMATH

3rd-Level Cantrip Adept Feature

Gain two cantrips of your choice from any circle spell list. For you, these cantrips count as arcane circle cantrips and don't count against the number of cantrips you know. In addition, any cantrip you learn or can cast from any source, such as from a lineage or talent, counts as an arcane circle cantrip for you.

LINEAGE & HERITAGE

Lineage represents the blood ties and hereditary traits of a creature. Lineages include humans, elves, and dwarves.

Heritage represents the upbringing and culture of a character. Heritages include cosmopolitan (city dwellers), grove (forest denizens), and stone (undermountain folk).

The fantasy genre is full of fantastical people. You can choose to play as a human or a fantasy creature, and you can choose whether your character was raised among a typical community of their lineage or from a totally different life.

ELEMENTS OF A LINEAGE

Your lineage dictates certain traits that your character has due to their ancestry. The following sections are included among the traits of each lineage option.

AGE

This notes the age when a member of the lineage grows into adulthood, and their expected lifespan. You can choose any starting age for your adventurer, but if you want to play a very young or very old character, make sure to run it by your GM.

SIZE

Characters of most lineages are Medium, a size category including creatures that are roughly 4 to 8 feet tall. Members of a few lineages are Small (between 2 and 4 feet tall) or can choose to be Small, which means that certain rules of the game affect them differently. The most important of these rules is that Small characters have trouble wielding weapons with the heavy property.

SPEED

Your speed determines how far you can move when traveling overland and in combat.

LINEAGE DESCRIPTIONS

These lineage options are available to adventurers.

BEASTKIN

Born between civilization and the wilds, beastkin are as varied as the animal kingdom itself. Sometimes called wildkin or werewolf, beastkin universally share the humanoid form of humans, elves, or dwarves, but have pronounced traits of a specific beast, like the wings of a hawk, the tail of a scorpion, tall rabbit ears, massive owl eyes, a crab-like carapace, the thick wiry hair of a boar, razor-sharp shark teeth, or the bony horns of an ox. Some beastkin show only slight similarities to their bestial forerunners, while others resemble bipedal versions of their animal kin.

The precise origin of the beastkin is unclear. Some believe they are relatives of the intelligent beasts that hold court in the fey realms. Others claim they are descendants of lycanthropes or other cursed beings. Whatever the case, all beastkin share a tie to the natural world, and many choose to live alongside their bestial forebears.

Many young beastkin are driven by curiosity to seek out other civilizations and far-flung environments. Though such wanderlust may last for years, most beastkin return to their natural homes in later life, where they often act as wardens of the territory in which they were born.

While all beastkin contend with primal urges, they are quick to form unshakable bonds with those who show them compassion and loyalty, humanoid or beast.

BEASTKIN LINEAGE TRAITS

Your beastkin character has certain hereditary traits dictated by their lineage.

Age. Beastkin mature far more quickly than most humanoids, reaching adulthood within 5 years. Though they may live nearly a century, some beastkin live only 20 or 30 years.

Size. Beastkin are extremely diverse in weight and height, depending on their beast characteristics. Most are between 4 and 8 feet tall and Medium in size, but if your beastkin is shorter than 4 feet, your size is Small. Your weight varies depending on your beast characteristics. For example, a Medium-sized beastkin descended from bears likely weighs upward of 350 pounds, while an avian beastkin of the same size is likely to weigh 100 pounds or less. Use your judgment to find a weight that seems right.

Speed. Your base walking speed is 30 feet.

Heightened Senses. You have proficiency in either the Perception or Survival skill.

Natural Weapons. You have claws, horns, hooves, fangs, spines, or a similar adaptation that serves as a natural weapon. Work with your GM to determine what type of natural weapon you possess and decide whether it does bludgeoning, piercing, or slashing damage. You can use your natural weapon to make unarmed strikes. When you hit with it, the strike deals 1d6 + your STR or DEX modifier damage (chosen at character creation) of your chosen type, instead of the bludgeoning damage normal for an unarmed strike.

Natural Adaptation. You inherited one of the following unique traits and methods of traversal, determined by your characteristics:

- **Avian.** Leathery, feathery, or gossamer wings sprout from your back or connect to your outstretched arms. You have a fly speed equal to your walking speed. You can't fly while wearing medium or heavy armor. Carrying a heavy load or a creature of your size or larger while flying reduces your speed by half.
- **Agile.** Sharp claws, cloven hooves, robust limbs, reversed joints, or suction pads on your hands and feet allow you to scramble up trees, rock faces, and uneven surfaces with ease. You have a climb speed equal to your walking speed. In addition, you have advantage on saves made to avoid being knocked prone.
- **Aquatic.** Oily fur, scales, fins, webbed hands and feet, or long, gangly limbs are common for your people. You have a swim speed equal to your walking speed. You can hold your breath for up to 20 minutes.
- **Sturdy.** Powerful limbs, fat reserves, and thick hides are clear features of your origin. When you aren't

wearing armor, you have a natural AC of 13 + your DEX modifier. Additionally, you count as one size larger when determining your carrying capacity and the weight you can push or drag.

DWARF

Dwarves are a hardy people, as sturdy and solid as stone. Indeed, many creation myths claim that dwarves were sculpted from the earth itself and given life in the forge of a progenitor god.

Regardless of whether these myths are true, the first dwarven cities were built below the world's surface, filling chiseled mountain halls and sprawling caverns deep within the earth. Surrounded by an abundance of metals and minerals, mastery of stoneworking and metalworking allowed these first dwarves to survive the overabundance of monsters lurking underground.

As ages passed, dwarves spread across many lands. Some chose lives far removed from the subterranean halls of their ancestors. However, modern dwarves still bear many of the adaptations that allowed their ancestors to thrive, including vision suited to sunless caverns and innate resistances to the poisonous denizens of the world below.

DWARF LINEAGE TRAITS

Your dwarf character has certain hereditary traits dictated by their lineage.

Age. Dwarves are physically mature around age 20, but most consider themselves young until they reach age 50. On average, they live about 350 years.

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

Speed. Your base walking speed is 30 feet.

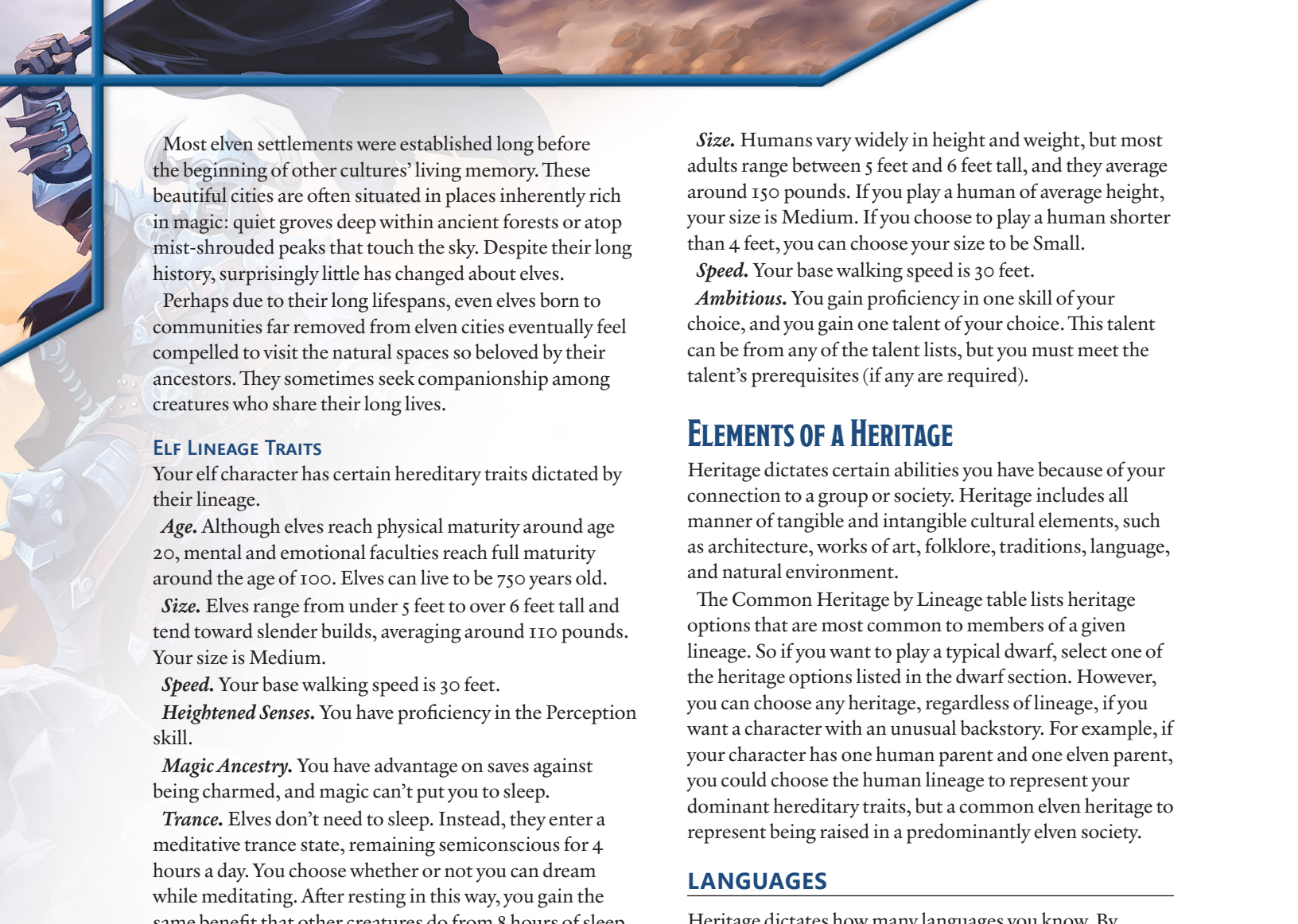
Night Vision. You have superior vision in naturally dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Dwarven Resilience. You have advantage on saves against becoming poisoned, and you are resistant to poison damage.

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

ELF

Elves are an ancient people, with ancestral ties to magic realms populated by immortal creatures. In several cultural accounts, elves are regarded as the first mortal beings to ever walk the world. Some elves claim these first elves were themselves immortal beings, made mortal so they could be stewards of the newborn land. Others believe mortality to be a punishment inflicted on their ancestors for some long-forgotten transgression.



Most elven settlements were established long before the beginning of other cultures' living memory. These beautiful cities are often situated in places inherently rich in magic: quiet groves deep within ancient forests or atop mist-shrouded peaks that touch the sky. Despite their long history, surprisingly little has changed about elves.

Perhaps due to their long lifespans, even elves born to communities far removed from elven cities eventually feel compelled to visit the natural spaces so beloved by their ancestors. They sometimes seek companionship among creatures who share their long lives.

ELF LINEAGE TRAITS

Your elf character has certain hereditary traits dictated by their lineage.

Age. Although elves reach physical maturity around age 20, mental and emotional faculties reach full maturity around the age of 100. Elves can live to be 750 years old.

Size. Elves range from under 5 feet to over 6 feet tall and tend toward slender builds, averaging around 110 pounds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Heightened Senses. You have proficiency in the Perception skill.

Magic Ancestry. You have advantage on saves against being charmed, and magic can't put you to sleep.

Trance. Elves don't need to sleep. Instead, they enter a meditative trance state, remaining semiconscious for 4 hours a day. You choose whether or not you can dream while meditating. After resting in this way, you gain the same benefit that other creatures do from 8 hours of sleep.

HUMAN

By most accounts, humans are the youngest people of the world, but their tenacity and adaptability has allowed them to quickly spread. Humans are diverse in appearance and culture, so it's not surprising that their origin stories are similarly plentiful, and few beings can answer when they first appeared.

Despite their tangled origins, humans leave their stamp on the world wherever they go, seemingly possessed by a natural drive to fill their short lives with long-lasting achievements.

Humans are found all over the world, living in all manner of communities. Among their differences, they do seem to share an aptitude for learning and a burning desire to succeed at everything they do.

HUMAN LINEAGE TRAITS

Your human character has certain hereditary traits dictated by their lineage.

Age. Humans reach adulthood in their late teenage years and rarely live to be more than 100 years old.

Size. Humans vary widely in height and weight, but most adults range between 5 feet and 6 feet tall, and they average around 150 pounds. If you play a human of average height, your size is Medium. If you choose to play a human shorter than 4 feet, you can choose your size to be Small.

Speed. Your base walking speed is 30 feet.

Ambitious. You gain proficiency in one skill of your choice, and you gain one talent of your choice. This talent can be from any of the talent lists, but you must meet the talent's prerequisites (if any are required).

ELEMENTS OF A HERITAGE

Heritage dictates certain abilities you have because of your connection to a group or society. Heritage includes all manner of tangible and intangible cultural elements, such as architecture, works of art, folklore, traditions, language, and natural environment.

The Common Heritage by Lineage table lists heritage options that are most common to members of a given lineage. So if you want to play a typical dwarf, select one of the heritage options listed in the dwarf section. However, you can choose any heritage, regardless of lineage, if you want a character with an unusual backstory. For example, if your character has one human parent and one elven parent, you could choose the human lineage to represent your dominant hereditary traits, but a common elven heritage to represent being raised in a predominantly elven society.

LANGUAGES

Heritage dictates how many languages you know. By default, all characters know the Common language and one other language, but some heritages and backgrounds allow you to choose even more. Choose your languages from the Standard Languages table or one common in your campaign. With your GM's permission, you can instead choose a language from the Esoteric Languages table or a secret language, such as thieves' cant or the tongue of druids. If you are unsure which language to choose, look at the suggested languages provided in each heritage option.

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

HERITAGE OPTIONS

This section contains descriptions of the heritage options available to adventurers. If you are unsure which to pick or wish to make a character that reflects common fantasy archetypes, choose a recommended heritage listed on the Common Heritages by Lineage table.

COMMON HERITAGES BY LINEAGE

| LINEAGE | RECOMMENDED HERITAGES |
|----------|-----------------------|
| Beastkin | Slayer, Wildlands |
| Dwarf | Fireforge, Stone |
| Elf | Cloud, Grove |
| Human | Cosmopolitan, Nomadic |

CLOUD HERITAGE

Cloud heritage characters were raised with the values and traditions of the cloud elf communities.

Many accounts concerning the origins of the elves have been spun, and almost all are deeply intertwined with tales of magic. In a time long lost to memory, a group of elves clung to these tales and named themselves mages, stewards of the magical forces that coursed through the cosmos. These elves were the first of the cloud elf tribes, and the towers they built to study the mysteries of the skies eventually became the hearts of thriving cities.

Though many elves still dwell within these towering cities, striving for a greater understanding of magic, people from all over the world have been drawn into these cloud communities—eager to study the arcane arts at the finest magic academies or simply to dwell among kindred spirits for whom magic is the center of their world.

Touch of Magic. Choose a school of magic for which you have an affinity. Learn a cantrip of your choice from that school of magic. When you reach 3rd level, choose a 1st-ring spell from that same school of magic. You learn this spell and can cast it at its lowest ring. Once you cast this spell, you must finish a long rest before you can cast it again using this feature. Your spellcasting ability for these spells is CHA, INT, or WIS (choose which during character creation).

World of Wonders. You have proficiency in the Arcana skill.

Languages. You know Common and two additional languages of your choice. Typical cloud heritage characters choose Elvish and Draconic.

COSMOPOLITAN HERITAGE

Cosmopolitan characters are citizens of the world whose values, interests, and ideas are influenced by exposure to many different peoples and cultures. Creatures of this heritage hail from major cities populated by people from many different parts of the world. Alternatively, it could mean you spent your formative years moving from place to place, immersing yourself in the customs and traditions of each community you lived with.

Street Smarts. While in a city or other urban environment, you have advantage on ability checks made to avoid getting lost and checks made to find a particular kind of business or other destination open to the public. Additionally, while you are in such environments, you can't be surprised unless you are asleep or otherwise incapacitated.


STANDARD LANGUAGES

| LANGUAGE | TYPICAL SPEAKERS | SCRIPT |
|----------|------------------|----------|
| Common | Humans | Common |
| Dwarvish | Dwarves | Dwarvish |
| Elvish | Elves | Elvish |
| Giant | Ogres, giants | Dwarvish |
| Gnomish | Gnomes | Dwarvish |
| Goblin | Goblinoids | Dwarvish |
| Halfling | Halflings | Common |
| Orcish | Orcs | Dwarvish |

ESOTERIC LANGUAGES

| LANGUAGE | TYPICAL SPEAKERS | SCRIPT |
|----------------|---------------------|--------------------------------|
| Abyssal | Demons | Infernal |
| Celestial | Celestials | Celestial |
| Draconic | Dragons, dragonborn | Draconic |
| Infernal | Devils | Infernal |
| Machine Speech | Mechadrons | Unreadable by living creatures |
| Primordial | Elementals | Dwarvish |
| Sylvan | Fey creatures | Elvish |
| Undercommon | Underworld traders | Elvish |
| Void Speech | Satarre | Writhing runes |





Worldly Wisdom. When you make a check related to understanding the purpose or significance of a building, rite, or object from a culture you aren't familiar with, you can add your PB to the roll. If you have proficiency in a relevant skill or tool, add double your PB to the roll.

Languages. You know Common and two additional languages of your choice. Typical cosmopolitan heritage characters choose Dwarvish and Elvish.

FIREFORGE HERITAGE

Fireforge heritage characters were raised with the values and traditions of the fireforge dwarven clans.

Dwarven legends are united that the best metalcrafting is done in the fires of the earth itself. Long ago, groups of dwarves following this tradition settled near areas of volcanic activity, turning such places into their forges. These dwarves were the founders of the fireforge clans. To this day, these communities toil in the heat of magma, creating weapons, armor, and goods noteworthy even among the finest dwarven crafts. They trade these goods for necessities not found in the harsh environment of their chosen settlements.

Fireforge communities maintain good relations with elemental creatures, coming to their aid when needed. In return, these elementals assist fireforge clans against giants, dragons, and other volcano-dwelling creatures who often compete for territory.

Expert Artisan. You gain proficiency with smith's tools. Your PB is doubled for any ability check you make when using them.

Forgecraft. You are resistant to fire damage.

Friend to Elementals. You can speak, read, and write Ignan in addition to your chosen languages.

Reforge. Your people have a deep connection with elemental fire and have learned how to repair forged items with a touch. You know the *mending* cantrip, and you can cast it as an action. However, you can use this trait to repair objects made only of metal, such as reconnecting two halves of a broken sword.

Languages. You know Common and one additional language of your choice. Typical fireforge heritage characters choose Dwarvish.

GROVE HERITAGE

Grove heritage characters were raised with the values and traditions of the grove elf communities.

When elves first walked the world, many chose to settle in the bounteous forests. These were the first grove elves, who established communities that intertwined with the natural world rather than seeking dominion over it. These communities preserve the forests they call home, communing with nature in sacred groves and taking up arms against those who dare to claim ownership of the land.

As natural spaces are threatened by growing populations, all manner of creatures have come to share the values of the grove elves. All whose hearts are open to the beasts and plants of the wild are welcome to settle among them.

Canopy Walker. You have a climbing speed equal to your walking speed.

Elf Weapon Training. You have proficiency with the longsword, shortsword, shortbow, and longbow.

Languages. You know Common and one additional language of your choice. Typical grove heritage characters choose Elvish.

NOMADIC HERITAGE

Nomadic heritage characters hail from a tight-knit community that regularly moves to and from different areas. Your people might flow with seasonally available plants and game, follow established trade routes, or roam for a more unique reason. People of nomadic heritage are suited to the rigors of travel and often understand environmental cycles and the hazards or benefits that come with them.

Resilient. You have advantage on checks or saves made to resist debilitating weather effects, such as those caused by extreme heat or cold. Additionally, when you complete a short rest, you can reduce your exhaustion level by one. Once used, you cannot reduce your exhaustion level in this way again until you complete a long rest.

Traveler. You have proficiency in the Survival skill.

Languages. You know Common and one additional language of your choice. Depending on the regions your people frequent or the kinds of communities your people trade with, a typical nomadic heritage characters choose Dwarvish or Elvish.

STONE HERITAGE

Stone heritage characters were raised with the values and traditions of the stone dwarven clans.

Above all else, the residents of the ancient cities of the stone dwarf clans value tradition and champion the deeds of ancestors who allowed their people to find safety within the earth. From infancy, people of the stone are instructed in the dwarven arts of smithing, metalworking, and masonry. Many devote their lives to mining and working precious metals beneath the surface of the world.

Though members of the stone dwarf clans take pride in their society, life in their cities is far from easy. The splendid caverns and mines occupied by the stone dwarves are under constant attack by other subterranean denizens. As children are raised to swing a mining pick, they are also taught to swing arms against the enemies that seek generations of dwarven treasures for themselves.

Dwarven Weapon Training. You have proficiency with the battleaxe, handaxe, light hammer, and warhammer.

Tool Proficiency. You gain proficiency with the artisan's tools of your choice: smith's tools, brewer's supplies, or mason's tools.

Eye for Quality. When you make an ability check related to the origin of metalwork or masonry, you can add your PB to the roll. If you have proficiency in a relevant skill or tool, add double your PB.

Languages. You know Common and one additional language of your choice. Typical stone heritage characters choose Dwarvish.

SLAYER HERITAGE

Slayer heritage characters were raised with the values and traditions of the beastkin slayer communities.

Long ago, small packs of beastkin became entwined with dangerous fauna: tigers, bears, sharks, or scorpions to name a few. How the early beastkin survived and prospered alongside such vicious predators remains unclear, but the descendants of these beastkin, referred to as slayers, have an expert understanding of hunting, tracking, and harvesting from their environment.

Slayer communities dedicate their lives to hunting other powerful predators that might topple natural ecosystems, such as dragons or trolls. Sometimes slayer packs accept coin to kill specific monsters, but more often, they purchase goods they can't make with treasures seized from monster lairs or profits made from selling harvested monster parts.

Given their dangerous lifestyle, slayer communities value strength and tracking skill. Slayers who can no longer hunt due to age, illness, or injury are honorably retired from the pack to live with non-slayer relatives. However, rumor also tells of hidden villages populated by retired slayers.

Ferocity. You have proficiency in the Intimidation skill. Any nonmagical Beast whose CR is equal to or less than your PB that targets you with an attack must first make a WIS check contested by your CHA (Intimidation). If you succeed, the beast must choose a new target or lose the attack. If you fail, it attacks normally. If you attack or deal damage to a creature, or cast a spell that affects a hostile creature, this effect ends for all Beasts that can see or hear you.

Tracker. When you make a check to spot or track a creature, you can add your PB to the roll. If you have proficiency in the skill or tool being used, add double your PB.

Languages. You know Common and one additional language of your choice. Typical slayer heritage characters choose Primordial.

WILDLANDS HERITAGE

Wildlands heritage characters were raised with the values and traditions of the wildlands communities.

In far flung corners of the world, wild places well up with environmental magic. Such overabundance of power might come from a mystic connection to the primal fey realms or a distant echo of a primordial spell cast long ago.

This power transforms the fauna that dwell there, giving rise to wise beasts with gifts of speech and reason. They develop nature-based societies unlike those found in humanoid civilizations.

Members of these communities are raised in territories unspoiled by the trappings of civilization, where beasts and humanoids live alongside one another as equals. A wildlands community is typically composed of intelligent beasts and humanoids with beast traits—like the beastkin—who work together to defend the interests of all who share their characteristics.

Indeed, preservation of these interests is one of the few reasons members of this heritage ever leave their territories. Whenever encroaching civilization puts a wildlands community at risk, the task of gathering information or forging diplomatic relations falls upon the more humanoid-like members of such groups.

Beast Affinity. Using gestures and sounds, you can communicate simple ideas with Beasts and you have advantage on checks made to interact with nonhostile Beasts.

Shepherd's Gift. You have proficiency in the Animal Handling skill. Any nonmagical Beast whose CR is equal to or less than your PB that targets you with an attack must first make a WIS check contested by your WIS (Animal Handling). If you succeed, the beast must choose a new target or lose the attack. If you fail, it attacks normally. If you attack or deal damage to a creature, or cast a spell that affects a hostile creature, this effect ends for all Beasts that can see or hear you.

Languages. You know Common and one additional language of your choice. Typical wildlands heritage characters choose Sylvan.



BACKGROUNDS

Background helps define your character's personal history (also called backstory) before taking up the mantle of an adventurer. When choosing a background, consider how it plays into your character's heritage and class. Did your life as a soldier naturally pave the way for you to become a fighter? Did a religious experience pull you away from a community that holds a different faith?

Your choice of background gives you access to additional proficiencies, talents, equipment, and other benefits like additional languages.

ELEMENTS OF A BACKGROUND

This section breaks down the various components of a background.

SKILL PROFICIENCIES

Each background gives a character proficiency in two skills. If your character would already gain the same skill proficiency from their class, lineage, or heritage features, you can choose a different skill proficiency instead.

ADDITIONAL PROFICIENCIES OR LANGUAGES

Most backgrounds grant proficiency with one or more tools or allow a character to learn additional languages.

EQUIPMENT

Each background provides a package of starting equipment.

TALENT

Each background allows a character to choose one talent from a short list of options. These options are typically a mix from all three talent lists, so they represent a unique opportunity to grab a talent from a list your class may not have access to in the future.

CUSTOMIZING A BACKGROUND

You might want to tweak some features of a background so it better fits your character or campaign. To customize a background, you can replace one talent with any other, choose any two skills, and choose a total of two tool proficiencies or languages from the sample backgrounds. You can either use the equipment package from your background or trade the cost of equipment from your background for items of equivalent value from the equipment lists. Finally, choose one adventuring motivation. If you can't find a feature that matches your desired background, work with your GM to create one.

ADVENTURING MOTIVATION

A background contains suggested motivations to help inform your reasons for becoming an adventurer. You can roll to determine it randomly, pick one off the list, or use the suggestions as inspiration for creating your own motivation.

ADHERENT

You devoted yourself to furthering a singular focus in your life, be it a faith, belief, or cause. In the service of a god, priests may have tasked you with daily prayers, holy rites, and the recitation of sacred scripture. As an adherent of a secret society, you may have taken part in special initiations, cryptic ceremonies, or ritualistic sacrifice. Attending to these exacting procedures has ingrained a sense of duty and purpose within you which only a few may understand.

Perhaps you are a hopeful inductee into the clergy of a war god, a recently excommunicated priest of a fiend-worshipping sect, or a lifelong member of a secret society in which your "siblings" can be found across the globe. No matter how you came to adventuring, you carry the teachings and traditions of your devotion with you every step of the way.

Skill Proficiencies: Choose two from History, Investigation, Religion, or Persuasion.

Additional Proficiencies: Gain proficiency with calligrapher's supplies and one type of tool or instrument of your choice.

Equipment: A prayer book or ceremonial dagger, a reliquary (holy symbol), a block of fragrant incense, vestments, a set of common clothes, and a pouch containing 10 gp.

TALENT

As an adherent, you have devoted yourself to an array of highly specific tasks and teachings known only to your order, each of which commands mental and emotional precision. Choose a talent from the following list to represent this experience: Field Medic, Mental Fortitude, or Ritualist.



ADVENTURING MOTIVATION

Many adherents do not stray far from the object of their devotion. Those who roam often do so for reasons specific to their order. When you begin your adventures, consider what has tempted—or called—you to step away from the safety of your order into the unknown.

D8 ADVENTURING MOTIVATION

- 1 Adventuring lets me test the limits of my devotion.
- 2 Adventuring allows me to learn about and report on other religions and orders.
- 3 Adventuring allows me to practice more unorthodox methods of worship.
- 4 Adventuring is a way to find others sworn to my order.
- 5 Adventuring allows me to share my faith with heretics, pagans, and the uninitiated.
- 6 Adventuring brings glory and notoriety to my order.
- 7 Adventuring furnishes me with the tithe my order deserves.
- 8 Adventuring keeps me from being dragged back to the order from which I narrowly escaped.

OUTCAST

A petty criminal, victim of ill fortune, or waif left to suffer on the fringe of civilization, you have spent your life surviving on scraps and taking what you can. Eking out a living on the compassionless streets has left you on the wrong side of the law but instilled skills and instincts to survive, overcome, and prosper in the darkest corners of any city.

Perhaps you are an urchin chased from your old stomping grounds, a pickpocket trying to make ends meet, or a reformed bandit trying to make amends. Whatever your circumstances, the thrills, exigencies, and misfortunes of life outside the law will never leave you.

Skill Proficiencies: Choose two from Deception, Insight, Sleight of Hand, or Stealth.

Additional Proficiencies: You gain proficiency with one type of game set and one of the following: a disguise kit, a poisoner's kit, or thieves' tools.

Equipment: A dark cloak and a set of dark common clothes, a silver coin given to you by a kind stranger, and a pouch containing 10 gp.

TALENT

As an outcast, you have developed skills and physical abilities to survive a life on the streets. Choose a talent from the following list to represent this experience: Aware, Hand to Hand, or Touch of Luck.

ADVENTURING MOTIVATION

Outcasts like you are familiar with the hardships adventurers face on their travels, but think about how your own history of such hardship shapes your relationships and reasons to travel to unfamiliar places. When you begin your adventures, consider why you chose—or were forced—to exchange a life of familiarity and criminal enterprise for a life of exploration and bravura.

D8 ADVENTURING MOTIVATION

- 1 Adventuring is a way to stay ahead of the law, I hope.
- 2 Adventuring is how I'll finally earn (or seize) my fortune.
- 3 Adventuring is a way to amass power and influence before my inevitable return home.
- 4 Adventuring is how I'll make amends for a life of wrongdoing.
- 5 Adventuring is a way to master my skills without fear of ending up in a cell.
- 6 Adventuring is a way to make a name for myself that will be feared and respected.
- 7 Adventuring is how I'll track down the person who ruined my life.
- 8 Adventuring is a way to find a crew I can trust.

SCHOLAR

Whether enrolled in an institution of learning or apprenticed to a distinguished sage, you spent years researching a branch of study. Time spent in academic pursuits has honed your mind, allowing you to view the world through an intellectual lens afforded to few.

Perhaps you are a new graduate eager to learn more of the world, a retired teacher ready for new adventures, or a discredited researcher driven to prove your theories. Regardless, your way has always been lit by your keen mind and driven by an unquenchable thirst for knowledge.

Skill Proficiencies: Choose two from Arcana, History, Nature, or Religion.

Additional Proficiencies: Learn two additional languages of your choice or gain proficiency with one type of tool or vehicle relevant to your field of study.

Equipment: A bottle of ink, a quill, a small knife, a reference book on a highly specific subject of your choice, a set of common clothes, and a pouch containing 10 gp.

TALENT

As a scholar, you have spent time researching particular academic subjects at an institute of learning or under a knowledgeable teacher. Choose a talent from the following list to represent this experience: Polyglot, School Specialization, or Trade Skills.

ADVENTURING MOTIVATION

Most scholars happily spend their lives cloistered within libraries, laboratories, and workshops, immersed in academia. When you begin your adventures, consider why you chose—or were driven—to leave the comforts of a traditional lifestyle to heed the call of the unknown.

D8 ADVENTURING MOTIVATION

- 1 Adventuring supplies me with coin to fund my research.
- 2 Adventuring allows me to gain field experience relevant to my field of study.
- 3 Adventuring is a way to actually experience and see the things I've read in books.
- 4 Adventuring is a way to make ends meet until I can prove the validity of my research.
- 5 Adventuring allows me to uncover lost or forbidden knowledge not found within typical institutions.
- 6 Adventuring is the best way to collect data for my patron or employer.
- 7 Adventuring may lead me to the answers I desperately seek.
- 8 Adventuring is a way to escape a life of academia I never wanted.

SOLDIER

Whether in a state military or tasked with defending a community, you have spent a significant portion of time risking your life to defend others. Surviving such dangerous work demands rigorous training, discipline, and sacrificing comforts that most people take for granted.

Perhaps you are a veteran searching for a new purpose, a deserter running from the atrocities of war, or a fresh-faced patriot pursuing new ways to fight for your cause. Whatever course you took, you are forever changed bearing the weight of duty.

Skill Proficiencies: Choose two from Animal Handling, Athletics, Medicine, or Survival.

Additional Proficiencies: Gain proficiency with land or water vehicles and one tool of your choice.

Equipment: A symbol of rank (like a letter, badge, or identification tags), a mess kit, a pack of playing cards or a set of dice, a set of common clothes, and a pouch containing 10 gp.

TALENT

As a soldier, you have received special training or honed natural capabilities that kept you safe during your service. Choose a talent from the following list to represent this experience: Combat Casting, Combat Conditioning, or Field Medic.

ADVENTURING MOTIVATION

As a soldier, you are accustomed to the dangers and demands of an adventurer's lifestyle, but you must consider how your military responsibilities have altered to accommodate your new path. When you begin your adventures, consider why your duties as a soldier have ended—or changed—to allow for less-regimented pursuits.

D8 ADVENTURING MOTIVATION

- 1 Adventuring is a way to support myself after being dishonorably discharged from service.
- 2 Adventuring is a way to continue fighting, even though the war is over.
- 3 Adventuring is a way to keep protecting others, since those I used to protect are now gone.
- 4 Adventuring is a way to use the skills I learned in military training without having to give my life to the military.
- 5 Adventuring is a way to perform special missions for those I serve.
- 6 Adventuring is a way to take justice into my own hands without concern for policy or politics.
- 7 Adventuring is the return to action I've craved since my retirement.
- 8 Adventuring is a way to keep my skills sharp before I can return to duty.

TALENTS

Talents represent the specific ways an adventurer has improved over the course of their adventures. Talents are divided into three categories: magic talents, martial talents, and technical talents. Your class typically determines which talent lists you have access to. Talents are gained in two main ways:

- When a character chooses their background during character creation, they select one talent from a list of options provided in the background.
- When a character class grants an Improvement, they choose a talent from the list specified by their class features—assuming the character meets any necessary prerequisites.

MAGIC TALENTS

Most magic talents affect a character's spellcasting abilities, but they also include features that strengthen the mind and defend against harmful magic effects.

COMBAT CASTING

Prerequisite: Spellcasting Class Feature

Experience on the battlefield has given you superior focus to cast your spells. You gain the following benefits:

- You automatically succeed on CON saves to maintain your concentration on a spell if the DC is equal to or lower than a number equal to 8 + your PB (minimum DC 10).
- When a hostile creature provokes an opportunity attack from you, you can use your reaction to cast a cantrip instead of making a melee attack.
- You can use a shield or weapon you are holding as a spellcasting focus—as normal, you can use the same hand or hands holding this focus to perform somatic spell components.

ELEMENTAL SAVANT

Prerequisite: Ability to Cast at Least One Spell that Deals Damage

Choose one of the following elemental damage types: acid, cold, fire, lightning, or thunder. When you cast a spell that deals damage, you can convert the damage type of that spell to your chosen elemental damage type. You must decide to convert the damage type when you declare you are casting the spell.

Additionally, when you roll damage for a spell that naturally uses your chosen elemental damage type—not a spell you convert to your chosen type—you can reroll any damage dice results of 1. You must keep the new result.

You can select this talent multiple times, selecting a different damage type each time.

MENTAL FORTITUDE

Through rigorous mental exercise, you have fortified yourself against mind-altering effects. You gain the following benefits:

- Once per long rest when you fail an INT, WIS, or CHA save, you can choose to reroll the save and take the new result.
- If an ongoing effect causes you to be charmed, frightened, or stunned due to failing a save, you can repeat the save at the end of each of your turns, ending the condition on a success—even if the effect would not typically allow you to do so.

MENTAL PROWESS

Your commitment to honing your mental capabilities yields results. Increase your CHA, INT, or WIS ability score by 1. You can't raise an ability score above 20 in this way.

You can select this talent multiple times.

RITUALIST

Prerequisite: Spellcasting Class Feature

Your study of magic has unlocked the mysteries of ritual spells. When you gain this talent, you also gain a ritual book, which contains the rituals you know. To cast a ritual spell, you must have your ritual book in hand.

Choose a circle of magic: arcane or divine. You must choose your rituals from that circle's ritual list. Regardless of which circle you choose, you use your normal spellcasting ability for these spells.



When you gain your ritual book, add one ritual of each spell ring you have already unlocked via your spellcasting class. For example, a cleric who selects this talent at 4th level has spell slots for the 1st ring and 2nd ring, so they would add one 1st-ring ritual and one 2nd-ring ritual to their book.

Each time you gain access to a new ring of spell slots by gaining a level in your spellcasting class, add one new ritual spell to your book. This new ritual must be from the same circle of magic you originally chose, and it must be of a ring for which you have spell slots. For example, when a cleric reaches 5th level, they gain access to 3rd-ring spells, so the cleric would select one ritual spell of 3rd ring or lower to add to their ritual book.

SCHOOL SPECIALIZATION

Prerequisite: Ability to Cast Spells

Choose one of the schools of magic: abjuration, conjuration, divination, enchantment, evocation, illusion, necromancy, or transmutation. You gain the following benefits:

- Whenever you cast a spell from your chosen school that requires you to make an attack roll, you add +1 to that roll.
- Whenever you cast a spell from your chosen school that requires a target to make a save versus your spell save DC, the DC increases by 1.
- If you use a spellbook to cast your spells, the gold and time you must spend copying a spell of that school into your spellbook is halved.

You can select this talent multiple times, selecting a different school of magic each time.

MARTIAL TALENTS

Martial talents affect a character's combat abilities, including enhancements to overall fitness and the ability to wield weaponry.

ARMORED COMBATANT

While you are wearing medium or heavy armor with which you are proficient, gain a +1 AC bonus. Furthermore, each instance of bludgeoning, piercing, and slashing damage you take from nonmagical attacks is reduced by an amount equal to your PB.

ARTILLERIST

Prerequisite: STR Score of 13 or Higher

Extensive training has allowed you to master the use of complex ranged weapons. You gain the following benefits:

- You ignore the loading property of simple and martial weapons with which you are proficient.
- You have advantage on attack rolls made with siege weapons or other Large sized or larger projectile-launching objects you operate. Your GM has final say on whether or not an object falls into this category.

COMBAT CONDITIONING

You have endured extensive training to withstand the rigors of combat, making you harder to cut down.

- Your hit point maximum increases by 2 for each level you had previous to gaining this talent (if applicable). Each time you gain a new level, your hp maximum increases by 2 (including for the level that allowed you to take this talent, if applicable).
- Whenever you roll Hit Dice to recover hp, you can ignore die rolls lower than your PB and instead treat those dice as if you rolled a number equal to your PB.

HAND TO HAND

Through regular practice in wrestling, boxing, or engaging in some form of martial arts, you have mastered techniques that allow you to efficiently fight without the use of weapons. You gain the following benefits:

- Your unarmed strikes deal bludgeoning damage equal to $1d4 + \text{your STR}$ —instead of the standard $1 + \text{your STR}$.
- You have advantage on ability checks made to initiate or escape a grapple.

PHYSICAL FORTITUDE

Through rigorous conditioning, you have fortified yourself against physically debilitating effects. You gain the following benefits:

- Once per long rest when you fail a STR or CON save you can reroll the save and take the new result.
- If an ongoing effect causes you to be blinded, deafened, paralyzed, or poisoned due to failing a save, you can repeat the save at the end of each of your turns, ending the condition on a success—even if the effect would not typically allow you to do so.

PHYSICAL PROWESS

Your commitment to honing your physical capabilities yields results. Increase your STR, DEX, or CON ability score by 1. You can't raise an ability score above 20 in this way.

You can select this talent multiple times.

RANGED WEAPON MASTERY

You have mastered the art of wielding ranged weapons. You gain the following benefits:

- You don't have disadvantage on ranged weapon attack rolls made at long range.
- You don't have disadvantage on ranged weapon attack rolls made while a hostile creature is within 5 feet of you.
- Your ranged weapon attacks ignore half and three-quarters cover.

TWO WEAPON MASTERY

You have mastered the art of wielding two weapons simultaneously. You gain the following benefits:

- You have +1 to AC while wielding a different melee weapon in each hand.
- You can use the bonus action attack granted by two-weapon fighting even if the weapons you are wielding aren't light. Similarly, you are no longer restricted to the use of light weapons if you have the Quick Strike Martial Action.
- You can now draw or stow two one-handed weapons in the same time it would normally take you to draw or stow a single weapon.

TECHNICAL TALENTS

Technical talents affect a character's noncombat abilities, granting utility-based improvements to social encounters, exploration, and object interactions.

AWARE

You have exceptional situational awareness. When you select this talent, you gain the following benefits:

- When you roll for initiative, you can treat any d20 roll of 9 or lower as if you rolled a 10.
- As long as you are conscious, you can't be affected by the surprised condition.
- Hidden targets don't have advantage on attack rolls made against you.

DUNGEONEER

You've studied—or survived—your share of hazards and learned a thing or two about sniffing out secrets. When you select this talent, you gain the following benefits:

- You have advantage on ability checks made to actively search for secret doors or traps.
- Traveling at a fast pace doesn't impose the standard –5 penalty to your Perception score.
- You have advantage on saves made to avoid or resist traps and dungeon hazards.

FIELD MEDIC

You have studied first aid and can provide emergency medical assistance. When you select this talent, you gain the following benefits:

- When you stabilize a dying creature using first aid, that creature regains 1 hp.
- As an action, you can tend to the wounds of a creature you can see and touch. When you do, the creature recovers a number of hp equal to twice their CON modifier. A creature healed in this way can't receive the benefits of this feature again until it completes a short or long rest.

POLYGLOT

You have studied language extensively, allowing you to communicate in multiple languages and puzzle out critical information from languages you don't know. When you select this talent, you gain the following benefits:

- Learn three languages of your choice.
- When you converse with a creature in a language that you both know (other than Common) you gain advantage on a single CHA ability check made to influence or interact with that creature. Once you use this feature, you can't do so again until you complete a long rest.
- When you make an ability check related to understanding the meaning of a verbal or written language you don't know, you can add your PB to the roll. If you have proficiency in a relevant skill or tool, double your PB for the roll.

TRADE SKILLS

You have honed the skills necessary to perform a particular job or profession. When you select this talent, decide what that profession is and gain the following benefits:

- Gain proficiency with one skill and one type of tool or vehicle relevant to your chosen profession. Alternatively, gain proficiency with two types of tools or vehicles relevant to your chosen profession.



- When you make an ability check where the use of a tool and the use of a skill would both apply to the check, and you are proficient with both the tool and the skill, you can make the check with advantage. For example, a character proficient in the Nature skill and proficient with an herbalism kit would have advantage on an ability check made to identify a plant.

You can select this talent multiple times, but you must choose a different profession each time.

TOUCH OF LUCK

Fortune's favor always makes its way back to you. You gain the following benefits:

- When you would gain 1 Luck point as a result of failing an attack roll or save, you instead gain 2 Luck points.
- If you have 5 Luck points and would gain a 6th point, your Luck point total resets to $d4 + 1$.

PC Wisdom: The cap on Luck points is meant to incentivize players to regularly spend their Luck instead of hoarding it. Make sure to use it often so you don't risk losing it. You have to regularly take risks to make your own luck!

WELL-ROUNDED

You are an individual of many interests and chasing your latest fascination has yielded results. Increase any ability score of your choice by 1. You can't raise an ability score above 20 in this way.

You can select this talent multiple times, but you must choose a different ability each time.

LUCK

Every PC has a special resource called Luck that can be used to influence the result of any of your checks: ability check, attack roll, or save.

GAINING LUCK POINTS

When you create your character, start with 0 Luck points. Gain Luck points in the following ways:

- Once per turn, when you fail an attack roll or save, gain 1 Luck point.
- The GM can award 1 Luck point as a reward for a clever idea, excellent roleplaying, or pursuing an interesting—rather than optimal—choice.
- The GM can award Luck to a party for surviving difficult encounters or achieving story goals (in addition to XP).

LOSING LUCK POINTS

You can have a maximum of 5 Luck points at one time. If a PC has 5 Luck points and would gain a 6th point, you must immediately roll a d4 and reset your Luck points to the die result.

SPENDING LUCK POINTS

You spend Luck points to add to any d20 roll you make. For example, if you have 4 Luck points, and roll a 13 on the die, you can spend 2 Luck points to make your roll result a 15 (leaving you with 2 Luck points for later).

Alternatively, immediately after you make a check (attack, ability check, or save), you can spend 3 Luck points to reroll a d20.

In either case, you spend Luck after you roll but before the GM declares whether the roll succeeds or fails. Luck can't offset effects of a natural 1 or create a natural 20.

SPELLCASTING

Potent energies permeate the universe. Magic is the manipulation of those energies to change reality. Those who can harness such energies are called spellcasters.

Spellcasters are categorized into groups based on the source of their power. Regardless of sources, the laws that rule these reality-shaping effects, known as spells, are the same. This section outlines the rules of spellcasting and includes a selection of commonly seen spells throughout the Labyrinth.

WHAT IS A SPELL?

A spell is a manipulation of reality accomplished using a combination of will and energy. Every spell must have energy to fuel its effects and a spellcaster capable of controlling the flow of energy. Spells can accomplish any number of things—harm, protection, problem-solving—all guided by a caster’s imagination.

Creating a new spell is a work of creativity and effort, often resulting from a lifetime of study. Because of this, most casters choose their spells from established pools of knowledge.

CIRCLES OF MAGIC

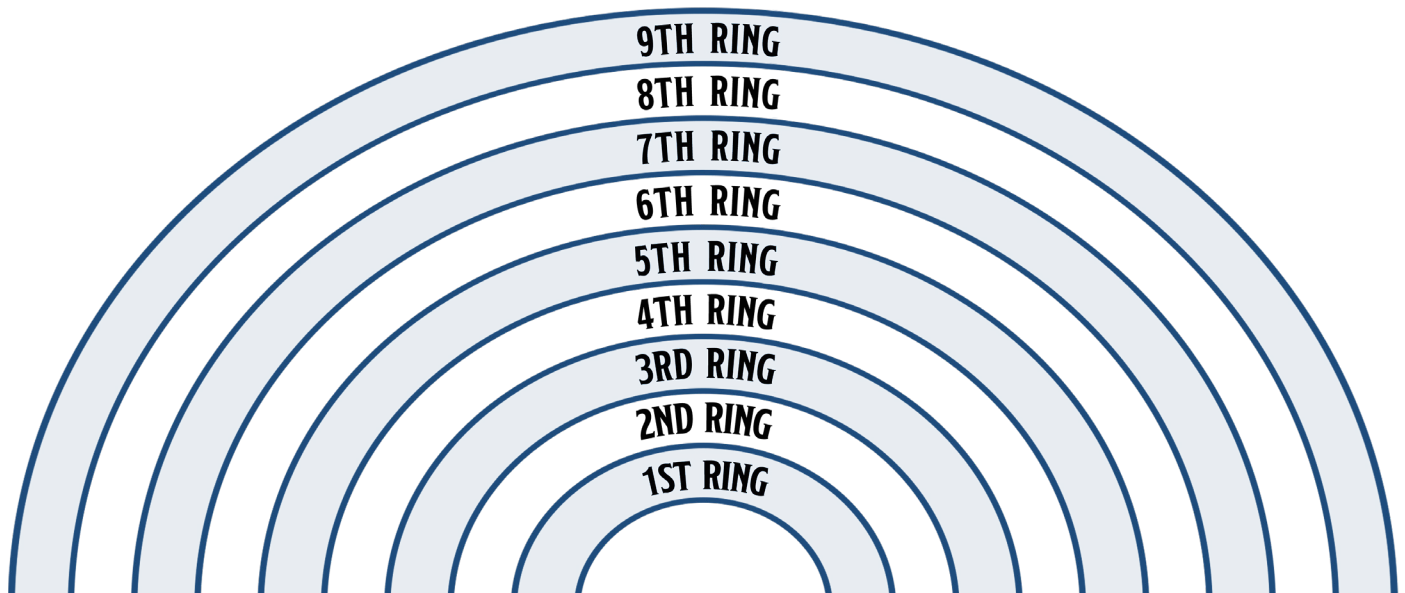
Circles of magic represent primary sources that fuel spellcaster abilities. This section details two circles of magic, arcane and divine, and explains their roles in spellcasting.

ARCANE CIRCLE

The arcane circle draws its power from manipulating measurable forces that govern material reality. This includes forces like heat, space, and gravity. An arcane caster uses a precise combination of words, gestures, and materials to ignite a roaring flame or link two locations hundreds of miles apart.

Arcane magic is governed by an extensive set of rules and calculations, which a caster uses to enact effects. It can resemble a science more than mystical workings. Harnessing magic from this circle requires creativity, precision, and a drive for perfection.

The tools of arcane magic are varied and often highly personal to the caster. Common tools include runes, recitations, and hand gestures.



CIRCULAR LOGIC

Two additional circles of spellcasting, primordial and wyrd, also exist within the Labyrinth. Since no classes in this Alpha Release draw from these circles, they remain enshrouded until the time for their emergence.

Conversion from 5th Edition. When converting 5th Edition spells into circles of magic, these qualities indicate that a spell might be Arcane:

- The spell detects, suppresses, ends, or otherwise interacts with mechanical aspects of spellcasting.
- The spell harnesses elemental energy (acid, cold, fire, lightning, or thunder).
- The spell interacts with the five senses, whether to fool them or to extend their capabilities.

DIVINE CIRCLE

The divine circle draws its power from the connectivity between beings. A divine caster can imbue a dying creature with the will to live, channel the wrath of a god into a fire storm, or restore withered crops to a starving community.

Divine magic requires a connection between the caster and at least one other being to function. Harnessing magic from this circle requires devotion, awareness of others, and belief in improving the world for those served.

The common model for divine magic frames it within religious faith, where an individual enacts the will of a god. However, the divine circle is also accessible to a caster who acts out of devotion to a particular community, an evil pact set forth by a cult, or any similarly compelling source. Wherever need exists, there is the potential for divine magic.

Conversion from 5th Edition. When converting 5th Edition spells into circles of magic, these qualities indicate that a spell might be Divine:

- The spell specifically interacts with another creature's life force, whether to heal or harm.
- The spell harnesses radiant or necrotic energy.
- The spell specifies interaction with a deity or includes the word "faith" in the description.

CASTING SPELLS AT HIGHER RINGS

In the full game beyond this Alpha Release, some spells can be cast using higher-ring spell slots to increase their power. We have removed these options for the Alpha Release, but if you're looking for it, this feature will return in future releases.



SPELL RINGS

Every spell is categorized into a ring, ranked from 1st to 9th. Higher rings require more energy to fuel the spell and have stronger effects.

Like the rings within a tree trunk, rings of magic encircle one another. A novice spellcaster starts at the center of the circle with access to the 1st ring. As they grow in ability, their powers expand toward the circle's edge, giving access to more rings. The further a ring is from the center, the higher level a spellcaster must be to use that ring's spells.

Each class provides a table of what spellcaster level you must achieve before you gain access to new spell rings. Typically, a spellcaster must be at least 17th level before they can cast spells from the 9th and final ring.

SPELL SLOTS

Spell slots are a measure of the energy a caster has to fuel their spells. Check the progression table for your spellcasting class to see how many spell slots your character has at a given level. As you gain levels, you gain new slots to cast spells from higher rings and more slots for spells from lower rings.

A caster who has used all their spell slots is spent, physically and mentally. They're out of energy for spells. To replenish spell slots, you must complete a short or long rest—each class specifies which type of rest and how many slots you regain. This rest represents the time needed to recover from the toll spellcasting takes on a body and mind.

SCHOOLS OF MAGIC

Practitioners and sages have attempted to quantify and categorize the complexities of magic into eight universally recognized categories known as spell schools. These schools have no inherent influence on a spell, but they help identify a spell's effect. Specific class features or character abilities may refer to these schools. The eight schools are broadly explained in this section.

ABJURATION

Abjuration spells use wards, shields, and other means of deflection to defend their target. Such spells might look like creating a force shield to block incoming missiles or imbuing a homestead with a ward to deter unwanted pests.

CONJURATION

Conjuration spells restructure space, enabling objects, creatures, and other targets to be transported from place to place. Such spells might look like causing a lost house key to appear in your hand or creating a portal that allows for instantaneous travel to a far-flung realm of existence.

DIVINATION

Divination spells collect information, allowing a user to glean locations, outcomes, or sensory feedback beyond the limitations of standard perception. Such spells might look like sensing the location of a hidden entrance or receiving a vision of future events.

ENCHANTMENT

Enchantment spells influence the minds of creatures, allowing a user to manipulate emotions or behavior.

EVOCATION

Evocation spells shape energy, allowing a user to channel healing, change air into roaring flame, or stir the skies into a raging storm.

ILLUSION

Illusion spells deceive the senses, allowing a user to mask or alter the truth and create objects that seem real.

NECROMANCY

Necromancy spells manipulate life, allowing a user to use another's life force to heal or reanimate the dead.

TRANSMUTATION

Transmutation spells alter the forms of creatures or objects, allowing a user to turn lead into gold or transform an enemy into a toad.

KNOWN SPELLS

A spellcaster must be extremely familiar with a spell or possess a magic item imbued with the spell to cast it. Each spellcasting class solves this familiarity issue differently.

For example, a wizard catalogs their known spells in a spellbook and adds to it whenever they discover a new spell. Your character class defines how many spells you know and can potentially learn as you gain more class levels.

PREPARED SPELLS

A prepared spell is ready to cast quickly, in the heat of battle, without extensive reading or setup. Due to the intense mental fortitude necessary, the number of spells a caster can prepare at one time is generally limited.

Some spellcasters, such as clerics and wizards, must prepare all their spells ahead of time through study or meditation. Different spellcasting classes with shorter known spell lists can automatically prepare all their known spells.

Your character class defines what you must do to prepare spells and how many spells you can have prepared at any given level.

CANTRIPS

Some spellcasters can employ a simple type of spell called a cantrip. A cantrip can be cast without using a spell slot and without being prepared. Repeated practice has fixed the spell in the caster's mind and infused the caster with the energy needed to produce the effect on demand. A cantrip's spell ring is ○.

Your character class defines whether you can access cantrips, and how many cantrips you know at each class level.

RITUALS

Ritual spells are uniquely powerful magic that takes 1 minute or longer to cast and often requires costly material components. A caster can only learn ritual spells associated with their circle of magic.

Ritual spells don't use spell slots and can't be cast at higher rings. Otherwise, ritual spells follow normal spellcasting rules.

Your character class defines whether you can access ritual spells, and how many rituals you know at each class level.

CASTING IN ARMOR

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

COMBINING MAGICAL EFFECTS

The effects of different spells combine while the durations of those spells overlap. The effects of the same spell cast multiple times don't combine, however. Instead, the most potent effect, such as the highest bonus from multiple castings, applies while their durations overlap.

For example, if two wizards cast *mage armor* on the same target, that target gains the spell's benefit only once; they don't get multiple AC bonuses.

Behind the Curtain: Ritual spells have been altered from the way they appeared in 5th Edition to clarify how and when they should be used. By placing spells with longer casting times into a separate category, we're emphasizing that ritual spells are not meant to be used in combat and encouraging players to think of them as tools to aid exploration and social encounters.

ELEMENTS OF A SPELL

When a character casts a spell, the basic rules are the same regardless of the spell ring or its circle.

Each spell in this section includes basic information, including the spell's name, ring, circle, school, casting time, range, required components, and duration. Every spell also contains a description of its effect.

CASTING TIME

Most spells require a single action to cast, but some can be accomplished in a shorter or longer span.

BONUS ACTION

A spell cast with a bonus action is fast. You must use a bonus action on your turn to cast the spell, provided you haven't already taken a bonus action this turn. If you use your bonus action to cast a spell from the 1st ring or higher on your turn, you can't also use your action to cast a spell from the 1st ring or higher during the same turn.

REACTION

Some spells can be cast as reactions. These spells take a fraction of a second to bring about and are cast in response to specific triggering events. If a spell can be cast as a reaction, the spell description specifies the trigger required. Since reactions are not taken during your turn, casting spells as a reaction does not interfere with the number of spells you can cast on your turn.

LONGER CASTING TIMES

Certain spells (particularly rituals) require more time to cast, minutes or even hours. When you cast a spell with a casting time longer than a single action or reaction, you must spend your action each turn casting, and you must maintain concentration while you do so (see Concentration below). If your concentration is broken, the spell fails, but the attempt doesn't use a spell slot. To try casting the spell again, you must start over.

RANGE

The target of a spell must be within the spell's range. For a spell like *magic missile*, the target is a creature. For a spell like *fireball*, the target is a point in space where the ball of fire erupts.

Most spells have ranges expressed in feet. Some spells can target only a creature (including you) that you touch. Other spells, such as the *shield* spell, affect only you. These spells have a range of self.

Spells that appear in cones or lines that originate from you also have a range of self, indicating that the origin point must be you (see Area of Effect below).

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

AREA OF EFFECT

Spells such as *burning hands* and *cone of cold* cover an area, allowing them to affect multiple creatures at once.

A spell's description specifies its area of effect, which typically has one of five different shapes: cone, cube, cylinder, line, or sphere. Every area of effect has a point of origin, a location from which the spell's energy erupts. The rules for each shape specify how you position its origin. Usually, the origin is a point in space that you choose within the spell's range, but some spells originate from a creature or an object.

A spell's effect expands in straight lines from its origin. If no unblocked straight line extends from the origin to a location within the area of effect, that location isn't included in the spell's area. To block one of these straight lines, an obstruction must provide total cover.

CONE

A cone extends in a direction you choose from its point of origin. A cone's width at a given point along its length is equal to that point's distance from the point of origin. A cone's area of effect specifies its maximum length.

A cone's point of origin is not included in the cone's area of effect unless you decide otherwise.

CUBE

You select a cube's point of origin, which lies anywhere on a face of the cubic effect. The cube's size is expressed as the length of each side.

A cube's point of origin is not included in the cube's area of effect unless you decide otherwise.

CYLINDER

A cylinder's point of origin is the center of a circle of a particular radius, as given in the spell description. The circle must either be on the ground or at the height of the spell effect. The energy in a cylinder expands in straight lines from the point of origin to the perimeter of the circle, forming the base of the cylinder. The spell's effect then shoots up from the base or down from the top to a distance equal to the height of the cylinder.

A cylinder's point of origin is included in the cylinder's area of effect.

LINE

A line extends from its point of origin in a straight path up to its length and covers an area defined by its width.

A line's point of origin is not included in the line's area of effect unless you decide otherwise.

SPHERE

You select a sphere's point of origin, and the sphere extends outward from that point. The sphere's size is expressed as a radius in feet that extends from the point.

A sphere's point of origin is included in the sphere's area of effect.

COMPONENTS

A spell's components are the physical requirements you must meet to cast it. Each spell's description indicates whether it requires verbal (V), somatic (S), or material (M) components. If you can't provide one or more of a spell's components, you can't cast the spell.

VERBAL (V)

Most spells require the chanting of mystic words. The combination of sounds, with specific pitch and resonance, sets the magic in motion. Thus, a character who is gagged or in an area of silence, such as one created by the *silence* spell, can't cast a spell with a verbal component.

SOMATIC (S)

Spellcasting might include a forceful gesticulation or an intricate set of motions. If a spell requires a somatic component, the caster must have free use of at least one hand to perform these gestures.

MATERIAL (M)

Casting some spells requires specific objects detailed in parentheses in the component entry. A character can use a component pouch or a spellcasting focus (found in Equipment) in place of the components specified for a spell. However, if a cost is indicated for a component, a pouch or focus can't substitute for it. The character must have that specific component to cast the spell.

If a spell states that a material component is consumed by the spell, the caster must provide this component for each casting of the spell.

A spellcaster must have a hand free to access a spell's material components—or to hold a spellcasting focus—but it can be the same hand that they use to perform somatic components.

DURATION

A spell's duration is the length of time the spell persists. A duration can be expressed in rounds, minutes, or even years. Some spells specify that their effects last until the spells are dispelled or destroyed.

INSTANTANEOUS

Many spells are instantaneous. The spell harms, heals, creates, or alters a creature or an object in a way that can't be dispelled, because its magic exists only for an instant.

CONCENTRATION

Some spells require concentration to keep the magic active. If you lose concentration, such a spell ends.

If a spell must be maintained with concentration, that fact appears in its duration entry, and it specifies how long you can concentrate on it. You can end concentration at any time (no action required).

Normal activity, such as moving and attacking, doesn't interfere with concentration. The following factors can break concentration:

- **Casting another spell that requires concentration.** You lose concentration on a spell if you cast another spell that requires concentration. You can't concentrate on two spells at once.
- **Taking damage.** Whenever you take damage while you are concentrating on a spell, you must make a CON save to maintain your concentration. The DC of this save equals 10 or half the damage you take, whichever number is higher. If you take damage from multiple sources, such as an arrow and a dragon's breath, you make a separate save for each source of damage.
- **Being incapacitated or killed.** You lose concentration on a spell if you are incapacitated or if you die.

The GM might also decide that certain environmental phenomena, such as a wave crashing over you while you're on a storm-tossed ship, require you to succeed on a CON save to maintain concentration on a spell.

DESCRIPTION

Each spell includes a description of its effects, including key information about how the spell works.

TARGETS

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

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

A CLEAR PATH TO THE TARGET

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

If you place an area of effect at a point that you can't see and an obstruction, such as a wall, is between you and the point, the point of origin comes into being on the near side of that obstruction.

TARGETING YOURSELF

If a spell targets a creature of your choice, you can choose yourself, unless the creature must be hostile or specifically a creature other than you. If you are in the area of effect of a spell you cast, you can target yourself.

SPELL SAVES

Many spells specify that a target can make a save to avoid some or all of a spell's effects. The spell specifies the ability the target uses for the save and what happens on a success or failure.

The DC to resist a spell equals 8 + your spellcasting ability modifier + your PB + any special modifiers.

SPELL ATTACK ROLLS

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

Most spells that require attack rolls involve ranged attacks. Remember that you have disadvantage on a ranged attack roll if you are within 5 feet of a hostile creature that can see you and that isn't incapacitated.

SPELL LISTS

This section lists the spells available to casters of the various circles of magic. The list is organized by circle, then by spell ring. Each spell also belongs to a school of magic, which is identified in parentheses after the spell's name.

Please note: this preview contains only a few of the spells listed below.

ARCANE CIRCLE SPELL LIST

These spells are available to casters who draw power from the arcane circle.

CANTRIPS

Acid Splash (Conjuration)
Dancing Lights (Evocation)
Fire Bolt (Evocation)
Grave Touch (Necromancy)
Light (Evocation)
Mage Hand (Evocation)
Mending (Transmutation)
Message (Transmutation)
Minor Illusion (Illusion)
Poison Spray (Conjuration)
Prestidigitation (Transmutation)
Ray of Frost (Evocation)
Shocking Grasp (Evocation)
True Strike (Divination)

1ST RING

Burning Hands (Evocation)
Charm Person (Enchantment)
Color Spray (Illusion)
Comprehend Languages (Divination)
Detect Magic (Divination)
Disguise Self (Illusion)
Expeditious Retreat (Illusion)
False Life (Necromancy)
Feather Fall (Transmutation)
Fire Under the Tongue (Transmutation)
Floating Disk (Conjuration)
Fog Cloud (Conjuration)
Grease (Conjuration)
Hideous Laughter (Enchantment)
Jump (Transmutation)
Longstrider (Transmutation)
Mage Armor (Abjuration)
Magic Missile (Evocation)
Pendulum (Enchantment)
Protection from Evil and Good (Abjuration)

Shield (Abjuration)
Silent image (Illusion)
Sleep (Enchantment)
Thunderwave (Evocation)

2ND RING

Acid Arrow (Evocation)
Blindness/Deafness (Necromancy)
Blur (Illusion)
Continual Flame (Evocation)
Darkness (Evocation)
Detect Thoughts (Divination)
Enlarge/Reduce (Transmutation)
Flaming Sphere (Conjuration)
Gear Barrage (Conjuration)
Gentle Repose (Necromancy)
Gust of Wind (Evocation)
Hold Person (Enchantment)
Invisibility (Illusion)
Knock (Transmutation)
Levitate (Transmutation)
Locate Object (Divination)
Magic Weapon (Transmutation)

Mirror Image (Illusion)
Misty Step (Conjuration)
Nightvision (Transmutation)
Ray of Enfeeblement (Necromancy)
Rope Trick (Transmutation)
Scorching Ray (Evocation)
See Invisibility (Divination)
Shatter (Evocation)
Suggestion (Enchantment)
Web (Conjuration)

3RD RING

Blink (Transmutation)
Counterspell (Abjuration)
Dispel Magic (Abjuration)
Fear (Illusion)
Fireball (Evocation)
Fly (Transmutation)
Gaseous Form (Transmutation)
Haste (Transmutation)
Hypnotic Pattern (Illusion)
Lightning Bolt (Evocation)
Major Image (Illusion)
Nondetection (Abjuration)
Protection from Energy (Abjuration)
Sending (Evocation)
Slow (Transmutation)
Stinking Cloud (Conjuration)
Tongues (Divination)
Vampiric Touch (Necromancy)
Water Breathing (Necromancy)

ARCANE CIRCLE RITUAL LIST

These rituals are available to casters who draw power from the arcane circle.

1ST RING

Alarm (Abjuration)
Create Familiar (Transmutation)
Identify (Divination)
Illusory Script (Illusion)
Unseen Servant (Conjuration)

2ND RING

Arcane Lock (Abjuration)
Arcanist's Magic Aura (Illusion)
Magic Mouth (Illusion)

3RD RING

Animate Dead (Necromancy)
Clairvoyance (Divination)
Glyph of Warding (Abjuration)
Magic Circle (Abjuration)
Phantom Steed (Illusion)
Tiny Hut (Evocation)

DIVINE CIRCLE SPELL LIST

These spells are available to casters who draw power from the divine circle.

CANTRIPS

Guidance (Abjuration)
Light (Evocation)
Mending (Transmutation)
Resistance (Abjuration)
Sacred Flame (Evocation)
Spare the Dying (Necromancy)
Thaumaturgy (Transmutation)

1ST RING

Bane (Enchantment)
Bless (Enchantment)
Command (Enchantment)
Cure Wounds (Evocation)
Detect Evil and Good (Divination)
Guiding Bolt (Evocation)
Healing Word (Evocation)
InFLICT Wounds (Necromancy)
Protection from Evil and Good (Abjuration)
Sanctuary (Abjuration)
Shield of Faith (Abjuration)

2ND RING

Aid (Abjuration)
Augury (Divination)
Blindness/Deafness (Necromancy)
Calm Emotions (Enchantment)
Find Traps (Divination)
Gentle Repose (Necromancy)
Hold Person (Enchantment)
Lesser Restoration (Abjuration)
Locate Object (Divination)
Prayer of Healing (Evocation)
Protection from Poison (Abjuration)
Silence (Illusion)
Spiritual Weapon (Evocation)
Warding Bond (Abjuration)
Web (Conjuration)

3RD RING

Beacon of Hope (Abjuration)
Bestow Curse (Necromancy)
Create Food and Water (Conjuration)
Daylight (Evocation)
Dispel Magic (Abjuration)
Mass Healing Word (Evocation)
Protection from Energy (Abjuration)
Remove Curse (Abjuration)
Revivify (Necromancy)
Sending (Evocation)
Speak with Dead (Necromancy)
Spirit Guardians (Conjuration)
Tongues (Divination)

DIVINE CIRCLE RITUAL LIST

These rituals are available to casters who draw power from the divine circle.

1ST RING

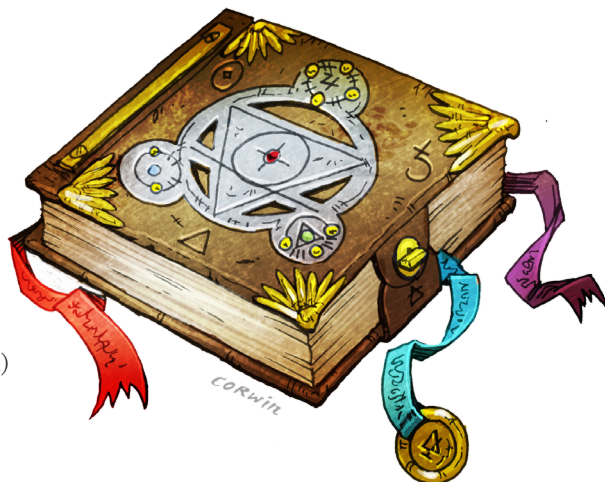
Detect Poison and Disease (Transmutation)
Purify Food and Drink (Transmutation)

2ND RING

Augury (Divination)
Gentle Repose (Necromancy)

3RD RING

Animate Dead (Necromancy)
Clairvoyance (Divination)
Glyph of Warding (Abjuration)
Magic Circle (Abjuration)



SPELL DESCRIPTIONS

This section presents a sampling of spells commonly used throughout the Labyrinth. Spells are listed in alphabetical order.

ACID ARROW

2nd-Ring Arcane (Evocation)

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (powdered rhubarb leaf and an adder's stomach)

Duration: Instantaneous

You launch a missile of acid toward your target.

A shimmering green arrow streaks toward a target within range and bursts in a spray of acid. Make a ranged spell attack against the target. On a hit, the target takes 4d4 acid damage immediately and 2d4 acid damage at the end of its next turn. On a miss, the arrow splashes the target with acid for half as much of the initial damage and no damage at the end of its next turn.

At Higher Rings. When you cast this spell using a spell slot of 3rd ring or higher, the damage (both initial and later) increases by 1d4 for each spell slot beyond 2nd.

ACID SPLASH

Arcane Cantrip (Conjuration)

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You conjure a glob of acid to burst over your targets.

Choose one creature within range, or choose two creatures within range that are within 5 feet of each other. A target must succeed on a DEX save or take 1d6 acid damage.

This spell's damage increases by 1d6 when you reach 5th level.

AID

2nd-Ring Divine (Abjuration)

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a tiny strip of white cloth)

Duration: 8 hours

You bless allies with heightened vitality and determination.

Your spell bolsters your allies with toughness and resolve. Choose up to three creatures within range. Each target's hit-point maximum and current hit points increase by 5 for the duration.

BANE

1st-Ring Divine (Enchantment)

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a drop of blood)

Duration: Concentration, up to 1 minute

You curse several targets within range with bad luck and ill will in their impending struggles.

Up to three creatures of your choice that you can see within range must make CHA saves.

Whenever a target that fails this save makes an attack roll or a save before the spell ends, the target must roll a d4 and subtract the number rolled from the attack roll or save.

BEACON OF HOPE

3rd-Ring Divine (Abjuration)

Casting Time: 1 action

Range: Self (30-foot radius)

Components: V, S

Duration: Concentration, up to 1 minute

A wave of positivity issues from you, bolstering the hearts, wills, and healing capabilities of nearby allies.

This spell bestows hope and vitality. Choose any number of creatures within range. For the duration, each target has advantage on WIS saves and death saves, and regains the maximum number of hit points possible from any healing.

BESTOW CURSE

3rd-Ring Divine (Necromancy)

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 minute

You inflict a creature with a weakness of your choosing.

You touch a creature, and that creature must succeed on a WIS save or become cursed for the duration of the spell. When you cast this spell, choose the nature of the curse from the following options:

Choose one ability modifier. While cursed, the target has disadvantage on ability checks and saves made with that ability modifier.

While cursed, the target has disadvantage on attack rolls against you.

While cursed, the target must make a WIS save at the start of each of its turns. If it fails, it wastes its action that turn doing nothing.

While the target is cursed, your attacks and spells deal an extra 1d8 necrotic damage to the target.

A *remove curse* spell ends this effect. At the GM's option, you may choose an alternative curse effect, but it should be no more powerful than those described above. The GM has final say on such a curse's effect.

BLESS

1st-Ring Divine (Enchantment)

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a sprinkling of holy water)

Duration: Concentration, up to 1 minute

You bless a group of creatures with affirmation and good fortune.

You bless up to three creatures of your choice within range. Whenever a target makes an attack roll or a save before the spell ends, the target can roll a d4 and add the number rolled to the attack roll or save.

BLINK

3rd-Ring Arcane (Transmutation)

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 1 minute

You fade in and out between your current plane and the Ethereal.

Roll a d20 at the end of each of your turns for the duration of the spell. On a roll of 11 or higher, you vanish from your current plane of existence and appear in the Ethereal Plane (the spell fails and the casting is wasted if you were already on that plane). At the start of your next turn, and when the spell ends if you are on the Ethereal Plane, you return to an unoccupied space of your choice that you can see within 10 feet of the space you vanished from. If no unoccupied space is available within that range, you appear in the nearest unoccupied space (chosen at random if more than one space is equally near). You can dismiss this spell as an action.

While on the Ethereal Plane, you can see and hear the plane you began in, which is cast in shades of gray, and you can't see anything there more than 60 feet away. You can only affect and be affected by other creatures on the Ethereal Plane.

Creatures that aren't there can't perceive you or interact with you, unless they have the ability to do so.

BLINDNESS/DEAFNESS

2nd-Ring Arcane and Divine (Necromancy)

Casting Time: 1 action

Range: 30 feet

Components: V

Duration: 1 minute

Your words strike your target's senses, disabling their sight or hearing.

You can blind or deafen a foe. Choose one creature that you can see within range to make a CON save. If it fails, the target is either blinded or deafened (your choice) for the duration. At the end of each of its turns, the target can make a CON save. On a success, the spell ends.

BLUR

2nd-Ring Arcane (Illusion)

Casting Time: 1 action

Range: Self

Components: V

Duration: Concentration, up to 1 minute

You take on a blurred, shifting appearance that is difficult for others to clearly discern.

Your body becomes blurred, shifting and wavering to all who can see you. For the duration, any creature has disadvantage on attack rolls against you. An attacker is immune to this effect if it doesn't rely on sight, as with keen, or can see through illusions, as with truesight.

BURNING HANDS

1st-Ring Arcane (Evocation)

Casting Time: 1 action

Range: Self (15-foot cone)

Components: V, S

Duration: Instantaneous

You release a gout of fire from your hands, blazing the area with arcane flames.

As you hold your hands with thumbs touching and fingers spread, a thin sheet of flames shoots forth from your outstretched fingertips. Each creature in a 15-foot cone must make a DEX save. A creature takes 3d6 fire damage on a failed save, or half as much damage on a successful one.

The fire ignites any flammable objects in the area that aren't being worn or carried.

CALM EMOTIONS

2nd-Ring Divine (Enchantment)

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

With supernatural charm, you quell the riled emotions of a group of people.

You attempt to suppress strong emotions in a group of people. Each humanoid in a 20-foot-radius sphere centered on a point you choose within range must make a CHA save; a creature can choose to fail this save if it wishes. If a creature fails its save, choose one of the following two effects.

- **Suppression.** You can suppress any effect causing a target to be charmed or frightened. When this spell ends, any suppressed effect resumes, provided that its duration has not expired in the meantime.
- **Indifference.** Alternatively, you can make a target indifferent about creatures of your choice that it is hostile toward. This indifference ends if the target is attacked or harmed by a spell or if it witnesses any of its friends being harmed. When the spell ends, the creature becomes hostile again, unless the GM rules otherwise.

CHARM PERSON

1st-Ring Arcane (Enchantment)

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: 1 hour

Your entrancing words and motions gain your target's confidence and friendship.

You attempt to charm a humanoid you can see within range. It must make a WIS save, and does so with advantage if you or your companions are fighting it. If it fails the save, it is charmed by you until the spell ends or until you or your companions do anything harmful to it. The charmed creature regards you as a friendly acquaintance. When the spell ends, the creature knows it was charmed by you.



COLOR SPRAY

1st-Ring Arcane (Illusion)

Casting Time: 1 action

Range: Self (15-foot cone)

Components: V, S, M (a pinch of powder or sand that is colored red, yellow, and blue)

Duration: 1 round

You shower foes with a bevy of blinding colors and flashing lights.

A dazzling array of flashing, colored light springs from your hand. Roll 6d10; the total is how many hit points of creatures this spell can affect. Creatures in a 15-foot cone originating from you are affected in ascending order of their current hit points (ignoring unconscious creatures and creatures that can't see).

Starting with the creature that has the lowest current hit points, each creature affected by this spell is blinded until the spell ends. Subtract each creature's hit points from the total before moving on to the creature with the next lowest hit points. A creature's hit points must be equal to or less than the remaining total for that creature to be affected.

COMMAND

1st-Ring Divine (Transmutation)

Casting Time: 1 action

Range: 60 feet

Components: V

Duration: Instantaneous

You empower your word with divine authority that few can resist.

You speak a one-word command to a creature you can see within range. The target must succeed on a WIS save or follow the command on its next turn. The spell has no effect if the target is undead, if it doesn't understand your language, or if your command is directly harmful to it.

Some typical commands and their effects follow. You might issue a command other than one described here. If you do so, the GM determines how the target behaves. If the target can't follow your command, the spell ends.

Approach. The target moves toward you by the shortest and most direct route, ending its turn if it moves within 5 feet of you.

Drop. The target drops whatever it is holding and then ends its turn.

Flee. The target spends its turn moving away from you by the fastest available means.

Prone. The target falls prone and then ends its turn.

Halt. The target doesn't move and takes no actions. A flying creature stays aloft, provided that it is able to do so. If it must move to stay aloft, it flies the minimum distance needed to remain in the air.

MONSTERS

This section contains a small sampling of monsters described with lore, background, and game rules for use at the table.

HOW TO USE THESE MONSTERS

Rules for using monsters (sometimes called “creatures”) are described in this introduction. If you’re a Game Master (GM), look this over and get familiar with the elements of a monster’s stat block before running them. Note also that we’ve altered 5E stat blocks with an eye toward making monsters easier to run.

ELEMENTS OF A STAT BLOCK

The information you need to run a monster is organized into an easy-reference format called a stat block. This section describes the meaning of terms in a stat block and the contents of each heading within the stat block.

NAME

This is what people call this kind of monster.

SIZE

This is the relative size of the creature. A monster can be Tiny, Small, Medium, Large, Huge, or Gargantuan. The Size Categories table shows how much space a creature of a particular size occupies on a battle map or grid.

SIZE CATEGORIES

| SIZE | SPACE | EXAMPLES |
|------------|-----------------------|---------------------|
| Tiny | 2.5 x 2.5 ft. | Imp, sprite |
| Small | 5 x 5 ft. | Giant rat, goblin |
| Medium | 5 x 5 ft. | Orc, werewolf |
| Large | 10 x 10 ft. | Hippogriff, ogre |
| Huge | 15 x 15 ft. | Fire giant, treant |
| Gargantuan | 20 x 20 ft. or larger | Kraken, purple worm |

TYPE

A creature’s type speaks to its fundamental nature. Certain spells, magic items, class features, and other effects interact in special ways with creatures of a particular type. For example, an *arrow of dragon slaying* deals extra damage to dragons and also other creatures of the dragon type, such as dragon turtles and wyverns. Monster types:

Aberrations are utterly alien beings. Many have innate magical abilities drawn from the creature’s alien mind rather than the mystical forces of the world. Quintessential aberrations are creatures like aboleths, chuul, and gibbering mouthers.


Beasts are living creatures of the natural world. Beasts include all varieties of wild animals, domesticated animals, and enormous creatures such as whales and dinosaurs.

Celestials dwell in higher realms outside of measurable or material reality. Many are servants of deities, serving as messengers or agents in the mortal realm and throughout the Labyrinth. Most of them lean innately toward forces of good and order. All of them drive to oppose or destroy fiends. Celestials include beings like angels, couatls, and pegasi.

Constructs are made, not born. Often built of metal, stone, or wood, some are charged by their creators to follow a simple set of instructions, while others are given sentience and use independent thought. Golems, mekadrons, and clockwork creatures are iconic constructs.

Dragons are large reptilian creatures of ancient origin and tremendous power. True dragons, including metallic dragons and chromatic dragons, are highly intelligent and have innate magic. This creature type also includes less powerful, less intelligent, and less magical relatives of true dragons, such as drakes, wyverns, and pseudodragons.

Elementals are born of raw elemental forces. Some creatures of this type are little more than animate masses of their respective elements, including the creatures simply called elementals. Others have more humanoid or beast-like forms infused with elemental energy. Elemental creatures include beings like genies, azers, and invisible stalkers.



Fey are magical creatures bound to the forces of nature. They dwell in twilight groves and misty forests. In some worlds, they are closely tied to the Feywild or the Bright Lands, also called the Plane of Faerie. Some are also found in the Outer Planes, particularly in the Shadow Realm. Fey include dryads, sprites, and satyrs.

Fiends dwell in lower realms outside of measurable or material reality. A few are servants of deities, but many more labor under the leadership of archdevils and demon princes. Evil priests and mages sometimes summon fiends to the material world to do their bidding. Most of them lean innately toward forces of evil and chaos. All of them drive to oppose or destroy celestials. Fiends include demons, devils, hell hounds, and rakshasas.

Giants are enormous, powerful beings that tower over lesser creatures. They are humanlike in shape, though some bear unique adaptations that allow them to thrive in the harsh environments they claim. True giants include stone giants, fire giants, and cloud giants, but this category also includes lesser giants such as ogres and trolls.

Humanoids are usually bipedal and often warm-blooded, including humans and a prodigious variety of other lineages. They have language and culture, though few display innate magical abilities (most can learn spellcasting, however). The most common humanoid creatures are the lineages available to player characters (PCs), including humans, dwarves, elves, and halflings. Almost as numerous are beings like goblinoids, gnolls, and lizardfolk.

Monstrosities are monsters in the strictest sense—frightening, abnormal creatures, not truly natural, and almost never benign. Some are the result of magical experimentation gone awry (such as owlbears), and others are the product of terrible curses (including minotaurs and serpentfolk). They defy categorization, and in some sense, serve as a catch-all category for creatures that don't fit another type.

Oozes are gelatinous predators without fixed forms. These mindless eating machines consume anything they can dissolve, living or otherwise. They are mostly subterranean, dwelling in caves and dungeons and feeding on refuse, carrion, or living creatures unlucky enough to get in their way. Black puddings and gelatinous cubes are among the most recognizable oozes.

Plants are vegetable creatures, not ordinary flora. Most are ambulatory, and some are carnivorous. The quintessential plants are the shambling mound and the treant. Fungal creatures such as shriekers and mycolids also fall into this category.

Undead are formerly living creatures brought to a state of undeath through the practice of necromantic magic, dark rites, or curses. Undead creatures include mindless animated corpses like zombies, potent predators like vampires, and tormented souls that lack a body, like ghosts or specters.

TAGS

Monsters may have various tags that further specify their creature type. If a monster has a tag, it appears as part of their stat block in parentheses after size and type.

Tags indicate creatures that can be targeted by specific spells, magical items, and other features available to PCs. Core tags:

Angel. A specific kind of celestial bound to the forces of Good and Law.

Animal. A creature that is not of the Beast type but shares enough characteristics that it can be affected by spells or abilities that specifically target beasts such as the *speak with animals* spell.

Animated. A creature given limited sentience by an ongoing magic effect. Creatures with the animated tag function similarly to magic items when targeted by spells like *dispel magic* or *antimagic field*.

Chaotic. A creature bound to the forces of Chaos. They can be specifically targeted by spells or abilities of Law.

Corrupt. A creature touched by the Void and changed by it. Many corrupt creatures understand Void Speech.

Demon. A specific type of fiendish outsider bound to the forces of Evil and Chaos.

Devil. A specific type of fiendish outsider bound to the forces of Evil and Law.

Evil. A creature bound to the forces of Evil. They can be damaged by spells of Good.

Goblinoid: A creature related to one of the goblinoid lineages, including goblins, hobgoblins, and bugbears.

Good. A creature bound to the forces of Good. They can be damaged by spells of Evil.

Lawful. A creature bound to the forces of Law. They can be specifically targeted by spells or abilities of Chaos.

Outsider. A creature from another plane or realm not bound by laws of material or measurable reality. While angels, demons, and devils are all outsiders, the outsider tag is also applied to other creatures who fit this category—and consequently are affected by spells or features that specifically target outsiders.

Shadow. A creature native to the Shadow Realm (also called the Shadowfell) or transformed by its power. Many shadow creatures are skilled in illusion and shadow manipulation.

Shapechanger. A monster capable of changing form, such as werewolves, doppelgangers, and some dragons.

ARMOR CLASS

This represents the monster's defenses, often abbreviated to AC. The higher the number, the more difficult the monster is to hit in combat.

The kind of armor a monster uses (if any) is placed in parentheses after the AC value to help GMs alter the number if the monster's armor is somehow removed.

HIT POINTS

This represents the health and vitality of the monster, often abbreviated to hp. The higher the number, the harder it is to kill or knock out the monster. Unlike PCs, monsters typically die or are destroyed when reduced to 0 hp.

SPEED

A monster's speed defines how far it can move during a single round of combat. If the creature has multiple ways to move (such as swimming or flying), those are also listed in this section.

All creatures have a walking speed, simply called speed. Creatures with no ground-based movement have a walking speed of 0 feet.

Some creatures have one or more of the following additional ways to move.

Burrow

A monster with a burrowing speed can move through sand, earth, mud, or ice. A monster can't burrow through solid rock unless it has a trait that allows it to do so.

Climb

A monster with a climbing speed can move on vertical surfaces with no check required. The monster doesn't need to spend extra movement to climb.

Fly

A monster with a flying speed can move by flying. Some monsters can hover, which makes them hard to knock out of the air. Such a monster stops hovering when it dies. If a monster can hover, the word "hover" appears in parenthesis after its fly speed.

Swim

A monster with a swimming speed can move easily through liquid and doesn't need to spend extra movement to swim.

STEALTH

Stealth shows how readily a monster evades notice—either to sneak around or stage a surprise attack. Stealth is calculated using a monster's DEX and size (smaller monsters are harder to spot).

A PC searching for unseen foes must make a WIS (Perception) check. If the result is equal to or higher than the monster's Stealth score, the PC succeeds and detects signs of the monster. If it is lower, the PC fails and the monster remains undetected.

For instance, a goblin has a Stealth value of 15. A PC must roll a 15 or better on a WIS (Perception) check to detect the goblin when it is trying to hide.

GM Wisdom: Unlike most creatures, monsters with a swim speed don't make melee weapon attacks at disadvantage while underwater. For more information about underwater combat, see the SRD.

PERCEPTION

Perception shows how observant the monster is, regardless of whether it's actively looking around. This Perception score is calculated using a monster's WIS.

A PC attempting to hide from, sneak around, or stage a surprise attack against a monster must make a DEX (Stealth) check. If the result is equal to or higher than the monster's Perception score, the PC succeeds and remains undetected. If it is lower, the PC fails and the monster detects the character.

For instance, a goblin has a Perception score of 9. A PC must roll a 9 or better on a DEX (Stealth) check to sneak past it.

GM Wisdom: Monster vision follows the same rules as PC vision. Assuming there are no obstacles and adequate bright light (like sunlight), a creature can see about 2 miles in any direction or until the landscape or other obstruction blocks its view. Rain typically reduces maximum visibility to 1 mile, and foggy conditions can cut visibility down to 300 feet or less.

GM Wisdom: In the *Core Fantasy Roleplaying* rules, a PC with the invisible condition has advantage on DEX (Stealth) checks made to hide from or sneak past a monster that relies on sight-based senses like vision or night vision. Keep in mind that invisibility doesn't completely mask a creature's

presence—invisibility doesn't suppress the sound of footsteps or the smell of nervous sweat. The invisible condition grants no benefits when sneaking past a monster while within range of its non-sight-based senses like keen sense or tremorsense (assuming the monster has such a sense).

ABILITY MODIFIERS

Every monster has six ability modifiers: Strength (STR), Dexterity (DEX), Constitution (CON), Intelligence (INT), Wisdom (WIS), and Charisma (CHA). These modifiers are used to determine other elements of a stat block (like hit points and damage). More importantly, the GM uses them whenever a monster must make:

- a save. The GM rolls a d20 and adds the relevant ability modifier.
- an ability check. The GM rolls a d20 and adds whichever ability modifier seems most relevant.

Behind the Curtain: Ability scores in monster stat blocks have changed in this document compared to 5E. We've streamlined ability modifier presentation, so GMs can more quickly access what they need. Ability modifiers now also have multiple uses, eliminating the redundancy of separate numbers for saves and skills. The intent is to make key information easier to find and to provide creative flexibility in running a monster. Use the feedback form to let us know whether this works for you and how you use it.

PROFICIENCY BONUS

This represents a monster's fundamental mastery over things it naturally does well or is trained to do, often abbreviated to PB. A monster's Challenge Rating (CR) determines their PB, as shown in the Proficiency Bonus by Challenge Rating table.

PROFICIENCY BONUS BY CHALLENGE RATING

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

PB determines pre-calculated parts in a stat block (like attack bonuses). More importantly, the GM uses it whenever a monster must make a d20 roll to try to do something:

- it is specifically good at. The GM adds the monster's PB and its relevant ability modifier. Note that this is only for exceptional cases, since the ability modifiers in stat blocks often already have PB factored in.
- with no relevant modifier. The GM rolls a d20 and adds the monster's PB.

IMMUNE, RESISTANT, AND VULNERABLE

Some monsters are immune, resistant, or vulnerable to certain kinds of damage or conditions.

Immune

A monster that is immune to a kind of damage does not lose hit points from attacks of that kind. Kinds of damage include acid, bludgeoning, cold, fire, force, lightning, necrotic, piercing, poison, radiant, slashing, thunder, and void.

A monster that is immune to a condition automatically succeeds on saves to avoid the condition and otherwise can't be affected by it.

Resistant

A monster that is resistant to a kind of damage takes only half the damage (rounded down) from attacks of that kind. Note that if more than one resistance applies to an attack, the damage is still only halved. For example, a creature resistant to fire damage and magical damage takes half damage from a *fireball* spell—it does not reduce damage by three-quarters.

A monster that is resistant to a condition has advantage on saves made to avoid becoming affected by it.

Vulnerable

A monster that is vulnerable to a kind of damage takes double damage from attacks of that kind. For instance, a monster vulnerable to fire takes double damage from a *fireball* spell or flaming oil.

A monster that is vulnerable to a condition has disadvantage on saves made to avoid becoming affected by it.

SENSES

Monsters primarily perceive the world by sight. This is called vision. Monsters usually have secondary senses of hearing, smell, and touch that also allow them to interact with the environment, but vision is considered the "standard" primary sense.

If a monster has no unusual sensory capacity, this section is marked with "—".

If a monster has a specialized sense that allows it to perceive in some way other than vision, it is noted in the senses line, followed by a radius in feet that defines the

sense's maximum range. Common specialized senses that appear in a stat block:

Keen

A monster with keen senses can precisely perceive its surroundings using some other sense than vision.

Creatures without vision, such as morlocks and gelatinous cubes, typically have this sense, as do creatures with echolocation or an extraordinary sense of smell, such as bats, wolves, and true dragons.

bright light and can see in darkness as if it were dim light. A monster can't discern color in darkness, only shades of gray. Many nocturnal creatures and creatures that live underground have this special sense.

Night Vision

A monster with night vision can see in nonmagical darkness. The monster can see in dim light within the radius as if it were bright light and can see in darkness as if it were dim light. A monster can't discern color in darkness, only shades of gray. Many nocturnal creatures and creatures that live underground have this special sense.

Tremorsense

A monster with tremorsense can detect and pinpoint the source of vibrations if it and the source are in contact with the same ground or substance. Tremorsense can't detect flying or incorporeal creatures. Many burrowing creatures, such as ankhegs and purple worms, have this special sense.

Truesight

A monster with truesight can see clearly in normal and magical darkness, see invisible creatures and objects, automatically detect and succeed on saves against visual illusions, and perceive the original form of a shapechanger or creature that is transformed by magic. Furthermore, the monster can see into the Ethereal Plane within range.

LANGUAGES

The languages that a monster can speak are listed in alphabetical order. If a monster can understand a language but can't speak it, this is noted on this line. A "—" indicates that a creature neither speaks nor understands any language. Most languages are specific to a particular heritage or culture; a few are based on faith, commerce, or traveler's tongues.

In addition to languages available to PCs, monsters may have one or more unique languages:

Machine Speech

A language of clicks that is difficult for anyone other than Constructs to understand.

Void Speech

A language of the corrupt realms beyond the mortal world, often used in malign magic.

Telepathy

Telepathy is a magical ability that allows a monster to mentally communicate with another creature within a specified range. A telepathic monster can start or end a telepathic conversation at will, without using an action, like talking. A telepathic monster doesn't need to see a creature to communicate, it just needs to be in range.

A telepathic monster can communicate with a creature that doesn't have telepathy. The contacted creature doesn't need to share a language with the telepathic monster

Behind the Curtain: The presentation of immunities, resistances, and vulnerabilities is altered from the way it appeared in 5E.

There are no longer multiple lines that separate out damage and conditions. For example, in *Core Fantasy Roleplaying* rules, if a creature is immune to fire damage and the charmed condition, both appear in the Immune line. This streamlines the information contained in stat blocks. Kinds of damage are listed first (in alphabetical order), followed by conditions (also listed alphabetically). If both are present, they're separated by a semi-colon. Let us know in playtest feedback whether and how this works for you.

to communicate, but it must understand at least one language. The contacted creature can receive and respond to telepathic messages, but it can't start or end telepathic communication.

Contact breaks if two creatures are no longer within range of each other or if the telepathic monster contacts a different creature. While a telepathic monster is incapacitated, it can't start telepathy, and any contact ends.

A creature in an *antimagic field* or in any location where magic doesn't function can't send or receive telepathic messages.

TRAITS

Traits are a monster's special characteristics that are likely to be relevant in combat. In a stat block, they appear after a monster's CR but before any actions. A new trait that requires explanation:

Doom

Powerful boss monsters may have one or more doom points. During combat, a GM can spend 1 doom point to give a monster advantage on a single attack or force a PC to roll a save with disadvantage. Some monsters have additional ways to spend doom points, detailed in their individual stat blocks.

ACTIONS

When a monster takes its action, it can choose from the options in the Actions section of its stat block or use one of the actions available to all creatures, such as the Dash or Hide action, as described in the Combat rules (see SRD).

MELEE AND RANGED ATTACKS

The most common actions that a monster takes in combat are melee and ranged attacks. These can be spell attacks or weapon attacks, where the “weapon” might be a manufactured item or a natural weapon, such as a claw or tail spike.

Creature vs. Target. The target of a melee or ranged attack is usually either one creature or one target. The difference is that a “target” can be a creature or an object.

Hit. Any damage dealt and other effects that occur as a result of an attack hitting a target are described after the “Hit:” notation. In the Alpha Release, you might notice the math doesn’t match up perfectly. We’re trying some things to bring the power curve up a bit. Don’t sweat the arithmetic for now. But do note how the damage values work for your table.

MULTIATTACK

A creature that can make multiple attacks on its turn has the Multiattack action. A creature can’t use Multiattack when making an opportunity attack, which must be a single melee attack.

AMMUNITION

A monster carries enough ammunition to make its ranged attacks. A monster generally has 2d4 pieces of ammunition for a thrown weapon attack, and 2d10 pieces of ammunition for a projectile weapon such as a bow or crossbow.

SPELLCASTING

A monster with the Spellcasting action is capable of casting spells through innate magical talent. Unless noted otherwise, a spell of 1st ring or higher is always cast at its lowest possible ring and can’t be cast at a higher ring. If a monster has a cantrip where its spellcaster level matters and no level is given, use the monster’s challenge rating.

OPTIONAL RULE: GAINING DOOM POINTS

To increase the difficulty of combat encounters, consider escalating doom during the fight. When a PC rolls a natural 1 in combat, one leader or “boss” monster gains 1 doom point. Any unspent doom points gained this way are lost when combat ends.

A monster doesn’t adhere to the tenets, restrictions, or requirements of specific spellcasting classes, circles of magic, or similar spellcasting structures found among player characters, as a monster’s spellcasting is unique to the monster. A monster’s spells can’t be swapped out with other spells.

Spell Attacks and Save DCs

The Spellcasting action always lists the monster’s spellcasting ability and the spell save DC for its spells. When a spell requires a spell attack roll, use the monster’s spellcasting ability modifier + the monster’s Proficiency Bonus to determine the monster’s total spell attack bonus.

Spell Components

The Spellcasting action always notes if the monster doesn’t need to use a particular type of spell component, such as material components. If no exception is listed in the monster’s Spellcasting action, the monster must provide all necessary components to cast the spell. For the purposes of casting a spell, a monster needs free use of at least one limb to produce gestures for somatic components rather than specifically free use of one hand.

BONUS ACTIONS

If a monster can do something special with its bonus action, that information is contained here. If a creature has no special bonus action, this section is absent.

REACTIONS

If a monster can do something special with its reaction, that information is contained here. If a creature has no special reaction, this section is absent.

LIMITED USAGE

Some traits or actions have restrictions on the number of times they can be used. Common examples:

X/Day. This means a special ability can be used a limited number of times in a day, where “X” is a number (often 1 or 3). The monster must finish a long rest to regain expended uses.

For example, “1/Day” means a special ability can be used once and then the monster must finish a long rest to use it again.

Recharge X–Y. This means a monster can use a special ability once. Afterward, the ability has a random chance of recharging during each round of combat. “X” and “Y” are values on a d6 (often 5 and 6). At the start of each of the monster’s turns, roll a d6. If the result is in the range of numbers in the recharge notation, the monster regains the use of the special ability. The ability also recharges when the monster finishes a short or long rest.

For example, “Recharge 5–6” means a monster can use the special ability once. Then, at the start of the monster’s turn, it regains the use of that ability if it rolls a 5 or 6 on a d6.

Recharge after a Short or Long Rest. This means that a monster can use a special ability once and then must finish a short or long rest to use it again.

[**Conditional**]. This covers a lot of territory where an ability can be used only after a certain condition is met. For example, “Repair (19 HP or Fewer)” means a monster can’t use the Repair action unless it has 19 hit points or fewer remaining.

EQUIPMENT

A stat block rarely refers to equipment, other than a monster’s armor or weapons. A creature that customarily wears clothes, such as a humanoid, is assumed to be dressed appropriately.

A GM can equip monsters with additional gear and trinkets as desired. The GM decides how much of a monster’s equipment is recoverable after it is slain and whether any of that equipment is still usable. A battered suit of armor made for a monster is rarely usable by someone else, for instance.

If a spellcasting monster needs material components to cast its spells, assume that it has what it needs to cast the spells in its stat block.

LEGENDARY CREATURES

A legendary creature can do things that ordinary creatures can’t. It can take special actions outside its turn, and it might exert magical influence for miles around.

If a creature assumes the form of a legendary creature, such as through a spell, it doesn’t gain that form’s legendary actions, lair actions, or regional effects.

LEGENDARY ACTIONS

A legendary creature can take a certain number of special actions—called legendary actions—outside its turn. Only one legendary action option can be used at a time and only at the end of another creature’s turn. A creature regains its spent legendary actions at the start of its turn. It doesn’t have to use them, and it can’t use them while incapacitated or otherwise unable to take actions. If surprised, it can’t use them until after its first turn in the combat.

Lairs

A legendary creature might have a section describing its lair and the special effects it can create while there, either by act of will or simply by being present. Such a section applies only to a legendary creature that spends a great deal of time in its lair.

Lair Actions

If a legendary creature has lair actions, it can use them to harness the ambient magic in its lair. On initiative count 20 (losing all initiative ties), it can use one of its lair action options. It can’t do so while incapacitated or otherwise unable to take actions. If surprised, it can’t use one until after its first turn in the combat.

Regional Effects

The mere presence of a legendary creature can have strange and wondrous effects on its environment, as noted in this section. Regional effects end abruptly or dissipate over time when the legendary creature dies.

SAMPLE MONSTERS

This section contains eight sample creature entries in alphabetical order. The full *Monster Vault* will contain hundreds more!

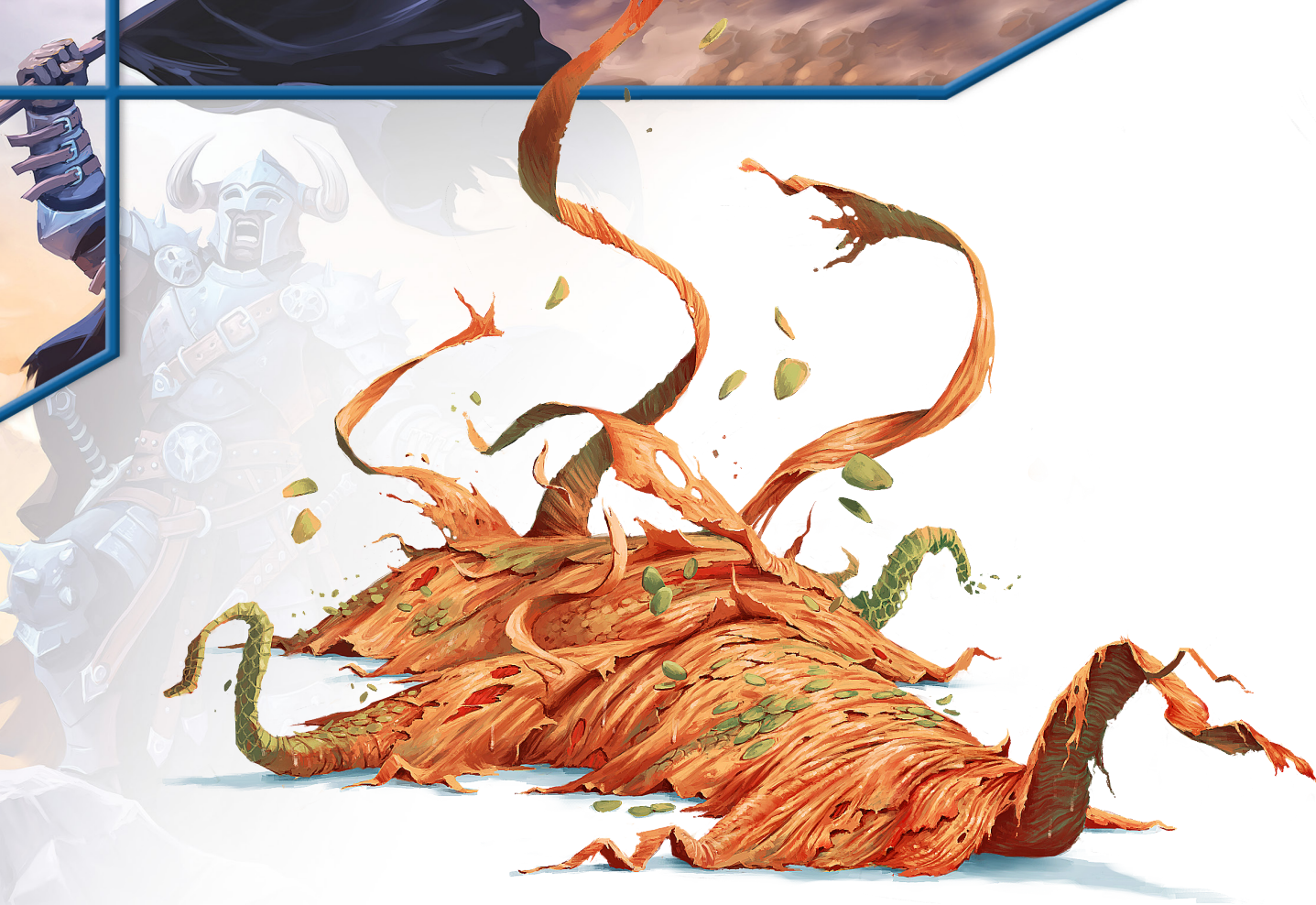
DEMON, HUSK

The formless pile of desiccated hide and broken scales slowly twists and writhes across the ground like a sheet of canvas in the wind. As it draws closer, a guttural syllabic echo drones in a psychic reverberation.

Demonic hordes spread across the planes in search of souls and plunder. Some demons lose all identity as chaos and void eat away at them. These become husk demons.

Expunged. Drained by the chaos and endless fury, little remains of what these demons once were, save for rage and hunger. Husk demons seek to consume the souls of sentient creatures from other planes, a whisper of their demonic form promising relief in the pits of the Abyss, if only they can kill enough. These demons engulf unsuspecting creatures in their papery form and leech the life from victims with the very energy that tethers them to the Void. After a kill, many husk demons burn and mutilate their victim with a mark of their patron demon. Whether the husk demon recalls the meaning of the mark remains uncertain.

Tied to the Past. Husk demons inhabit the ruins of demonic strongholds, ancient prisons, or temples dedicated to dead gods or infernal exiles. Such sites often contain lost relics and artifacts to which the demons shared a distant connection in life. Scavengers and looters of the lower planes tend to avoid these locations, believing them to be cursed and believing husk demons to be long-dead guardians pressed into service by the powerful objects themselves. The unfortunate explorer may wander through a still-open rift in such places and find themselves trapped in the plane of Void amid an ocean of these starving fiends.



Husk Demon

4 (1,100 XP)

Medium Fiend (Demon)

Armor Class 15

Hit Points 110

Speed 40 ft., fly 25 ft.

Stealth 15

Perception 13

Immune necrotic, poison, void; exhaustion, grappled, poisoned, paralyzed, petrified, prone, restrained

Senses night vision 90 ft.

Languages Abyssal, Void Speech, telepathy 60 ft.

Proficiency Bonus +2

| STR | DEX | CON | INT | WIS | CHA |
|-----|-----|-----|-----|-----|-----|
| +1 | +5 | +3 | -2 | -1 | -3 |

Doom. The husk demon has 1 doom point, which it can expend to use standard doom options or the Envelop bonus action.

Immaterial Form. The husk demon can enter a hostile creature's space and stop there.

Void Absorption. Whenever the husk demon would take void damage, it takes no damage and instead regains a number of hit points equal to the void damage dealt.

ACTIONS

Multiattack. The husk demon makes two Void Drain attacks.

Void Drain. *Melee Weapon Attack* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage plus 8 (2d6 + 1) void

damage. The target's hit-point maximum is reduced by the void damage taken, and the husk demon regains hit points equal to that amount. The reduction lasts until the target finishes a long rest.

Soul Feed (3/Day). The husk demon drains the life from creatures around it. Each time it does so, the effect is more violent. Every creature within 20 feet of the demon must succeed on a DC 14 CHA save or suffer its effect.

First Feed. Each creature is slowed for 1 minute. A slowed creature can repeat the save at the end of each of its turns, ending the effect on itself on a success.

Second Feed. Each creature gains one level of exhaustion. An unconscious creature that fails its save instead gains three levels of exhaustion.

Third Feed. Each creature takes 18 (4d8) necrotic damage and is stunned until the end of its next turn. A creature reduced to 0 hit points by this feed dies and the husk demon regains hit points equal to that creature's hit-point maximum.

BONUS ACTIONS

Envelop (1 Doom). The husk demon flings itself at one Medium or smaller creature within 10 feet of it. The target must succeed on a DC 15 STR save or be enveloped by the demon's desiccated body. While enveloped, the creature is restrained and has disadvantage on saves against the husk demon's Soul Feed. The demon can unwrap itself by spending 5 feet of its movement. A creature, including the target, can use an action to pull the demon free by succeeding on a DC 15 STR check. If the check succeeds, the creature is no longer restrained and moves to an unoccupied space within 5 feet of the demon.

DRAGON, BLACK

This dragon has glossy black scales pitted gray and white with acid stains. Its crocodilian maw continually dribbles acid that hisses when it strikes something.

Black dragons are consummate bullies and aggressively defend their lairs against lesser creatures, often making examples of those they see as a threat. This also applies to their mates and their own young, which flee the most powerful specimen when they can. If a dragon learns about a settlement encroaching on its swampy domain, it first sends its allies to drive the interlopers away, and then it makes a personal visit to destroy any remaining resistance.

Cowardly. As bullies, black dragons quail in the face of superior beings, often in the form of larger black dragons resettling from other swampy lairs or their own young who have amassed enough wealth, power, and age to challenge their sire. When necessary, black dragons engage in ambushes, short raids, and night attacks to undermine stronger foes.

Gem Hoarders. Conditions force black dragons to carefully select their treasures. Metal corrodes from exposure to the dragons' acid and the damp air. Paper soaks through and disintegrates. Wood bloats and warps. Enchanted items last longer, but they too ultimately succumb to corrosion. However, gems persist in the unfavorable environment, so black dragons collect as many as possible. Each dragon has a favorite type of gem they covet, ranging from sapphires and rubies through less common stones like tourmalines and garnets. While the dragons don't have deep caverns for their hoards, the shallow waters of the swamps make it relatively simple to dredge for stored gems.

Local Despots. Compared to most chromatic dragons, black dragons content themselves with their own domain and rarely see the need to fly somewhere distant, devastate an area, and plunder from the fallen. They are satisfied with waylaying hapless travelers in their territory and retrieving treasure from those claimed by the swamp without their intervention.

Black Dragon Hatchling

2 (450 XP)

Medium Dragon (Evil)

Armor Class 17 (natural armor)

Hit Points 52

Speed 30 ft., fly 60 ft., swim 40 ft.

Stealth 15

Perception 13

Immune acid

Senses keen 10 ft., night vision 60 ft.

Languages Draconic

Proficiency Bonus +2

| STR | DEX | CON | INT | WIS | CHA |
|-----|-----|-----|-----|-----|-----|
| +2 | +3 | +4 | +0 | +1 | +2 |





Young Black Dragon **7 (2,900 XP)**

Large Dragon (Evil)

Armor Class 18 (natural armor)

Hit Points 152

Speed 40 ft., fly 80 ft., swim 60 ft.

Stealth 15 **Perception** 15

Immune acid

Senses keen 30 ft., night vision 120 ft.

Languages Common, Draconic

Proficiency Bonus +3

| STR | DEX | CON | INT | WIS | CHA |
|-----|-----|-----|-----|-----|-----|
| +4 | +3 | +3 | +1 | +2 | +3 |

Amphibious. The black dragon can breathe air and water.

Pounce. If the black dragon moves at least 15 feet straight toward a creature and then hits it with a Claw attack on the same turn, that target must succeed on a DC 12 STR save or be knocked prone. If the target is prone, the dragon can make one Bite attack against it as a bonus action.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.
Hit: 8 (1d10 + 3) piercing damage plus 2 acid damage.

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

Acid Breath (Recharge 5–6). The dragon exhales acid in a 15-foot line that is 5 feet wide. Each creature in that line must make a DC 12 DEX save, taking 27 (6d8) acid damage on a failed save, or half as much damage on a successful one.

Amphibious. The dragon can breathe air and water.

Legendary Resistance (3/Day). If the dragon fails a save, it succeeds instead.

ACTIONS

Multiattack. The dragon makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage plus 5 acid damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Acid Breath (Recharge 5–6). The dragon exhales acid in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 15 DEX save, taking 54 (12d8) acid damage on a failed save, or half as much damage on a successful one.

GOBLIN

Stepping out of the shadows, this small yellowish-green humanoid has long, pointed ears and peculiar nose slits. It grins slyly as a dozen more step into view behind it.

Though often considered the lowest of sneaks and thieves, goblins largely ignore what others think of them, stubbornly prospering in areas disregarded by civilization and completing tasks that others disdain. Fortunately, a goblin can find joy almost anywhere.

Cunning Over Strength. Regardless of age, size, or coloring, goblin leaders are chosen for their intelligence and deviousness rather than strength at arms.

Natural Spies. Many goblins parley their natural stealth into careers. In urban environments, they excel in spycraft, information gathering, and thievery. In the wilderness, goblins are skillful scouts, trappers, and bandits.

Traps and Thievery. Goblin culture considers stealing a delightful challenge. A goblin who can't guard a possession doesn't deserve it. Thus, goblin warrens are filled with locks and constructed to confuse would-be rogues. Every goblin appreciates a good robbery, even if they are the victim. However, this peculiarity does lead to friction with other lineages.

Goblin

1/4 (50 XP)

Small Humanoid (Goblinoid)

Armor Class 15 (leather armor, shield)

Hit Points 9

Speed 30 ft.

Stealth 15

Perception 9

Senses night vision 60 ft.

Languages Common, Goblin

Proficiency Bonus +2

| STR | DEX | CON | INT | WIS | CHA |
|-----|-----|-----|-----|-----|-----|
| -1 | +2 | +0 | +0 | -1 | -1 |

ACTIONS

Scimitar. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

BONUS ACTIONS

Nimble Escape. The goblin can take the Disengage or Hide action.

REACTIONS

Frantic Reflexes. When the goblin is hit or missed by an attack, they can stand up from being prone or move up to 10 feet without provoking an opportunity attack.



Goblin Captain

1 (200 XP)

Small Humanoid (Goblinoid)

Armor Class 17 (chain shirt, shield)

Hit Points 44

Speed 30 ft.

Stealth 12 (15 without heavy armor)

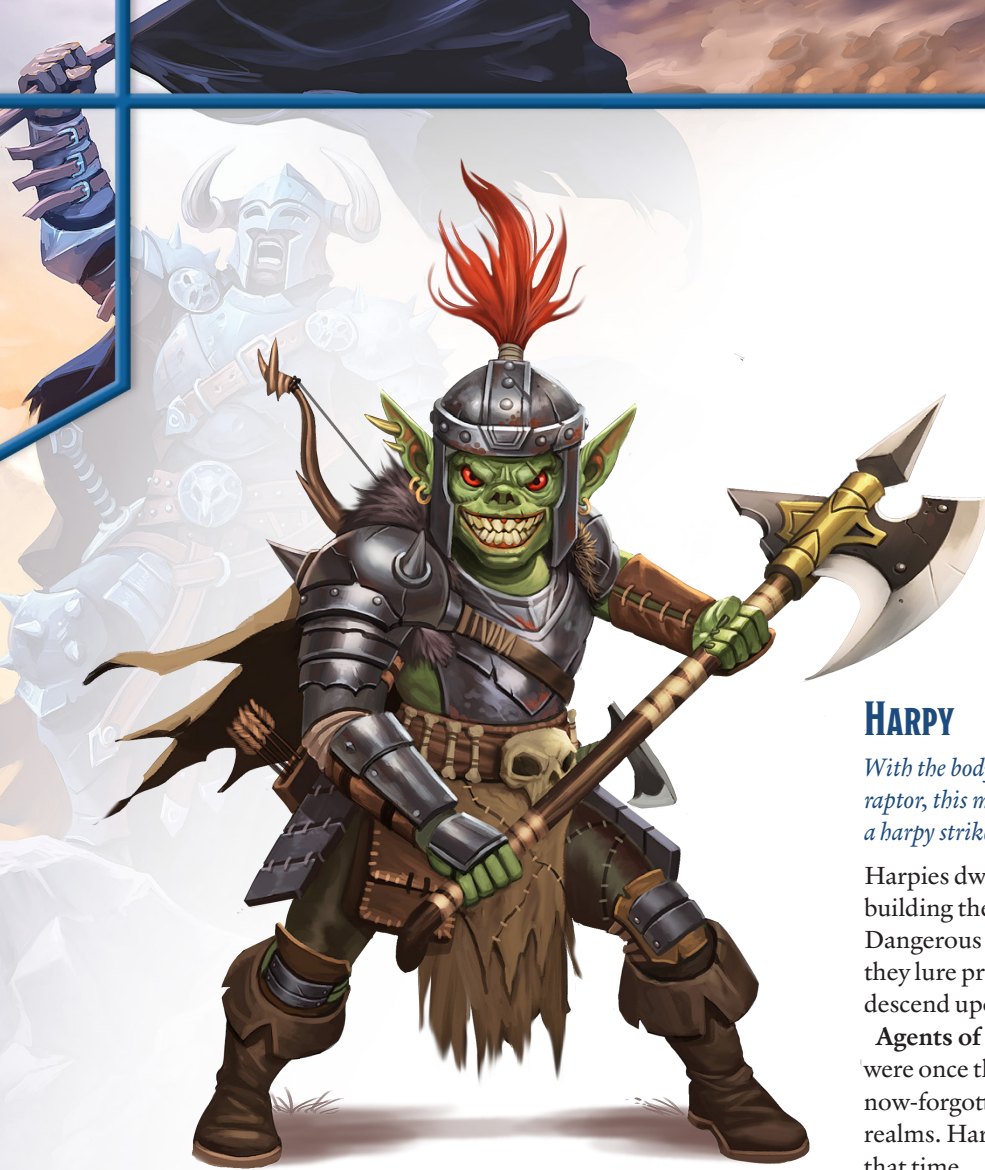
Perception 11

Senses night vision 60 ft.

Languages Common, Goblin

Proficiency Bonus +2

| STR | DEX | CON | INT | WIS | CHA |
|-----|-----|-----|-----|-----|-----|
| +0 | +2 | +0 | +1 | +1 | +0 |



HARPY

With the body of a woman and the wings and talons of a swift raptor, this monstrosity slashes the air as she dives at prey. Often, a harpy strikes with a deadly song on her lips.

Harpies dwell in dark forests and along coastlines, building their eyries in high places to protect their young. Dangerous hunters with a taste for human and giant flesh, they lure prey to its doom using their magical voices or descend upon it with talon and claw.

Agents of the Divine. Though loathed now, harpies were once the favored messengers of the gods until some now-forgotten transgression exiled them from the divine realms. Harpies claim they have no stories or legends of that time.

Clamor Eyries. Harpies live in large flocks of six to ten mated pairs and their children. A typical clamor is led by the strongest hunters or most powerful singers.

Urban Harpies. A few harpies have found acceptance in large urban centers. They trade their aerial speed or magical songs for coins.

ACTIONS

Multiattack. The goblin boss makes two attacks with its Scimitar or Javelin.

Scimitar. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Javelin. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

BONUS ACTIONS

Nimble Escape. The goblin can take the Disengage or Hide action.

Quick Strike. If the goblin boss hits a target with two weapon attacks or scores a critical hit, it can make one additional Scimitar or Javelin attack.

REACTIONS

Redirect Attack. When a creature the goblin can see targets it with an attack, the goblin chooses another goblin within 5 feet of it. The two goblins swap places, and the chosen goblin becomes the target instead.

Harpy

1 (200 XP)

Medium Monstrosity

Armor Class 13

Hit Points 38

Speed 20 ft., fly 40 ft.

Stealth 13

Perception 10

Senses night vision 120 ft.

Languages Common

Proficiency Bonus +2

| STR | DEX | CON | INT | WIS | CHA |
|-----|-----|-----|-----|-----|-----|
| +2 | +3 | +1 | -2 | +0 | +2 |

Doom. The harpy has 1 doom point, which it can expend to use standard doom options or the Canticule of Thunder action.



ACTIONS

Multiattack. The harpy makes one Claw attack and one Spear attack.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) slashing damage.

Spear. *Melee Weapon Attack:* +5 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Canticle of Thunder (1 Doom). The harpy intones a beautiful melody that conjures a deafening peal of thunder. Each creature within 100 feet of the harpy must make a DC 13 CON save, taking 6 (1d12) thunder damage on a failed save or half as much damage on a successful one. Other harpies are unaffected. A creature that fails its save is deafened for 1 minute. A creature whose save is 8 or lower is also stunned until the end of its next turn. The peal of thunder can be heard at a distance of 1 mile.

BONUS ACTIONS

Alluring Song. The harpy sings a magical melody. Every Humanoid and Giant within 300 ft. of the harpy that can hear the song must succeed on a DC 12 WIS save or be charmed until the song ends. The harpy must use a bonus action on their subsequent turns to continue singing but can stop singing at any time. The song ends if the harpy is incapacitated.

While charmed by the harpy, a target is incapacitated and ignores the songs of other harpies. If the target is more than 5 feet away from the harpy, the target must move toward the harpy by the most direct route on its turn. It doesn't

avoid opportunity attacks, but before moving into damaging terrain, such as lava or a pit, and whenever it takes damage from a source other than the harpy, the target can repeat the save. A charmed target can also repeat the save at the end of each of its turns. On a successful save, the effect ends on the target, and it is immune to the song of this harpy for the next 24 hours.

HELL HOUND

Brimstone permeates the air around this hulking canine. The beast's claws are curved daggers, its eyes shine with a burning radiance, and flames curl out of its fanged mouth.

Hellhounds are fiends punished by their kin and forcibly transformed into the shape of a beast. They roam the infernal realms in cruel packs or serve whatever masters they hope will restore them to original forms.

Infernal Guardians. Hellhounds are often encountered near sites important to evil creatures or demonic incursions. Greater demons give mortal supplicants the service of hellhounds as a reward, though it also helps the demon to watch over them.

No Mere Beast. Despite their shape and other bestial instincts, hellhounds are still fiends, and they retain most of their intellect and cruel cunning. Opponents who expect them to act like hounds seldom discover their error before they are consumed. They prefer to fight in great numbers, and when they begin a hunt, very little dissuades them.



Hell Hound

3 (700 XP)

Medium Fiend (Evil, Outsider)

Armor Class 15 (natural armor)

Hit Points 65

Speed 50 ft.

Stealth 11

Perception 12

Immune fire; charmed, frightened

Senses night vision 60 ft.

Languages understands Infernal but cannot speak

Proficiency Bonus +2

| STR | DEX | CON | INT | WIS | CHA |
|-----|-----|-----|-----|-----|-----|
| +3 | +1 | +2 | -2 | +2 | -2 |

Infernal Hunter. The hound can sense the presence of Tiny or larger creatures within 30 feet of them that aren't Constructs or Undead.

Pack Tactics. The hound has advantage on an attack roll against a creature if at least one of the hound's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.
Hit: 9 (2d8) piercing damage plus 9 (2d8) fire damage.

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

OTYUGH

An enormous mound rises from the muck, grasping with its tentacles as a massive, toothy maw opens on its front.

This bizarre creature's body is a shapeless mass of flesh atop three thick fins. Three tentacles sprout from the body, two longer ones ending in spiky, grasping pads, and a third, shorter limb bearing the otyugh's eyes and nostrils. Much of the creature's front side is taken up by a cavernous mouth filled with sharp teeth.

Adaptable Appetites. Otyughs are omnivorous, eating anything organic and delighting in rot, waste, and carrion. Their constant hunger extends to living creatures as well. They hide while submerged in water or bury themselves in mud or filth, lashing out at potential prey as they pass.

Damp Dwellers. Otyughs prefer wet environs, lairing in swamps, rainforests, partially flooded caves, or other wilderness areas prone to damp and decay. They can also be found in populated areas. City sewers, village middens, or boneyards contain what these sewer horrors view as abundant sources of food.

Otyugh

5 (1,800 XP)

Large Aberration

Armor Class 14 (natural armor)

Hit Points 142

Speed 30 ft.

Stealth 9

Perception 11

Immune poison; disease, poisoned

Senses night vision 120 ft.

Languages Otyugh

Proficiency Bonus +2

| STR | DEX | CON | INT | WIS | CHA |
|-----|-----|-----|-----|-----|-----|
| +3 | +0 | +4 | -2 | +1 | -2 |

Limited Telepathy. The otyugh can magically transmit simple messages and images to any creature within 120 feet of it that can understand a language. This form of telepathy doesn't allow the receiving creature to telepathically respond.

Stench of Rot. Creatures that start their turn within 10 feet of the otyugh must succeed on a DC 15 CON save or be poisoned until the end of their turn.

ACTIONS

Multiattack. The otyugh makes one Bite attack and two Tentacle attacks.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

Hit: 12 (2d8 + 3) piercing damage. If the target is a creature, it must succeed on a DC 15 CON save against disease or become poisoned until the disease is cured. Every 24 hours that elapse, the target must repeat the save, reducing its hit-point maximum by 5 on a failure. The disease is cured on a success. The target dies if the disease reduces its hit-point maximum to 0. This reduction to the target's hit-point maximum lasts until the disease is cured.

Tentacle. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage plus 4 piercing damage. If the target is Medium or smaller, it is grappled (escape DC 13) and restrained until the grapple ends. The otyugh has two tentacles, each of which can grapple one target.

Tentacle Slam. The otyugh slams creatures grappled by it into each other or a solid surface. Each creature must succeed on a DC 14 CON save or take 14 (3d6 + 3) bludgeoning damage and be stunned until the end of the otyugh's next turn. On a successful save, the target takes half bludgeoning damage and isn't stunned.



SATARRE

Light glints off the glossy flesh of the wiry horror as it extends its clawed hands in a fighter's stance.

The satarre call themselves the “devourers” or “those who end the world” due to their veneration of dark gods who seek to bring about an apocalypse. Rarely kind or compassionate, they are devoted, zealous servants of the gods of death and oblivion.

Apocalyptic Heralds. The satarre are powerful and wise creatures often found serving dark cults. Most of them strive to destroy the worlds of mortals and bring about the end of all things. They are relentless in pursuit of knowledge and in their swift action to pursue any goal that might end a corrupt age.

Planar Travelers. The satarre know many worlds and are familiar with many creatures that live in the darkness between the stars. They are comfortable speaking with demons, devils, and heralds of darkness, for their people have long been those who turn grand and maleficent visions into plans suitable for action.

Satarre

1 (200 XP)

Medium Humanoid (Satarre)

Armor Class 12 (leather armor)

Hit Points 44

Speed 30 ft.

Stealth 11

Perception 12

Resistant necrotic

Senses night vision 60 ft.

Languages Common, Void Speech

Proficiency Bonus +2

| STR | DEX | CON | INT | WIS | CHA |
|-----|-----|-----|-----|-----|-----|
| +3 | +1 | +1 | +0 | +0 | +1 |

Void Fortitude. If damage reduces the satarre to 0 hp, it must make a CON save with a DC 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the satarre drops to 1 hp instead.

Void Weapons. The satarre's weapon attacks are magical. When the satarre hits with any weapon, the weapon deals an extra 4 (1d6 + 1) necrotic damage (included in the attack).

ACTIONS

Multiattack. The satarre makes two Void Claw attacks.

Void Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage plus 4 (1d6 + 1) necrotic damage. The target must succeed on a DC 12 CON save or its speed is reduced by 10 feet until the end of its next turn.

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 plus 4 (1d6 + 1) necrotic damage.



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