

AC	HP	CR
15	7	1/4

Goblin



AC	HP	CR
13	15	1/2

Orc



AC	HP	CR
12	7	1/8

Giant Rat



AC	HP	CR
18	11	1/2

Hobgoblin



AC	HP	CR
16	27	1

Bugbear



AC	HP	CR
12	5	1/8

Kobold



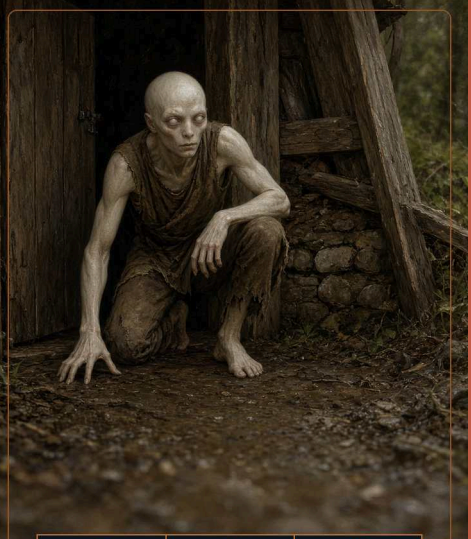
AC	HP	CR
15	22	1/2

Gnoll



AC	HP	CR
11	59	2

Ogre



AC	HP	CR
14	52	3

Doppelganger

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GIANT RAT

Small beast, unaligned

Armor Class 12 ◆ **Hit Points** 7 (2d6) ◆ **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (−2)	15 (+2)	11 (+0)	2 (−4)	10 (+0)	4 (−3)

Senses darkvision 60 ft., passive Perception 10 ◆ **Languages** - ◆ **Challenge** 1/8 (25 XP)

Keen Smell. The rat has advantage on Wisdom (Perception) checks that rely on smell.

Pack Tactics. The rat has advantage on an attack roll against a creature if at least one of the rat's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

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ORC

Medium humanoid (orc), chaotic evil

Armor Class 13 (hide armor) ◆ **Hit Points** 15 (2d8 + 6) ◆ **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	7 (−2)	11 (+0)	10 (+0)

Skills Intimidation +2 ◆ **Senses** darkvision 60 ft., passive Perception 10 ◆ **Languages** Common, Orc ◆ **Challenge** 1/2 (100 XP)

Aggressive. As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.

ACTIONS

Greataxe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d12 + 3) slashing damage.

Javelin. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

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GOBLIN

Small humanoid (goblinoid), neutral evil

Armor Class 15 (leather armor, shield) ◆ **Hit Points** 7 (2d6) ◆ **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (−1)	14 (+2)	10 (+0)	10 (+0)	8 (−1)	8 (−1)

Skills Stealth +6 ◆ **Senses** darkvision 60 ft., passive Perception 9 ◆ **Languages** Common, Goblin ◆ **Challenge** 1/4 (50 XP)

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

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.

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KOBOLD

Small humanoid (kobold), lawful evil

Armor Class 12 ◆ **Hit Points** 5 (2d6 − 2) ◆ **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (−2)	15 (+2)	9 (−1)	8 (−1)	7 (−2)	8 (−1)

Senses darkvision 60 ft., passive Perception 8 ◆ **Languages** Common, Draconic ◆ **Challenge** 1/8 (25 XP)

Sunlight Sensitivity. While in sunlight, the kobold has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Pack Tactics. The kobold has advantage on an attack roll against a creature if at least one of the kobold's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Dagger. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Sling. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.

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BUGBEAR

Medium humanoid (goblinoid), chaotic evil

Armor Class 16 (hide armor, shield) ◆ **Hit Points** 27 (5d8 + 5) ◆ **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	13 (+1)	8 (−1)	11 (+0)	9 (−1)

Skills Stealth +6, Survival +2 ◆ **Senses** darkvision 60 ft., passive Perception 10 ◆ **Languages** Common, Goblin ◆ **Challenge** 1 (200 XP)

Brute. A melee weapon deals one extra die of its damage when the bugbear hits with it (included in the attack).

Surprise Attack. If the bugbear surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 7 (2d6) damage from the attack.

ACTIONS

Morningstar. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 11 (2d8 + 2) piercing damage.

Javelin. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 9 (2d6 + 2) piercing damage in melee or 5 (1d6 + 2) piercing damage at range.

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HOBGOBLIN

Medium humanoid (goblinoid), lawful evil

Armor Class 18 (chain mail, shield) ◆ **Hit Points** 11 (2d8 + 2) ◆ **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	12 (+1)	10 (+0)	10 (+0)	9 (−1)

Senses darkvision 60 ft., passive Perception 10 ◆ **Languages** Common, Goblin ◆ **Challenge** 1/2 (100 XP)

Martial Advantage. Once per turn, the hobgoblin can deal an extra 7 (2d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the hobgoblin that isn't incapacitated.

ACTIONS

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

Longbow. *Ranged Weapon Attack:* +3 to hit, range 150/600 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

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DOPPELGANGER

Medium monstrosity, unaligned

Armor Class 14 ◆ **Hit Points** 52 (8d8 + 16) ◆ **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	14 (+2)	11 (+0)	12 (+1)	14 (+2)

Senses darkvision 60 ft., passive Perception 11 ◆ **Languages** Common ◆ **Challenge** 3 (700 XP)

Shapechanger. The doppelganger can use its action to polymorph into a Small or Medium humanoid it has seen, or back into its true form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Ambusher. The doppelganger has advantage on attack rolls against any creature it has surprised.

Surprise Attack. If the doppelganger surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 10 (3d6) damage from the attack.

ACTIONS

Multiattack. The doppelganger makes two melee attacks.

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage.

Read Thoughts. The doppelganger magically reads the surface thoughts of one creature within 60 ft. of it. The effect can penetrate barriers, but 3 ft. of wood or dirt, 2 ft. of stone, 2 inches of metal, or a thin sheet of lead blocks it. While the target is in range, the doppelganger can continue reading its thoughts, as long as the doppelganger's concentration isn't broken (as if concentrating on a spell). While reading the target's mind, the doppelganger has advantage on Wisdom (Insight) and Charisma (Deception, Intimidation, and Persuasion) checks against the target.

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OGRE

Large giant, chaotic evil

Armor Class 11 (hide armor) ◆ **Hit Points** 59 (7d10 + 21) ◆ **Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (−1)	16 (+3)	5 (−3)	7 (−2)	7 (−2)

Senses darkvision 60 ft., passive Perception 8 ◆ **Languages** Common, Giant ◆ **Challenge** 2 (450 XP)

ACTIONS

Greatclub. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

Javelin. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

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GNOLL

Medium humanoid (gnoll), chaotic evil

Armor Class 15 (hide armor, shield) ◆ **Hit Points** 22 (5d8) ◆ **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	11 (+0)	6 (−2)	10 (+0)	7 (−2)

Senses darkvision 60 ft., passive Perception 10 ◆ **Languages** Gnoll ◆ **Challenge** 1/2 (100 XP)

Rampage. When the gnoll reduces a creature to 0 hit points with a melee attack on its turn, the gnoll can take a bonus action to move up to half its speed and make a bite attack.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 4 (1d4 + 2) piercing damage.

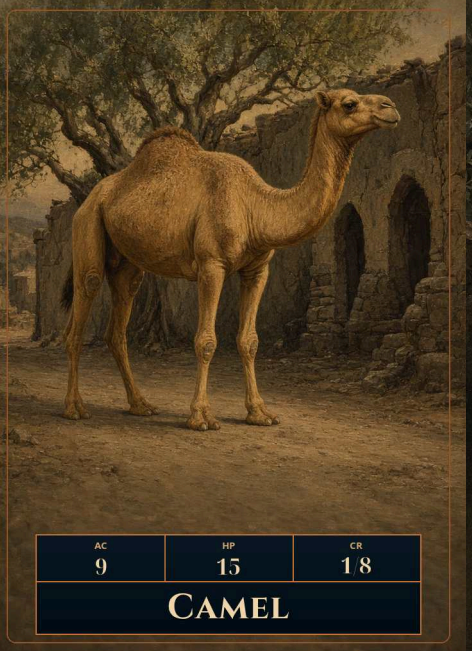
Spear. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage if used with two hands to make a melee attack.

Longbow. *Ranged Weapon Attack:* +3 to hit, range 150/600 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

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AC	HP	CR
9	15	1/8

Camel



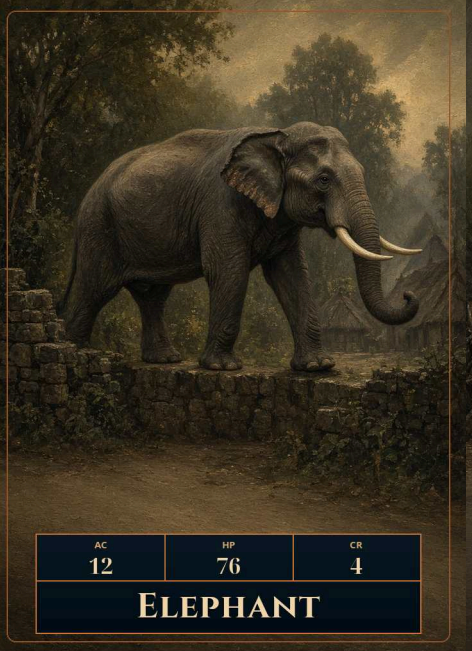
AC	HP	CR
12	2	0

Cat



AC	HP	CR
10	19	1/4

Draft Horse



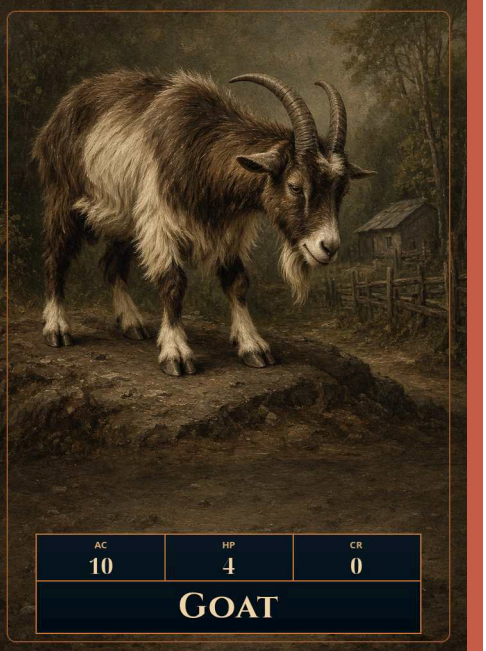
AC	HP	CR
12	76	4

Elephant



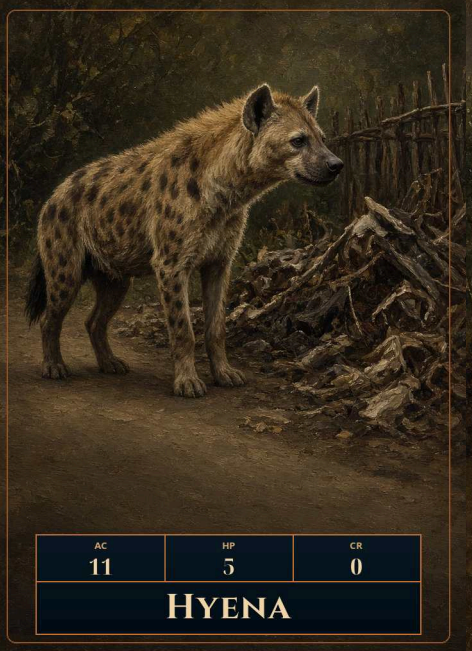
AC	HP	CR
12	45	1

Giant Hyena



AC	HP	CR
10	4	0

Goat



AC	HP	CR
11	5	0

Hyena



AC	HP	CR
12	3	0

Jackal



AC	HP	CR
12	5	1/8

Mastiff

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DRAFT HORSE

Large beast, unaligned

Armor Class 10 ◆ **Hit Points** 19 (3d10 + 3) ◆ **Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	12 (+1)	2 (−4)	11 (+0)	7 (−2)

Senses passive Perception 10 ◆ **Languages** - ◆ **Challenge** 1/4 (50 XP)

ACTIONS

Hooves. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) bludgeoning damage.

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CAT

Tiny beast, unaligned

Armor Class 12 ◆ **Hit Points** 2 (1d4) ◆ **Speed** 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
3 (−4)	15 (+2)	10 (+0)	3 (−4)	12 (+1)	7 (−2)

Skills Perception +3, Stealth +4 ◆ **Senses** passive Perception 13 ◆ **Languages** - ◆ **Challenge** 0 (10 XP)

Keen Smell. The cat has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Claws. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target. *Hit:* 1 slashing damage.

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CAMEL

Large beast, unaligned

Armor Class 9 ◆ **Hit Points** 15 (2d10 + 4) ◆ **Speed** 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (−1)	14 (+2)	2 (−4)	8 (−1)	5 (−3)

Senses passive Perception 9 ◆ **Languages** - ◆ **Challenge** 1/8 (25 XP)

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage.

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GOAT

Medium beast, unaligned

Armor Class 10 ◆ **Hit Points** 4 (1d8) ◆ **Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	11 (+0)	2 (−4)	10 (+0)	5 (−3)

Senses passive Perception 10 ◆ **Languages** - ◆ **Challenge** 0 (10 XP)

Charge. If the goat moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 2 (1d4) bludgeoning damage. If the target is a creature, it must succeed on a DC 10 Strength saving throw or be knocked prone.

Sure-Footed. The goat has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

ACTIONS

Ram. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning damage.

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GIANT HYENA

Large beast, unaligned

Armor Class 12 ◆ **Hit Points** 45 (6d10 + 12) ◆ **Speed** 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	2 (−4)	12 (+1)	7 (−2)

Skills Perception +3 ◆ **Senses** passive Perception 13 ◆ **Languages** - ◆ **Challenge** 1 (200 XP)

Rampage. When the hyena reduces a creature to 0 hit points with a melee attack on its turn, the hyena can take a bonus action to move up to half its speed and make a bite attack.

ACTIONS

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

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ELEPHANT

Huge beast, unaligned

Armor Class 12 (natural armor) ◆ **Hit Points** 76 (8d12 + 24) ◆ **Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	9 (−1)	17 (+3)	3 (−4)	11 (+0)	6 (−2)

Senses passive Perception 10 ◆ **Languages** - ◆ **Challenge** 4 (1,100 XP)

Trampling Charge. If the elephant moves at least 20 feet straight toward a creature and then hits it with a gore attack on the same turn, that target must succeed on a DC 12 Strength saving throw or be knocked prone. If the target is prone, the elephant can make one stomp attack against it as a bonus action.

ACTIONS

Gore. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) piercing damage.

Stomp. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one prone creature. *Hit:* 22 (3d10 + 6) bludgeoning damage.

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MASTIFF

Medium beast, unaligned

Armor Class 12 ◆ **Hit Points** 5 (1d8 + 1) ◆ **Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	12 (+1)	3 (−4)	12 (+1)	7 (−2)

Skills Perception +3 ◆ **Senses** passive Perception 13 ◆ **Languages** - ◆ **Challenge** 1/8 (25 XP)

Keen Hearing and Smell. The mastiff has advantage on Wisdom (Perception) checks that rely on hearing or smell.

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

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JACKAL

Small beast, unaligned

Armor Class 12 ◆ **Hit Points** 3 (1d6) ◆ **Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
8 (−1)	15 (+2)	11 (+0)	3 (−4)	12 (+1)	6 (−2)

Skills Perception +3 ◆ **Senses** passive Perception 13 ◆ **Languages** - ◆ **Challenge** 0 (10 XP)

Keen Hearing and Smell. The jackal has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics. The jackal has advantage on an attack roll against a creature if at least one of the jackal's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Bite. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 1 (1d4 - 1) piercing damage.

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HYENA

Medium beast, unaligned

Armor Class 11 ◆ **Hit Points** 5 (1d8 + 1) ◆ **Speed** 50 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	13 (+1)	12 (+1)	2 (−4)	12 (+1)	5 (−3)

Skills Perception +3 ◆ **Senses** passive Perception 13 ◆ **Languages** - ◆ **Challenge** 0 (10 XP)

Pack Tactics. The hyena has advantage on an attack roll against a creature if at least one of the hyena's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

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

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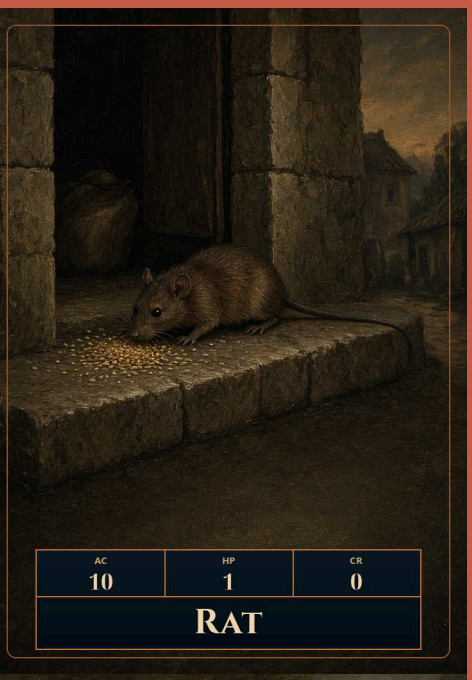
AC	HP	CR
10	11	1/8

Mule



AC	HP	CR
10	11	1/8

Pony



AC	HP	CR
10	1	0

Rat



AC	HP	CR
10	13	1/4

Riding Horse



AC	HP	CR
10	24	1/4

Swarm of Rats



AC	HP	CR
11	19	1/2

Warhorse



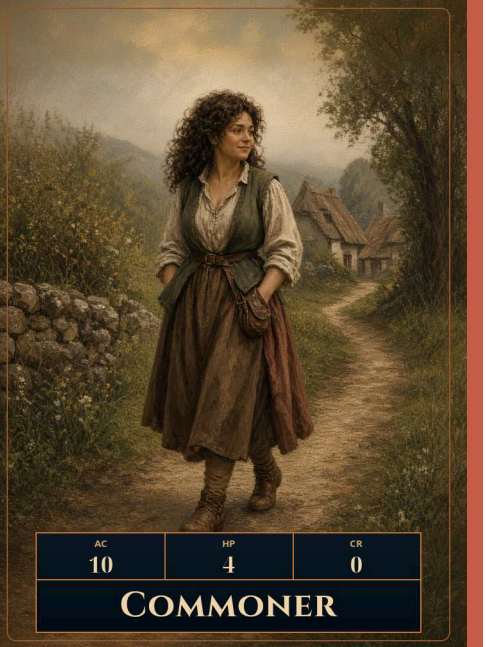
AC	HP	CR
13	26	1/2

Worg



AC	HP	CR
13	67	2

Berserker



AC	HP	CR
10	4	0

Commoner

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RAT

Tiny beast, unaligned

Armor Class 10 ◆ **Hit Points** 1 (1d4 − 1) ◆ **Speed** 20 ft.

STR	DEX	CON	INT	WIS	CHA
2 (−4)	11 (+0)	9 (−1)	2 (−4)	10 (+0)	4 (−3)

Senses darkvision 30 ft., passive Perception 10 ◆ **Languages** - ◆ **Challenge** 0 (10 XP)

Keen Smell. The rat has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Bite. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage.

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PONY

Medium beast, unaligned

Armor Class 10 ◆ **Hit Points** 11 (2d8 + 2) ◆ **Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	13 (+1)	2 (−4)	11 (+0)	7 (−2)

Senses passive Perception 10 ◆ **Languages** - ◆ **Challenge** 1/8 (25 XP)

ACTIONS

Hooves. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) bludgeoning damage.

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MULE

Medium beast, unaligned

Armor Class 10 ◆ **Hit Points** 11 (2d8 + 2) ◆ **Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	13 (+1)	2 (−4)	10 (+0)	5 (−3)

Senses passive Perception 10 ◆ **Languages** - ◆ **Challenge** 1/8 (25 XP)

Beast of Burden. The mule is considered to be a Large animal for the purpose of determining its carrying capacity.

Sure-Footed. The mule has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

ACTIONS

Hooves. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.

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WARHORSE

Large beast, unaligned

Armor Class 11 ◆ **Hit Points** 19 (3d10 + 3) ◆ **Speed** 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	13 (+1)	2 (−4)	12 (+1)	7 (−2)

Senses passive Perception 11 ◆ **Languages** - ◆ **Challenge** 1/2 (100 XP)

Trampling Charge. If the horse moves at least 20 feet straight toward a creature and then hits it with a hooves attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the horse can make another attack with its hooves against it as a bonus action.

ACTIONS

Hooves. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

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SWARM OF RATS

Medium swarm of tiny beasts, unaligned

Armor Class 10 ◆ **Hit Points** 24 (7d8 − 7) ◆ **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (−1)	11 (+0)	9 (−1)	2 (−4)	10 (+0)	3 (−4)

Damage Resistances bludgeoning, piercing, slashing ◆ **Condition Immunities** charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned ◆ **Senses** darkvision 30 ft., passive Perception 10 ◆ **Languages** - ◆ **Challenge** 1/4 (50 XP)

Keen Smell. The swarm has advantage on Wisdom (Perception) checks that rely on smell.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny rat. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Bites. *Melee Weapon Attack:* +2 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 7 (2d6) piercing damage, or 3 (1d6) piercing damage if the swarm has half of its hit points or fewer.

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RIDING HORSE

Large beast, unaligned

Armor Class 10 ◆ **Hit Points** 13 (2d10 + 2) ◆ **Speed** 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	12 (+1)	2 (−4)	11 (+0)	7 (−2)

Senses passive Perception 10 ◆ **Languages** - ◆ **Challenge** 1/4 (50 XP)

ACTIONS

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

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COMMONER

Medium humanoid, any alignment

Armor Class 10 ◆ **Hit Points** 4 (1d8) ◆ **Speed** 30 ft.

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

Senses passive Perception 10 ◆ **Languages** any one language (usually Common) ◆ **Challenge** 0 (10 XP)

ACTIONS

Club. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage.

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BERSERKER

Medium humanoid, any chaotic alignment

Armor Class 13 (hide armor) ◆ **Hit Points** 67 (9d8 + 27) ◆ **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	17 (+3)	9 (−1)	11 (+0)	9 (−1)

Senses passive Perception 10 ◆ **Languages** any one language (usually Common) ◆ **Challenge** 2 (450 XP)

Reckless. At the start of its turn, the berserker can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

ACTIONS

Greataxe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d12 + 3) slashing damage.

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WORG

Large monstrosity, neutral evil

Armor Class 13 (natural armor) ◆ **Hit Points** 26 (4d10 + 4) ◆ **Speed** 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	13 (+1)	7 (−2)	11 (+0)	8 (−1)

Skills Perception +4 ◆ **Senses** darkvision 60 ft., passive Perception 14 ◆ **Languages** Goblin, Worg ◆ **Challenge** 1/2 (100 XP)

Keen Hearing and Smell. The worg has advantage on Wisdom (Perception) checks that rely on hearing or smell.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

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AC	HP	CR
16	112	5

Gladiator



AC	HP	CR
16	11	1/8

Guard



AC	HP	CR
18	52	3

Knight



AC	HP	CR
15	9	1/8

Noble



AC	HP	CR
12	27	1

Spy



AC	HP	CR
11	32	1/2

Thug



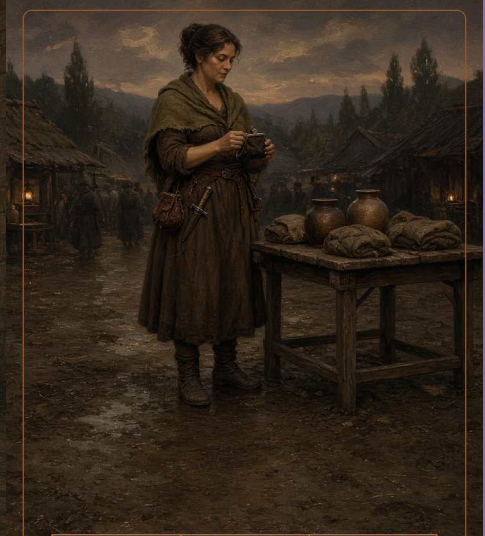
AC	HP	CR
17	58	3

Veteran



AC	HP	CR
16	22	1/2

Soldier



AC	HP	CR
11	9	1/8

Merchant

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KNIGHT

Medium humanoid, any alignment

Armor Class 18 (plate) ◆ **Hit Points** 52 (8d8 + 16) ◆ **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	14 (+2)	11 (+0)	11 (+0)	15 (+2)

Saving Throws Con +4, Wis +2 ◆ **Senses** passive Perception 10 ◆ **Languages** any one language (usually Common) ◆ **Challenge** 3 (700 XP)

Brave. The knight has advantage on saving throws against being frightened.

ACTIONS

Multiattack. The knight makes two melee attacks.

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

Heavy Crossbow. *Ranged Weapon Attack:* +2 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

Leadership (Recharges after a Short or Long Rest). For 1 minute, the knight can utter a special command or warning whenever a nonhostile creature that it can see within 30 ft. of it makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand the knight. A creature can benefit from only one Leadership die at a time. This effect ends if the knight is incapacitated.

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GUARD

Medium humanoid, any alignment

Armor Class 16 (chain shirt, shield) ◆ **Hit Points** 11 (2d8 + 2) ◆ **Speed** 30 ft.

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

Skills perception +2 ◆ **Senses** passive Perception 12 ◆ **Languages** any one language (usually Common) ◆ **Challenge** 1/8 (25 XP)

ACTIONS

Spear. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.

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GLADIATOR

Medium humanoid, any alignment

Armor Class 16 (studded leather, shield) ◆ **Hit Points** 112 (15d8 + 45) ◆ **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	10 (+0)	12 (+1)	15 (+2)

Saving Throws Str +7, Dex +5, Con +6 ◆ **Skills** athletics +10, intimidation +5 ◆ **Senses** passive Perception 11 ◆ **Languages** any one language (usually Common) ◆ **Challenge** 5 (1,800 XP)

Brave. The gladiator has advantage on saving throws against being frightened.

Brute. A melee weapon deals one extra die of its damage when the gladiator hits with it (included in the attack).

ACTIONS

Multiattack. The gladiator makes three melee attacks or two ranged attacks.

Spear. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage, or 13 (2d8 + 4) piercing damage if used with two hands to make a melee attack.

Shield Bash. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 9 (2d4 + 4) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

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THUG

Medium humanoid, any non-good alignment

Armor Class 11 (leather armor) ◆ **Hit Points** 32 (5d8 + 10) ◆ **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	14 (+2)	10 (+0)	10 (+0)	11 (+0)

Skills intimidation +2 ◆ **Senses** passive Perception 10 ◆ **Languages** any one language (usually Common) ◆ **Challenge** 1/2 (100 XP)

Pack Tactics. The thug has advantage on an attack roll against a creature if at least one of the thug's allies is within 5 ft. of the creature and the ally isn't incapacitated.

ACTIONS

Multiattack. The thug makes two melee attacks.

Mace. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) bludgeoning damage.

Heavy Crossbow. *Ranged Weapon Attack:* +2 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

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SPY

Medium humanoid, any alignment

Armor Class 12 ◆ **Hit Points** 27 (6d8) ◆ **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	10 (+0)	12 (+1)	14 (+2)	16 (+3)

Skills deception +5, insight +4, investigation +5, perception +6, persuasion +5, stealth +4 ◆ **Senses** passive Perception 16 ◆ **Languages** any two languages ◆ **Challenge** 1 (200 XP)

Cunning Action. On each of its turns, the spy can use a bonus action to take the Dash, Disengage, or Hide action.

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

ACTIONS

Multiattack. The spy makes two melee attacks.

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Hand Crossbow. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

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NOBLE

Medium humanoid, any alignment

Armor Class 15 (breastplate) ◆ **Hit Points** 9 (2d8) ◆ **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	11 (+0)	12 (+1)	14 (+2)	16 (+3)

Skills deception +5, insight +4, persuasion +5 ◆ **Senses** passive Perception 12 ◆ **Languages** any two languages ◆ **Challenge** 1/8 (25 XP)

ACTIONS

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

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MERCHANT

NPC, DexArcana original

Armor Class 11 ◆ **Hit Points** 9 (2d8) ◆ **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	11 (+0)	13 (+1)	12 (+1)	14 (+2)

Senses passive Perception 11 ◆ **Languages** any two languages ◆ **Challenge** 1/8 (25 XP)

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

DexArcana original stat block (not SRD material).

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SOLDIER

NPC, DexArcana original

Armor Class 16 ◆ **Hit Points** 22 (4d8 + 4) ◆ **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	13 (+1)	10 (+0)	11 (+0)	10 (+0)

Senses passive Perception 10 ◆ **Languages** any one language (usually Common) ◆ **Challenge** 1/2 (100 XP)

Pack Tactics. The soldier has advantage on an attack roll against a creature if at least one of the soldier's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Multiattack. The soldier makes two melee attacks.

Spear. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage if used with two hands to make a melee attack.

DexArcana original stat block (not SRD material).

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VETERAN

Medium humanoid, any alignment

Armor Class 17 (splint) ◆ **Hit Points** 58 (9d8 + 18) ◆ **Speed** 30 ft.

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

Skills athletics +5, perception +2 ◆ **Senses** passive Perception 12 ◆ **Languages** any one language (usually Common) ◆ **Challenge** 3 (700 XP)

ACTIONS

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

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

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

Heavy Crossbow. *Ranged Weapon Attack:* +3 to hit, range 100/400 ft., one target. *Hit:* 6 (1d10 + 1) piercing damage.

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AC	HP	CR
10	9	0

Innkeeper



AC	HP	CR
10	6	0

Farmer



Level	School	Range
Cantrip	Evocation	120 ft.

Fire Bolt



Level	School	Range
1st	Evocation	120 ft.

Magic Missile



Level	School	Range
1st	Abjuration	Self

Shield



Level	School	Range
Cantrip	Enchantment	60 ft.

Vicious Mockery



Level	School	Range
1st	Evocation	Self

Burning Hands



Level	School	Range
1st	Enchantment	30 ft.

Bless



Level	School	Range
1st	Enchantment	90 ft.

Sleep

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FIRE BOLT

Evocation cantrip

Casting Time 1 action ◆ **Range** 120 feet ◆ **Components** V, S ◆ **Duration** Instantaneous

You hurl a mote of fire at a creature or object within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 fire damage. A flammable object hit by this spell ignites if it isn't being worn or carried.

This spell's damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

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FARMER

NPC, DexArcana original

Armor Class 10 ◆ **Hit Points** 6 (1d8 + 1) ◆ **Speed** 30 ft.

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

Senses passive Perception 11 ◆ **Languages** any one language (usually Common) ◆ **Challenge** 0 (10 XP)

ACTIONS

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

DexArcana original stat block (not SRD material).

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INNKEEPER

NPC, DexArcana original

Armor Class 10 ◆ **Hit Points** 9 (2d8) ◆ **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	12 (+1)	11 (+0)	13 (+1)	14 (+2)

Senses passive Perception 11 ◆ **Languages** any one language (usually Common) ◆ **Challenge** 0 (10 XP)

ACTIONS

Club. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage.

DexArcana original stat block (not SRD material).

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VICIOUS MOCKERY

Enchantment cantrip

Casting Time 1 action ◆ **Range** 60 feet ◆ **Components** V ◆ **Duration** Instantaneous

You unleash a string of insults laced with subtle enchantments at a creature you can see within range. If the target can hear you (though it need not understand you), it must succeed on a Wisdom saving throw or take 1d4 psychic damage and have disadvantage on the next attack roll it makes before the end of its next turn.

This spell's damage increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

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SHIELD

1st-level abjuration

Casting Time 1 reaction, which you take when you are hit by an attack or targeted by magic missile ◆ **Range** Self ◆ **Components** V, S ◆ **Duration** 1 round

An invisible barrier of magical force appears and protects you. Until the start of your next turn, you have a +5 bonus to AC, including against the triggering attack, and you take no damage from magic missile.

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MAGIC MISSILE

1st-level evocation

Casting Time 1 action ◆ **Range** 120 feet ◆ **Components** V, S ◆ **Duration** Instantaneous

You create three glowing darts of magical force. Each dart hits a creature of your choice that you can see within range. A dart deals 1d4 + 1 force damage to its target. The darts all strike simultaneously, and you can direct them to hit one creature or several.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the spell creates one more dart for each slot level above 1st.

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SLEEP

1st-level enchantment

Casting Time 1 action ◆ **Range** 90 feet ◆ **Components** V, S, M (a pinch of fine sand, rose petals, or a cricket) ◆ **Duration** 1 minute

This spell sends creatures into a magical slumber. Roll 5d8; the total is how many hit points of creatures this spell can affect. Creatures within 20 feet of a point you choose within range are affected in ascending order of their current hit points (ignoring unconscious creatures).

Starting with the creature that has the lowest current hit points, each creature affected by this spell falls unconscious until the spell ends, the sleeper takes damage, or someone uses an action to shake or slap the sleeper awake. Subtract each creature's 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.

Undead and creatures immune to being charmed aren't affected by this spell.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, roll an additional 2d8 for each slot level above 1st.

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BLESS

1st-level 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 up to three creatures of your choice within range. Whenever a target makes an attack roll or a saving throw before the spell ends, the target can roll a d4 and add the number rolled to the attack roll or saving throw.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.

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BURNING HANDS

1st-level evocation

Casting Time 1 action ◆ **Range** Self (15-foot cone) ◆ **Components** V, S ◆ **Duration** Instantaneous

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 Dexterity saving throw. A creature takes 3d6 fire damage on a failed save, or half as much damage on a successful one.

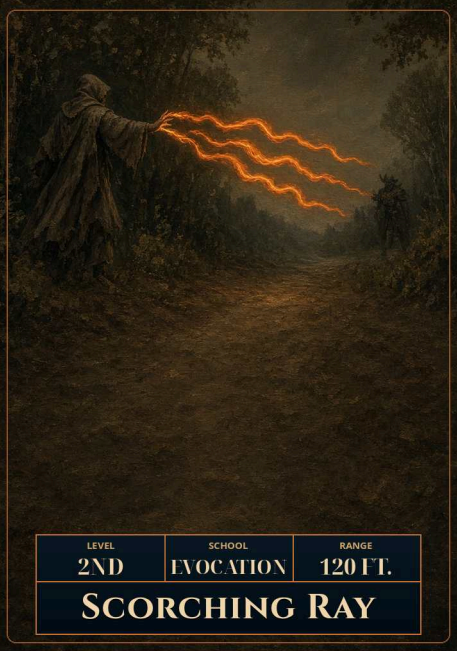
The fire ignites any flammable objects in the area that aren't being worn or carried.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

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LEVEL	SCHOOL	RANGE
2ND	EVOCATION	120 FT.

Scorching Ray



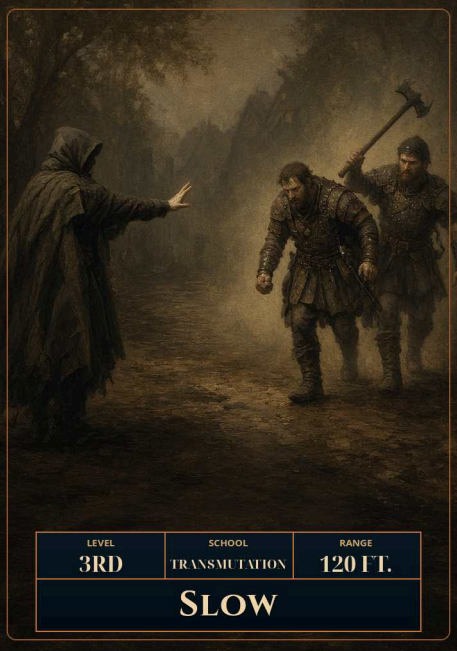
LEVEL	SCHOOL	RANGE
2ND	ENCHANTMENT	60 FT.

Hold Person



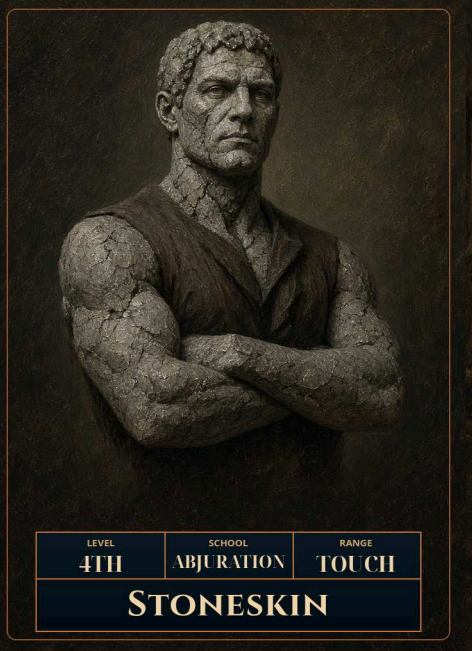
LEVEL	SCHOOL	RANGE
3RD	TRANSMUTATION	30 FT.

Haste



LEVEL	SCHOOL	RANGE
3RD	TRANSMUTATION	120 FT.

Slow



LEVEL	SCHOOL	RANGE
4TH	ABJURATION	TOUCH

Stoneskin



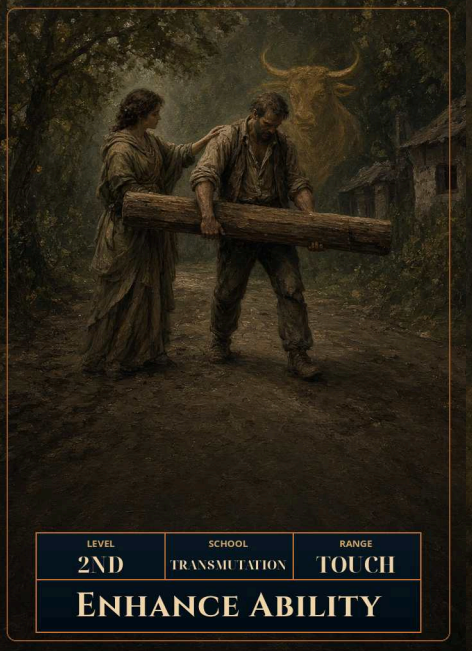
LEVEL	SCHOOL	RANGE
2ND	ENCHANTMENT	60 FT.

Calm Emotions



LEVEL	SCHOOL	RANGE
1ST	ENCHANTMENT	60 FT.

Command



LEVEL	SCHOOL	RANGE
2ND	TRANSMUTATION	TOUCH

Enhance Ability



LEVEL	SCHOOL	RANGE
2ND	CONJURATION	30 FT.

Find Steed

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HASTE

3rd-level transmutation

Casting Time 1 action ◆ **Range** 30 feet ◆ **Components** V, S, M (a shaving of licorice root) ◆ **Duration** Concentration, up to 1 minute

Choose a willing creature you can see within range. Until the spell ends, the target's speed is doubled, it gains a +2 bonus to AC, it has advantage on Dexterity saving throws, and it gains an additional action on each of its turns. That action may be used only to Attack (one weapon attack only), Dash, Disengage, Hide, or Use an Object.

When the spell ends, the target can't move or take actions until after its next turn, as a wave of lethargy sweeps over it.

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HOLD PERSON

2nd-level enchantment

Casting Time 1 action ◆ **Range** 60 feet ◆ **Components** V, S, M (a small, straight piece of iron) ◆ **Duration** Concentration, up to 1 minute

Choose a humanoid you can see within range. It must succeed on a Wisdom saving throw or be paralyzed for the duration. At the end of each of its turns it may retry the Wisdom save; success ends the spell on that target.

At Higher Levels. Using a slot of 3rd level or higher lets you target one extra humanoid for each slot level above 2nd. Extra targets must be within 30 feet of each other when chosen.

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SCORCHING RAY

2nd-level evocation

Casting Time 1 action ◆ **Range** 120 feet ◆ **Components** V, S ◆ **Duration** Instantaneous

You create three rays of fire and hurl them at targets within range - one creature or several. Make a ranged spell attack for each ray. On a hit, the target takes 2d6 fire damage.

At Higher Levels. Using a slot of 3rd level or higher creates one extra ray for each slot level above 2nd.

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CALM EMOTIONS

2nd-level enchantment

Casting Time 1 action ◆ **Range** 60 feet ◆ **Components** V, S ◆ **Duration** Concentration, up to 1 minute

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

You 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.

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.

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STONESKIN

4th-level abjuration

Casting Time 1 action ◆ **Range** Touch ◆ **Components** V, S, M (diamond dust worth 100 gp, which the spell consumes) ◆ **Duration** Concentration, up to 1 hour

This spell turns the flesh of a willing creature you touch as hard as stone. Until the spell ends, the target has resistance to nonmagical bludgeoning, piercing, and slashing damage.

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SLOW

3rd-level transmutation

Casting Time 1 action ◆ **Range** 120 feet ◆ **Components** V, S, M (a drop of molasses) ◆ **Duration** Concentration, up to 1 minute

You alter time around up to six creatures of your choice in a 40-foot cube within range. Each target must succeed on a Wisdom saving throw or be affected by this spell for the duration.

An affected target's speed is halved, it takes a −2 penalty to AC and Dexterity saving throws, and it can't use reactions. On its turn, it can use either an action or a bonus action, not both. Regardless of the creature's abilities or magic items, it can't make more than one melee or ranged attack during its turn.

If the creature attempts to cast a spell with a casting time of 1 action, roll a d20. On an 11 or higher, the spell doesn't take effect until the creature's next turn, and the creature must use its action on that turn to complete the spell. If it can't, the spell is wasted.

A creature affected by this spell makes another Wisdom saving throw at the end of each of its turns. On a successful save, the effect ends for it.

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FIND STEED

2nd-level conjuration

Casting Time 10 minutes ◆ **Range** 30 feet ◆ **Components** V, S ◆ **Duration** Instantaneous

You summon a spirit that assumes the form of an unusually intelligent, strong, and loyal steed, creating a long-lasting bond with it. Appearing in an unoccupied space within range, the steed takes on a form that you choose: a warhorse, a pony, a camel, an elk, or a mastiff. (Your GM might allow other animals to be summoned as steeds.) The steed has the statistics of the chosen form, though it is a celestial, fey, or fiend (your choice) instead of its normal type. Additionally, if your steed has an Intelligence of 5 or less, its Intelligence becomes 6, and it gains the ability to understand one language of your choice that you speak.

Your steed serves you as a mount, both in combat and out, and you have an instinctive bond with it that allows you to fight as a seamless unit. While mounted on your steed, you can make any spell you cast that targets only you also target your steed.

When the steed drops to 0 hit points, it disappears, leaving behind no physical form. You can also dismiss your steed at any time as an action, causing it to disappear. In either case, casting this spell again summons the same steed, restored to its hit point maximum.

While your steed is within 1 mile of you, you can communicate with it telepathically.

You can't have more than one steed bonded by this spell at a time. As an action, you can release the steed from its bond at any time, causing it to disappear.

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ENHANCE ABILITY

2nd-level transmutation

Casting Time 1 action ◆ **Range** Touch ◆ **Components** V, S, M (fur or a feather from a beast) ◆ **Duration** Concentration, up to 1 hour.

You touch a creature and bestow upon it a magical enhancement. Choose one of the following effects; the target gains that effect until the spell ends.

Bear's Endurance. The target has advantage on Constitution checks. It also gains 2d6 temporary hit points, which are lost when the spell ends.

Bull's Strength. The target has advantage on Strength checks, and his or her carrying capacity doubles.

Cat's Grace. The target has advantage on Dexterity checks. It also doesn't take damage from falling 20 feet or less if it isn't incapacitated.

Eagle's Splendor. The target has advantage on Charisma checks.

Fox's Cunning. The target has advantage on Intelligence checks.

Owl's Wisdom. The target has advantage on Wisdom checks.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd.

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COMMAND

1st-level enchantment

Casting Time 1 action ◆ **Range** 60 feet ◆ **Components** V ◆ **Duration** 1 round

You speak a one-word command to a creature you can see within range. The target must succeed on a Wisdom saving throw 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.

Grovel. 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.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can affect one additional creature for each slot level above 1st. The creatures must be within 30 feet of each other when you target them.

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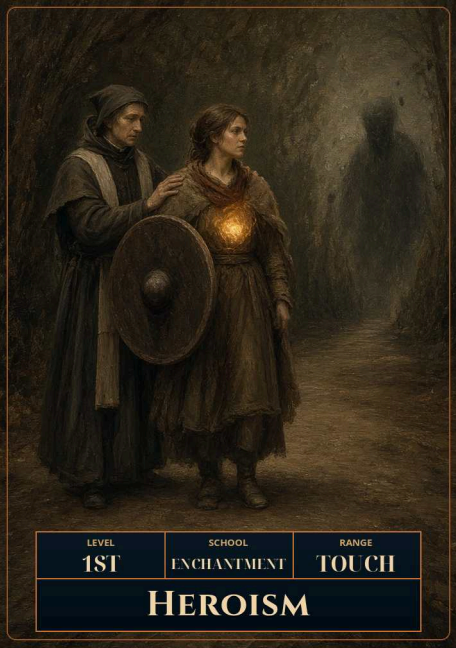
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LEVEL	SCHOOL	RANGE
3RD	ABJURATION	TOUCH

Glyph of Warding



LEVEL	SCHOOL	RANGE
1ST	ENCHANTMENT	TOUCH

Heroism



LEVEL	SCHOOL	RANGE
2ND	TRANSMUTATION	TOUCH

Magic Weapon



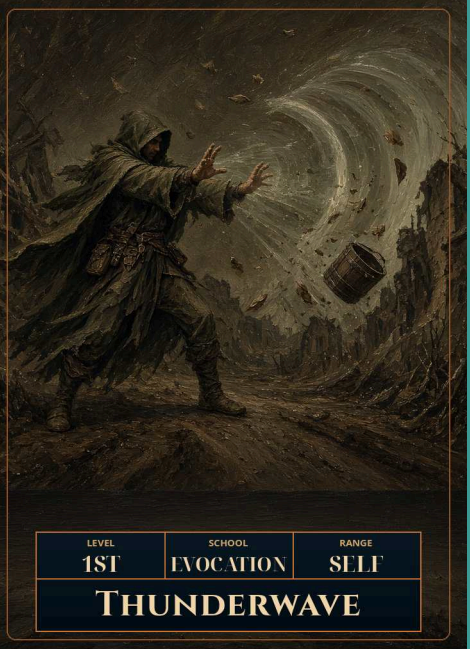
LEVEL	SCHOOL	RANGE
CANTRIP	TRANSMUTATION	TOUCH

Mending



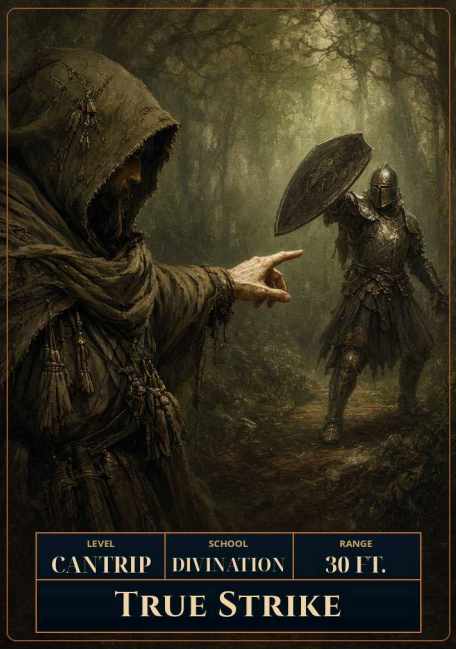
LEVEL	SCHOOL	RANGE
1ST	TRANSMUTATION	10 FT.

Purify Food and Drink



LEVEL	SCHOOL	RANGE
1ST	EVOCATION	SELF

Thunderwave



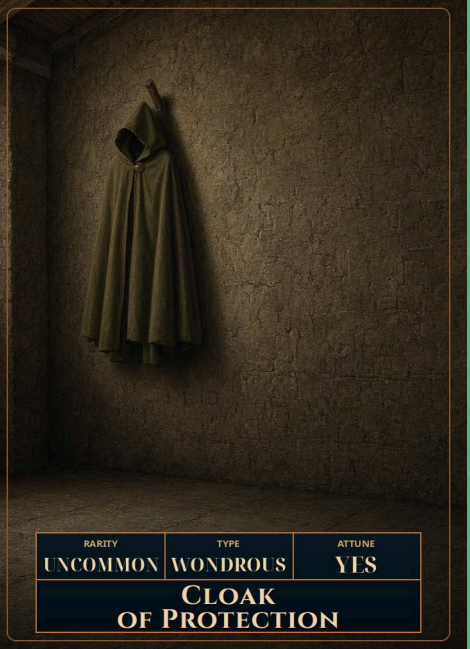
LEVEL	SCHOOL	RANGE
CANTRIP	DIVINATION	30 FT.

True Strike



LEVEL	SCHOOL	RANGE
2ND	ENCHANTMENT	60 FT.

Zone of Truth



RARITY	TYPE	ATTUNE
UNCOMMON	WONDROUS	YES

Cloak of Protection

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MAGIC WEAPON

2nd-level transmutation

Casting Time 1 bonus action ◆ **Range** Touch ◆ **Components** V, S ◆ **Duration** Concentration, up to 1 hour

You touch a nonmagical weapon. Until the spell ends, that weapon becomes a magic weapon with a +1 bonus to attack rolls and damage rolls.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the bonus increases to +2. When you use a spell slot of 6th level or higher, the bonus increases to +3.

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HEROISM

1st-level enchantment

Casting Time 1 action ◆ **Range** Touch ◆ **Components** V, S ◆ **Duration** Concentration, up to 1 minute

A willing creature you touch is imbued with bravery. Until the spell ends, the creature is immune to being frightened and gains temporary hit points equal to your spellcasting ability modifier at the start of each of its turns. When the spell ends, the target loses any remaining temporary hit points from this spell.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.

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GLYPH OF WARDING

3rd-level abjuration

Casting Time 1 hour ◆ **Range** Touch ◆ **Components** V, S, M (incense and powdered diamond worth at least 200 gp, which the spell consumes) ◆ **Duration** Until dispelled or triggered

When you cast this spell, you inscribe a glyph that harms other creatures, either upon a surface (such as a table or a section of floor or wall) or within an object that can be closed (such as a book, a scroll, or a treasure chest) to conceal the glyph. If you choose a surface, the glyph can cover an area of the surface no larger than 10 feet in diameter. If you choose an object, that object must remain in its place; if the object is moved more than 10 feet from where you cast this spell, the glyph is broken, and the spell ends without being triggered.

The glyph is nearly invisible and requires a successful Intelligence (Investigation) check against your spell save DC to be found.

You decide what triggers the glyph when you cast the spell. For glyphs inscribed on a surface, the most typical triggers include touching or standing on the glyph, removing another object covering the glyph, approaching within a certain distance of the glyph, or manipulating the object on which the glyph is inscribed. For glyphs inscribed within an object, the most common triggers include opening that object, approaching within a certain distance of the object, or seeing or reading the glyph. Once a glyph is triggered, this spell ends.

You can further refine the trigger so the spell activates only under certain circumstances or according to physical characteristics (such as height or weight), creature kind (for example, the ward could be set to affect aberrations or drow), or alignment. You can also set conditions for creatures that don't trigger the glyph, such as those who say a certain password.

When you inscribe the glyph, choose explosive runes or a spell glyph.

Explosive Runes. When triggered, the glyph erupts with magical energy in a 20-foot-radius sphere centered on the glyph. The sphere spreads around corners. Each creature in the area must make a Dexterity saving throw. A creature takes 5d8 acid, cold, fire, lightning, or thunder damage on a failed saving throw (your choice when you create the glyph), or half as much damage on a successful one.

Spell Glyph. You can store a prepared spell of 3rd level or lower in the glyph by casting it as part of creating the glyph. The spell must target a single creature or an area. The spell being stored has no immediate effect when cast in this way. When the glyph is triggered, the stored spell is cast. If the spell has a target, it targets the creature that triggered the glyph. If the spell affects an area, the area is centered on that creature. If the spell summons hostile creatures or creates harmful objects or traps, they appear as close as possible to the intruder and attack it. If the spell requires concentration, it lasts until the end of its full duration.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage of an explosive runes glyph increases by 1d8 for each slot level above 3rd. If you create a spell glyph, you can store any spell of up to the same level as the slot you use for the glyph of warding.

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THUNDERWAVE

1st-level evocation

Casting Time 1 action ◆ **Range** Self (15-foot cube) ◆ **Components** V, S ◆ **Duration** Instantaneous

A wave of thunderous force sweeps out from you. Each creature in a 15-foot cube originating from you must make a Constitution saving throw. On a failed save, a creature takes 2d8 thunder damage and is pushed 10 feet away from you. On a successful save, the creature takes half as much damage and isn't pushed.

In addition, unsecured objects that are completely within the area of effect are automatically pushed 10 feet away from you by the spell's effect, and the spell emits a thunderous boom audible out to 300 feet. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.

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PURIFY FOOD AND DRINK

1st-level transmutation

Casting Time 1 action ◆ **Range** 10 feet ◆ **Components** V, S ◆ **Duration** Instantaneous

All nonmagical food and drink within a 5-foot-radius sphere centered on a point of your choice within range is purified and rendered free of poison and disease.

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MENDING

Transmutation cantrip

Casting Time 1 minute ◆ **Range** Touch ◆ **Components** V, S, M (two lodestones) ◆ **Duration** Instantaneous

This spell repairs a single break or tear in an object you touch, such as a broken chain link, two halves of a broken key, a torn cloak, or a leaking wineskin. As long as the break or tear is no larger than 1 foot in any dimension, you mend it, leaving no trace of the former damage.

This spell can physically repair a magic item or construct, but the spell can't restore magic to such an object.

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CLOAK OF PROTECTION

Wondrous item, uncommon (requires attunement)

Value 3,500 gp ◆ **Weight** 1 lb.

You gain a +1 bonus to AC and saving throws while you wear this cloak.

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ZONE OF TRUTH

2nd-level enchantment

Casting Time 1 action ◆ **Range** 60 feet ◆ **Components** V, S ◆ **Duration** 10 minutes

You create a magical zone that guards against deception in a 15-foot-radius sphere centered on a point of your choice within range. Until the spell ends, a creature that enters the spell's area for the first time on a turn or starts its turn there must make a Charisma saving throw. On a failed save, a creature can't speak a deliberate lie while in the radius. You know whether each creature succeeds or fails on its saving throw.

An affected creature is aware of the spell and can thus avoid answering questions to which it would normally respond with a lie. Such a creature can be evasive in its answers as long as it remains within the boundaries of the truth.

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TRUE STRIKE

Divination cantrip

Casting Time 1 action ◆ **Range** 30 feet ◆ **Components** S ◆ **Duration** Concentration, up to 1 round

You extend your hand and point a finger at a target in range. Your magic grants you a brief insight into the target's defenses. On your next turn, you gain advantage on your first attack roll against the target, provided that this spell hasn't ended.

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RARITY	TYPE	ATTUNE
RARE	RING	YES

Ring of Protection



RARITY	TYPE	ATTUNE
UNCOMMON	WAND	NO

Wand of Magic Missiles



RARITY	TYPE	ATTUNE
UNCOMMON	WONDROUS	YES

Brooch of Shielding



RARITY	TYPE	ATTUNE
RARE	WONDROUS	YES

Bracers of Defense



RARITY	TYPE	ATTUNE
UNCOMMON	ROD	NO

Immovable Rod



RARITY	TYPE	ATTUNE
UNCOMMON	ARMOR	NO

Adamantine Armor



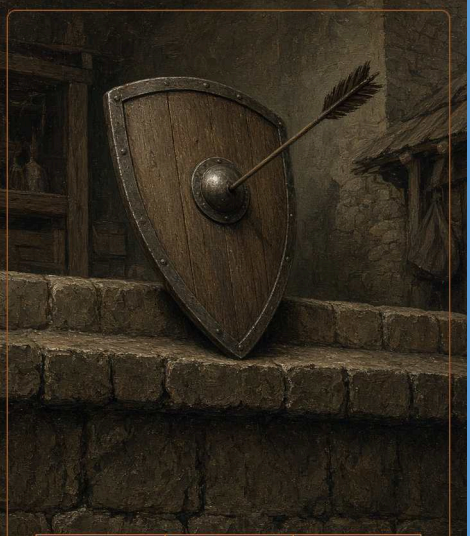
RARITY	TYPE	ATTUNE
VERY RARE	ARMOR	YES

Animated Shield



RARITY	TYPE	ATTUNE
VARIES	ARMOR	NO

Armor, +1, +2, or +3



RARITY	TYPE	ATTUNE
RARE	ARMOR	YES

Arrow-Catching Shield

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BROOCH OF SHIELDING

Wondrous item, uncommon (requires attunement)

Value - ◆ **Weight** -

While wearing this brooch, you have resistance to force damage, and you have immunity to damage from the magic missile spell.

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WAND OF MAGIC MISSILES

Wand, uncommon

Value - ◆ **Weight** -

This wand has 7 charges. While holding it, you can use an action to expend 1 or more of its charges to cast the magic missile spell from it. For 1 charge, you cast the 1st-level version of the spell. You can increase the spell slot level by one for each additional charge you expend.

The wand regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into ashes and is destroyed.

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RING OF PROTECTION

Ring, rare (requires attunement)

Value 3,500 gp ◆ **Weight** -

You gain a +1 bonus to AC and saving throws while wearing this ring.

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ADAMANTINE ARMOR

Armor, uncommon

Value - ◆ **Weight** -

This suit of armor is reinforced with adamantine, one of the hardest substances in existence. While you're wearing it, any critical hit against you becomes a normal hit.

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IMMOVABLE ROD

Rod, uncommon

Value 5,000 gp ◆ **Weight** 2 lb.

This flat iron rod has a button on one end. You can use an action to press the button, which causes the rod to become magically fixed in place. Until you or another creature uses an action to push the button again, the rod does not move, even if it is defying gravity. The rod can hold up to 8,000 pounds of weight. More weight causes the rod to deactivate and fall. A creature can use an action to make a DC 30 Strength check, moving the fixed rod up to 10 feet on a success.

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BRACERS OF DEFENSE

Wondrous item, rare (requires attunement)

Value 6,000 gp ◆ **Weight** 1 lb.

While wearing these bracers, you gain a +2 bonus to AC if you are wearing no armor and using no shield.

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ARROW-CATCHING SHIELD

Armor, rare (requires attunement)

Value - ◆ **Weight** -

You gain a +2 bonus to AC against ranged attacks while you wield this shield. This bonus is in addition to the shield's normal bonus to AC. In addition, whenever an attacker makes a ranged attack against a target within 5 feet of you, you can use your reaction to become the target of the attack instead.

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ARMOR, +1, +2, OR +3

Armor, rare (+1), very rare (+2), or legendary (+3)

Value - ◆ **Weight** -

You have a bonus to AC while wearing this armor. The bonus is determined by its rarity.

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ANIMATED SHIELD

Armor, very rare (requires attunement)

Value - ◆ **Weight** -

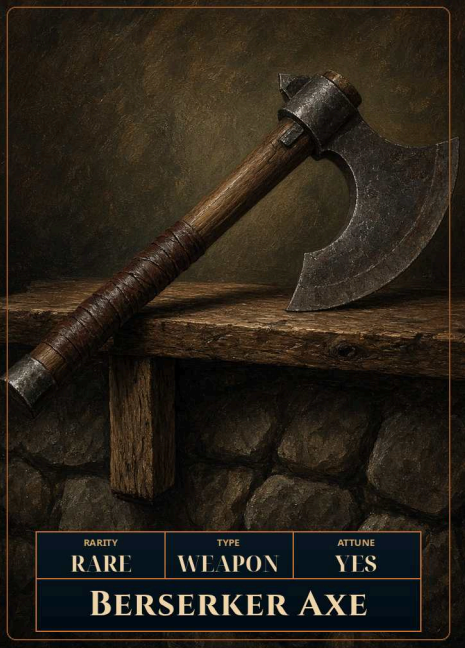
While holding this shield, you can speak its command word as a bonus action to cause it to animate. The shield leaps into the air and hovers in your space to protect you as if you were wielding it, leaving your hands free. The shield remains animated for 1 minute, until you use a bonus action to end this effect, or until you are incapacitated or die, at which point the shield falls to the ground or into your hand if you have one free.

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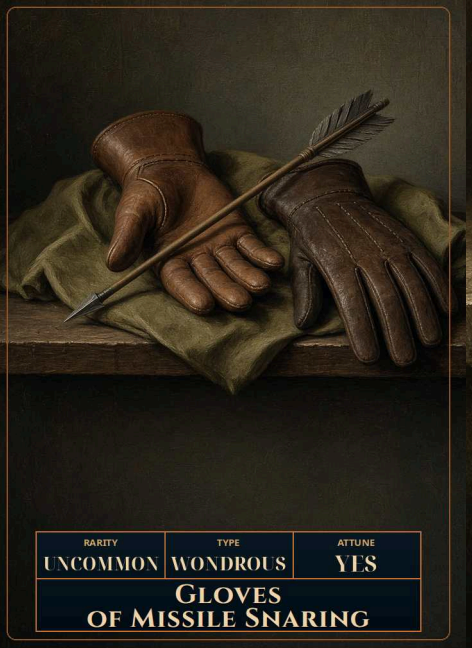
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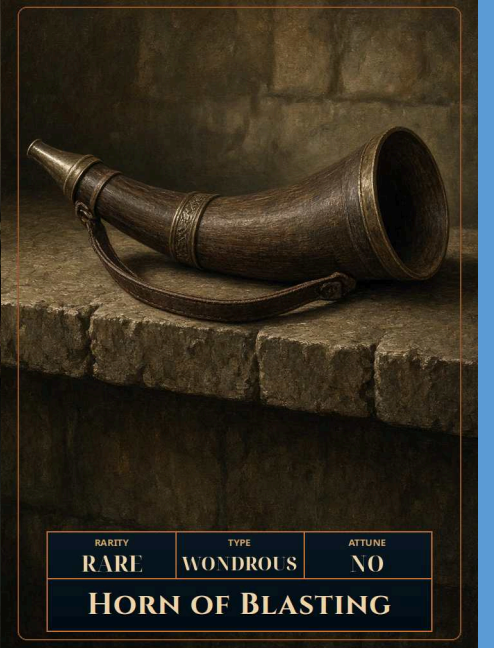
RARITY	TYPE	ATTUNE
RARE	WEAPON	YES

Berserker Axe



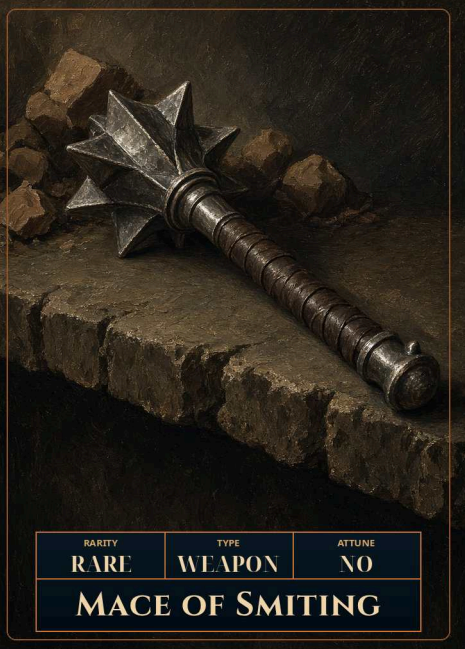
RARITY	TYPE	ATTUNE
UNCOMMON	WONDROUS	YES

Gloves of Missile Snaring



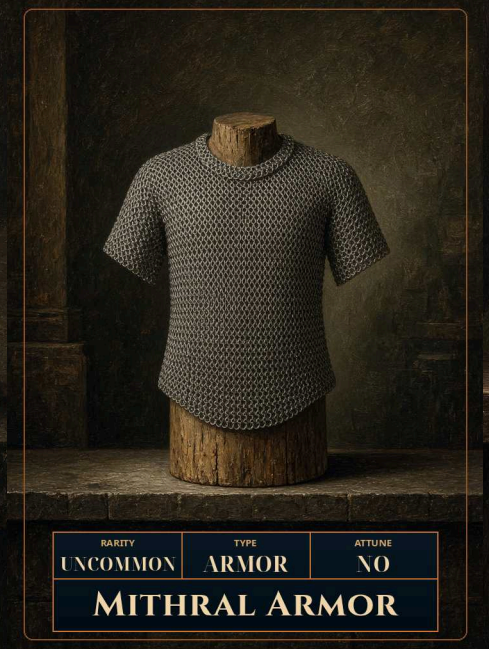
RARITY	TYPE	ATTUNE
RARE	WONDROUS	NO

Horn of Blasting



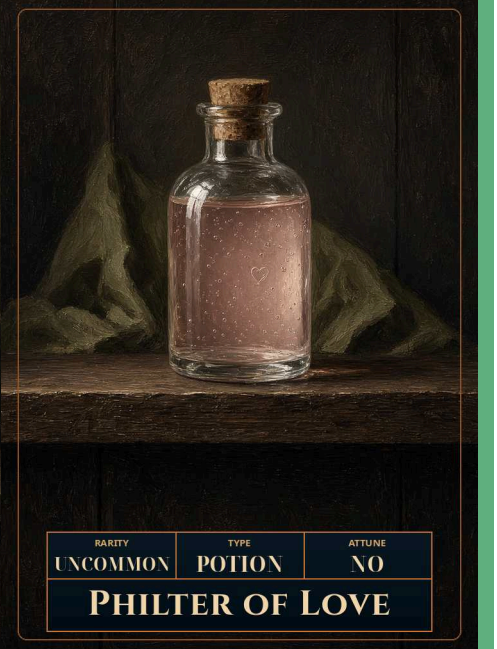
RARITY	TYPE	ATTUNE
RARE	WEAPON	NO

Mace of Smiting



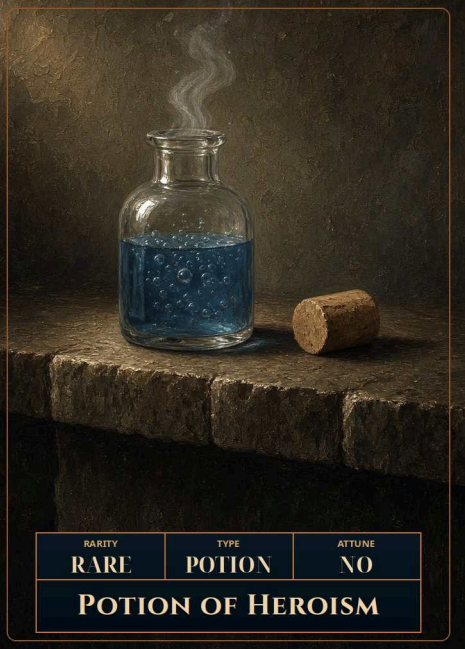
RARITY	TYPE	ATTUNE
UNCOMMON	ARMOR	NO

Mithral Armor



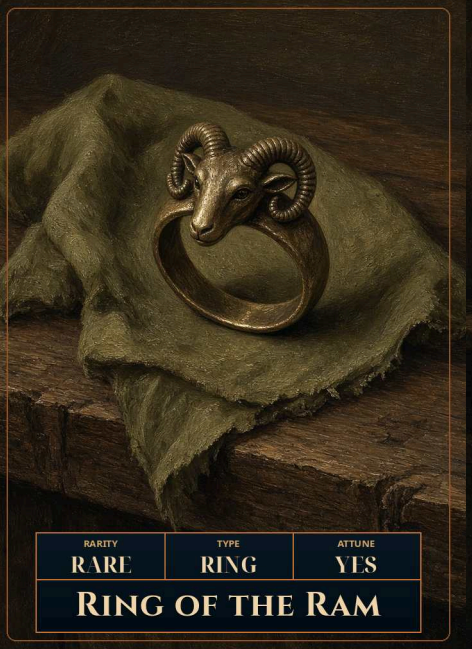
RARITY	TYPE	ATTUNE
UNCOMMON	POTION	NO

Philter of Love



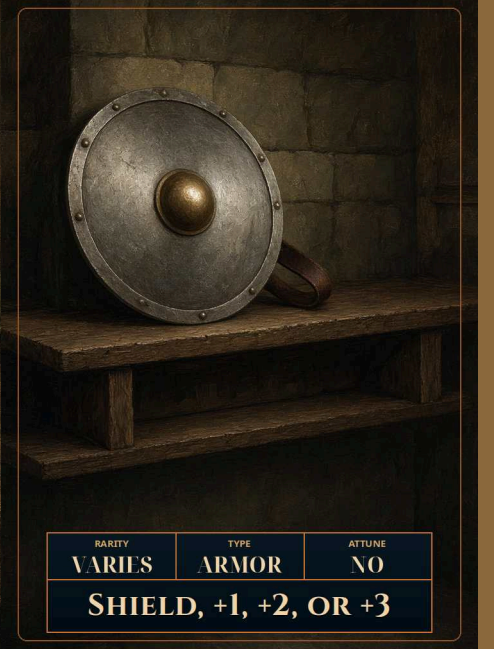
RARITY	TYPE	ATTUNE
RARE	POTION	NO

Potion of Heroism



RARITY	TYPE	ATTUNE
RARE	RING	YES

Ring of the Ram



RARITY	TYPE	ATTUNE
VARIES	ARMOR	NO

Shield, +1, +2, or +3

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HORN OF BLASTING

Wondrous item, rare

Value - ◆ **Weight** -

You can use an action to speak the horn's command word and then blow the horn, which emits a thunderous blast in a 30-foot cone that is audible 600 feet away. Each creature in the cone must make a DC 15 Constitution saving throw. On a failed save, a creature takes 5d6 thunder damage and is deafened for 1 minute. On a successful save, a creature takes half as much damage and isn't deafened. Creatures and objects made of glass or crystal have disadvantage on the saving throw and take 10d6 thunder damage instead of 5d6.

Each use of the horn's magic has a 20 percent chance of causing the horn to explode. The explosion deals 10d6 fire damage to the blower and destroys the horn.

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GLOVES OF MISSILE SNARING

Wondrous item, uncommon (requires attunement)

Value - ◆ **Weight** -

These gloves seem to almost meld into your hands when you don them. When a ranged weapon attack hits you while you're wearing them, you can use your reaction to reduce the damage by 1d10 + your Dexterity modifier, provided that you have a free hand. If you reduce the damage to 0, you can catch the missile if it is small enough for you to hold in that hand.

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BERSERKER AXE

Weapon, rare (requires attunement)

Value - ◆ **Weight** -

You gain a +1 bonus to attack and damage rolls made with this magic weapon. In addition, while you are attuned to this weapon, your hit point maximum increases by 1 for each level you have attained. Curse. This axe is cursed, and becoming attuned to it extends the curse to you. As long as you remain cursed, you are unwilling to part with the axe, keeping it within reach at all times. You also have disadvantage on attack rolls with weapons other than this one, unless no foe is within 60 feet of you that you can see or hear.

Whenever a hostile creature damages you while the axe is in your possession, you must succeed on a DC 15 Wisdom saving throw or go berserk. While berserk, you must use your action each round to attack the creature nearest to you with the axe. If you can make extra attacks as part of the Attack action, you use those extra attacks, moving to attack the next nearest creature after you fell your current target. If you have multiple possible targets, you attack one at random. You are berserk until you start your turn with no creatures within 60 feet of you that you can see or hear.

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PHILTER OF LOVE

Potion, uncommon

Value - ◆ **Weight** -

The next time you see a creature within 10 minutes after drinking this philter, you become charmed by that creature for 1 hour. If the creature is of a species and gender you are normally attracted to, you regard it as your true love while you are charmed. This potion's rose-hued, effervescent liquid contains one easy-to-miss bubble shaped like a heart.

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MITHRAL ARMOR

Armor, uncommon

Value - ◆ **Weight** -

Mithral is a light, flexible metal. A mithral chain shirt or breastplate can be worn under normal clothes. If the armor normally imposes disadvantage on Dexterity (Stealth) checks or has a Strength requirement, the mithral version of the armor doesn't.

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MACE OF SMITING

Weapon, rare

Value - ◆ **Weight** -

You gain a +1 bonus to attack and damage rolls made with this magic weapon. The bonus increases to +3 when you use the mace to attack a construct. When you roll a 20 on an attack roll made with this weapon, the target takes an extra 2d6 bludgeoning damage, or 4d6 bludgeoning damage if it's a construct. If a construct has 25 hit points or fewer after taking this damage, it is destroyed.

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SHIELD, +1, +2, OR +3

Armor, uncommon (+1), rare (+2), or very rare (+3)

Value - ◆ **Weight** -

While holding this shield, you have a bonus to AC determined by the shield's rarity. This bonus is in addition to the shield's normal bonus to AC.

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RING OF THE RAM

Ring, rare (requires attunement)

Value - ◆ **Weight** -

This ring has 3 charges, and it regains 1d3 expended charges daily at dawn. While wearing the ring, you can use an action to expend 1 to 3 of its charges to attack one creature you can see within 60 feet of you. The ring produces a spectral ram's head and makes its attack roll with a +7 bonus. On a hit, for each charge you spend, the target takes 2d10 force damage and is pushed 5 feet away from you.

Alternatively, you can expend 1 to 3 of the ring's charges as an action to try to break an object you can see within 60 feet of you that isn't being worn or carried. The ring makes a Strength check with a +5 bonus for each charge you spend.

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POTION OF HEROISM

Potion, rare

Value - ◆ **Weight** -

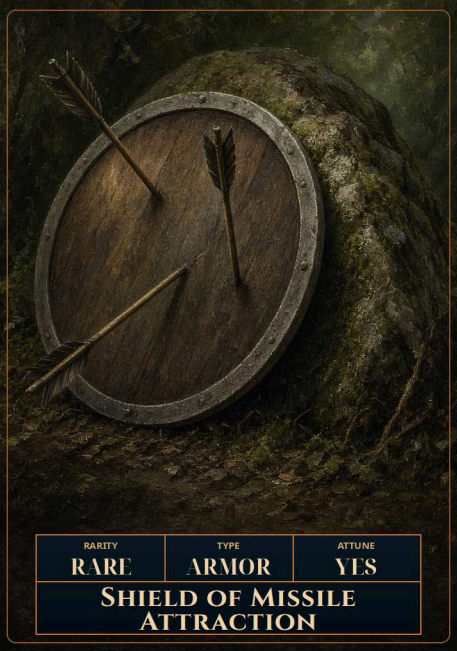
For 1 hour after drinking it, you gain 10 temporary hit points that last for 1 hour. For the same duration, you are under the effect of the bless spell (no concentration required). This blue potion bubbles and steams as if boiling.

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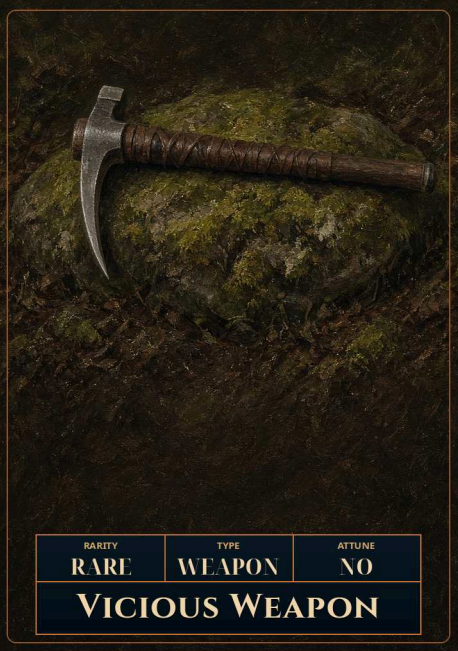
RARITY	TYPE	ATTUNE
RARE	ARMOR	YES

Shield of Missile Attraction



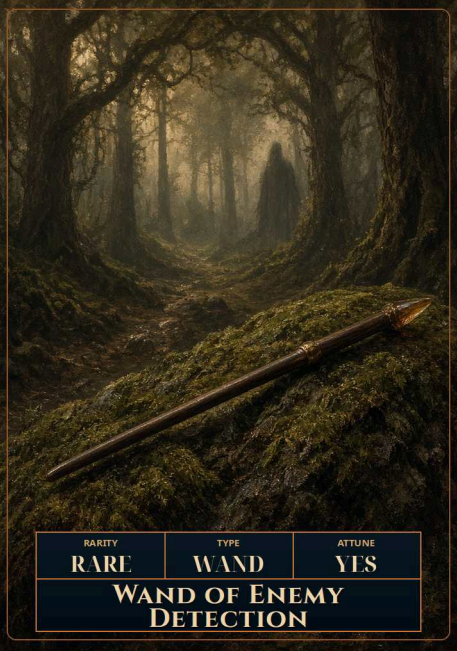
RARITY	TYPE	ATTUNE
RARE	WEAPON	YES

Sword of Wounding



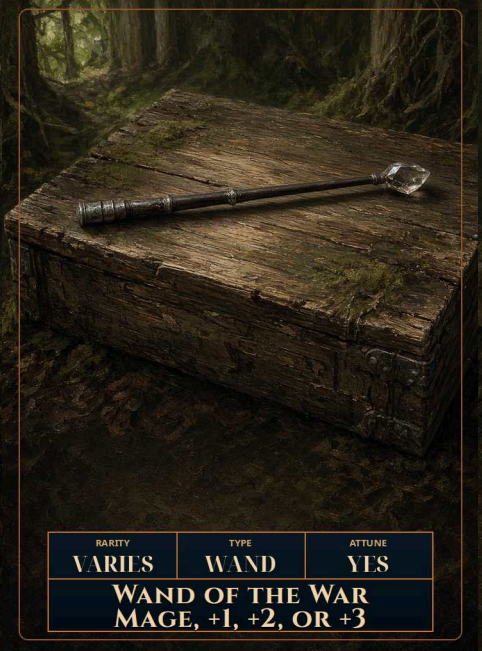
RARITY	TYPE	ATTUNE
RARE	WEAPON	NO

Vicious Weapon



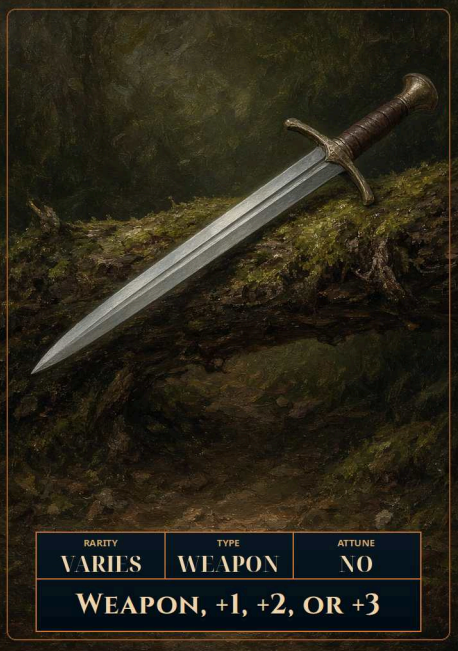
RARITY	TYPE	ATTUNE
RARE	WAND	YES

Wand of Enemy Detection



RARITY	TYPE	ATTUNE
VARIES	WAND	YES

Wand of the War Mage, +1, +2, or +3



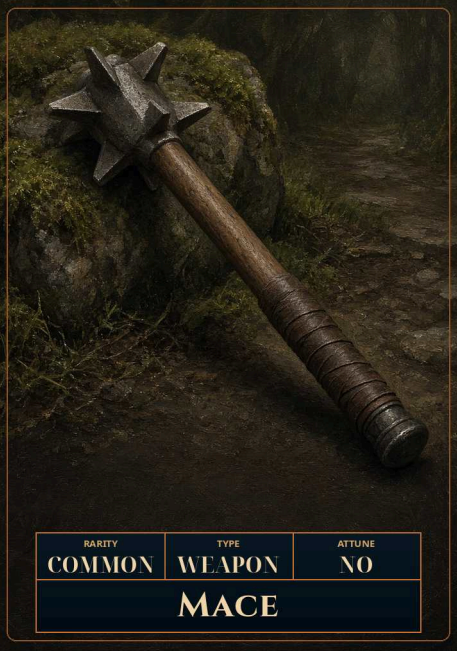
RARITY	TYPE	ATTUNE
VARIES	WEAPON	NO

Weapon, +1, +2, or +3



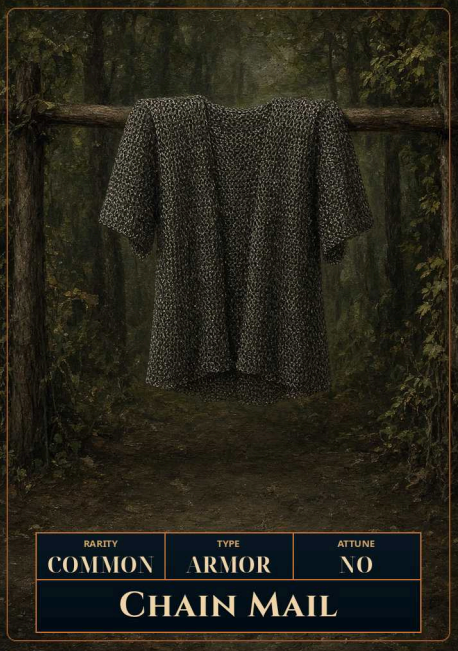
RARITY	TYPE	ATTUNE
COMMON	WEAPON	NO

Longsword



RARITY	TYPE	ATTUNE
COMMON	WEAPON	NO

Mace



RARITY	TYPE	ATTUNE
COMMON	ARMOR	NO

Chain Mail

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VICIOUS WEAPON

Weapon, rare

Value - ◆ **Weight** -

When you roll a 20 on your attack roll with this magic weapon, your critical hit deals an extra 2d6 damage of the weapon's type.

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SWORD OF WOUNDING

Weapon, rare (requires attunement)

Value - ◆ **Weight** -

Hit points lost to this weapon's damage can be regained only through a short or long rest, rather than by regeneration, magic, or any other means. Once per turn, when you hit a creature with an attack using this magic weapon, you can wound the target. At the start of each of the wounded creature's turns, it takes 1d4 necrotic damage for each time you've wounded it, and it can then make a DC 15 Constitution saving throw, ending the effect of all such wounds on itself on a success. Alternatively, the wounded creature, or a creature within 5 feet of it, can use an action to make a DC 15 Wisdom (Medicine) check, ending the effect of such wounds on it on a success.

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SHIELD OF MISSILE ATTRACTION

Armor, rare (requires attunement)

Value - ◆ **Weight** -

While holding this shield, you have resistance to damage from ranged weapon attacks.

Curse. This shield is cursed. Attuning to it curses you until you are targeted by the remove curse spell or similar magic. Removing the shield fails to end the curse on you. Whenever a ranged weapon attack is made against a target within 10 feet of you, the curse causes you to become the target instead.

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WEAPON, +1, +2, OR +3

Weapon, uncommon (+1), rare (+2), or very rare (+3)

Value - ◆ **Weight** -

You have a bonus to attack and damage rolls made with this magic weapon. The bonus is determined by the weapon's rarity.

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WAND OF THE WAR MAGE, +1, +2, OR +3

Wand, uncommon (+1), rare (+2), or very rare (+3) (requires attunement)

Value - ◆ **Weight** -

While holding this wand, you gain a bonus to spell attack rolls determined by the wand's rarity. In addition, you ignore half cover when making a spell attack.

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WAND OF ENEMY DETECTION

Wand, rare (requires attunement)

Value - ◆ **Weight** -

This wand has 7 charges. While holding it, you can use an action and expend 1 charge to speak its command word. For the next minute, you know the direction of the nearest creature hostile to you within 60 feet, but not its distance from you. The wand can sense the presence of hostile creatures that are ethereal, invisible, disguised, or hidden, as well as those in plain sight. The effect ends if you stop holding the wand.

The wand regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into ashes and is destroyed.

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CHAIN MAIL

Armor (Heavy Armor)

Cost 75 gp ◆ **Weight** 55 lb.

Heavy armor. Armor Class 16. Requires Strength 13. Disadvantage on Dexterity (Stealth) checks.

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MACE

Weapon (simple melee)

Cost 5 gp ◆ **Weight** 4 lb. ◆ **Damage** 1d6 bludgeoning

Simple melee weapon.

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LONGSWORD

Weapon (martial melee)

Cost 15 gp ◆ **Weight** 3 lb. ◆ **Damage** 1d8 slashing ◆ **Properties** versatile (1d10)

Martial melee weapon. Versatile (1d10 when used with two hands).

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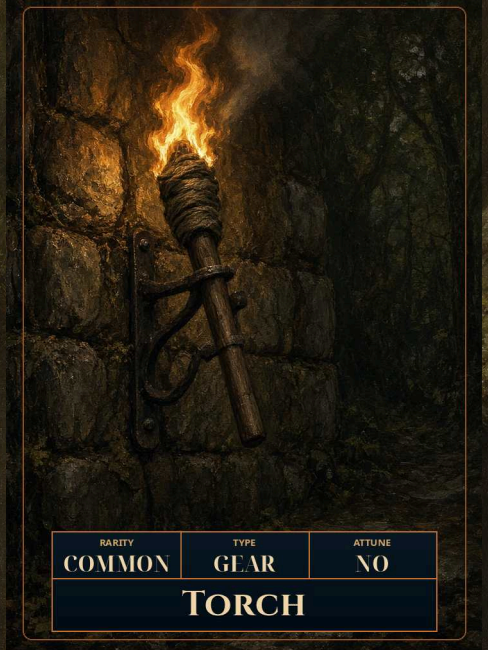
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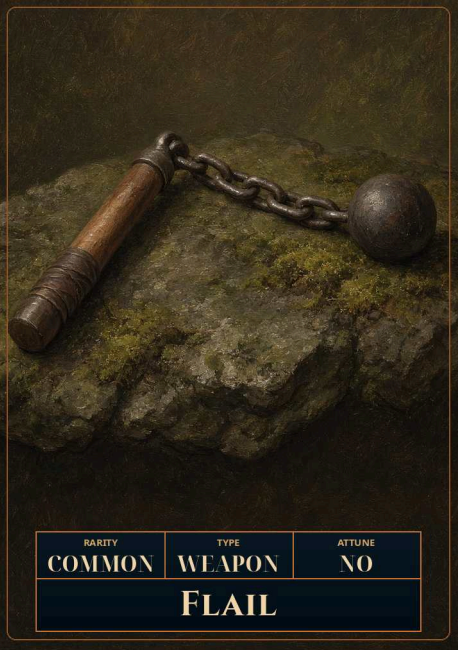
RARITY	TYPE	ATTUNE
COMMON	WEAPON	NO

BATTLEAXE



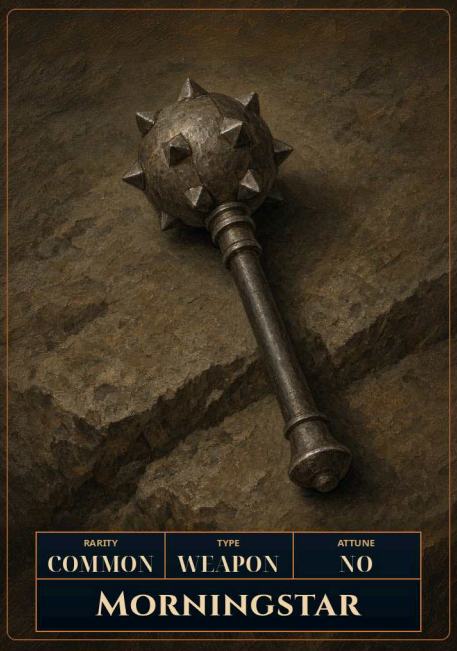
RARITY	TYPE	ATTUNE
COMMON	GEAR	NO

TORCH



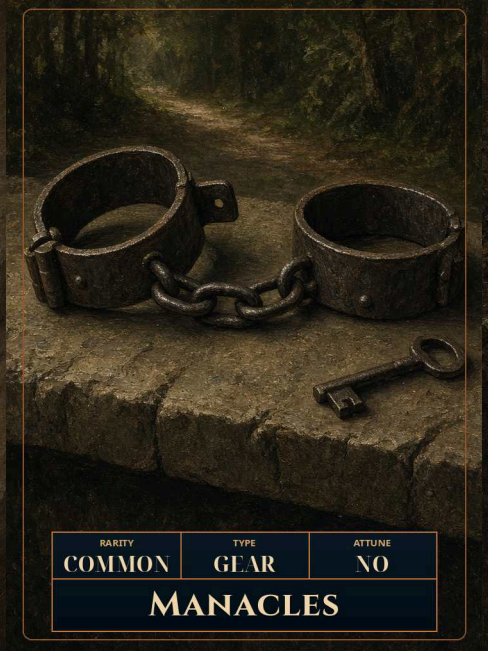
RARITY	TYPE	ATTUNE
COMMON	WEAPON	NO

FLAIL



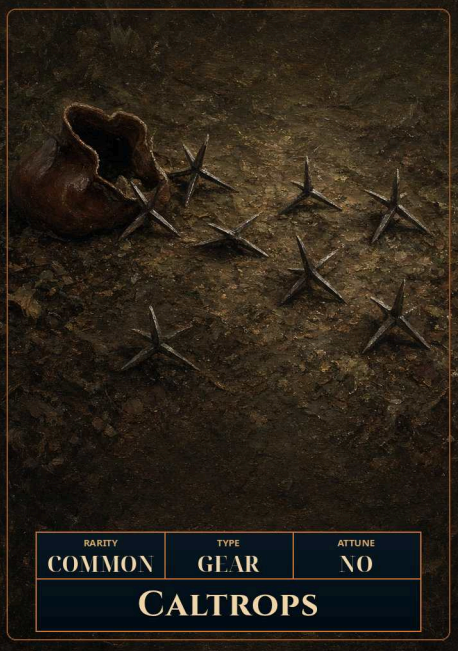
RARITY	TYPE	ATTUNE
COMMON	WEAPON	NO

MORNINGSTAR



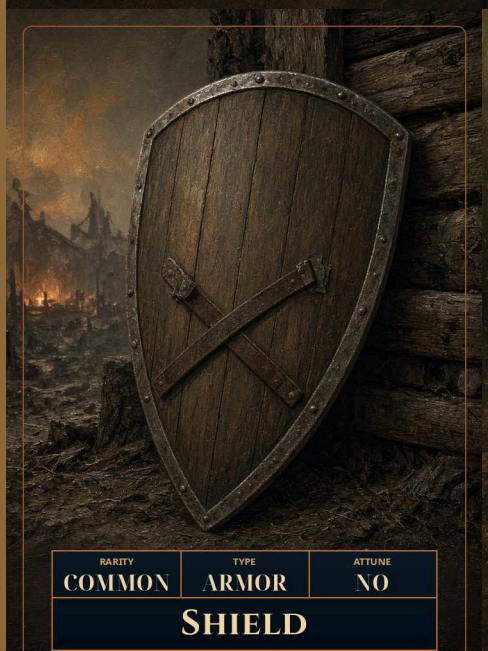
RARITY	TYPE	ATTUNE
COMMON	GEAR	NO

MANACLES



RARITY	TYPE	ATTUNE
COMMON	GEAR	NO

CALTROPS



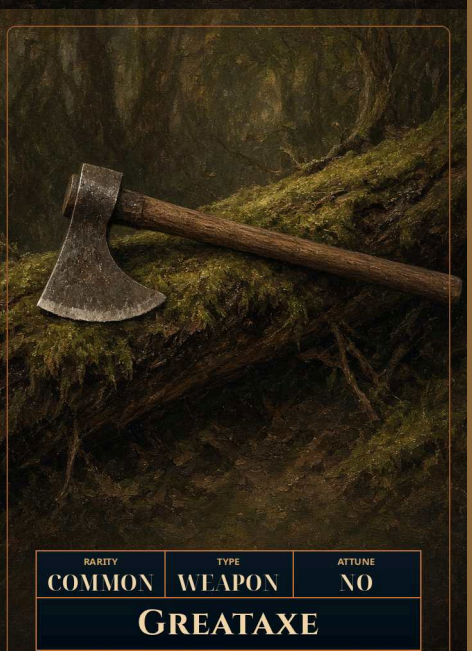
RARITY	TYPE	ATTUNE
COMMON	ARMOR	NO

SHIELD



RARITY	TYPE	ATTUNE
COMMON	WEAPON	NO

SHORTSWORD



RARITY	TYPE	ATTUNE
COMMON	WEAPON	NO

GREATAXE

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FLAIL

Weapon (martial melee)

Cost 10 gp ◆ **Weight** 2 lb. ◆ **Damage** 1d8 bludgeoning

Martial melee weapon.

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TORCH

Adventuring gear

Cost 1 cp ◆ **Weight** 1 lb.

A torch burns for 1 hour, providing bright light in a 20-foot radius and dim light for an additional 20 feet. If you make a melee attack with a burning torch and hit, it deals 1 fire damage.

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BATTLEAXE

Weapon (martial melee)

Cost 10 gp ◆ **Weight** 4 lb. ◆ **Damage** 1d8 slashing ◆ **Properties** versatile (1d10)

Martial melee weapon. Versatile (1d10).

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CALTROPS

Adventuring gear

Cost 1 gp ◆ **Weight** 2 lb.

As an action, you can spread a bag of caltrops to cover a square area that is 5 feet on a side. Any creature that enters the area must succeed on a DC 15 Dexterity saving throw or stop moving this turn and take 1 piercing damage. Taking this damage reduces the creature's walking speed by 10 feet until the creature regains at least 1 hit point. A creature moving through the area at half speed doesn't need to make the save.

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MANACLES

Adventuring gear

Cost 2 gp ◆ **Weight** 6 lb.

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

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MORNINGSTAR

Weapon (martial melee)

Cost 15 gp ◆ **Weight** 4 lb. ◆ **Damage** 1d8 piercing

Martial melee weapon.

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GREATAXE

Weapon (martial melee)

Cost 30 gp ◆ **Weight** 7 lb. ◆ **Damage** 1d12 slashing ◆ **Properties** heavy, two-handed

Martial melee weapon. Heavy, two-handed.

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SHORTSWORD

Weapon (martial melee)

Cost 10 gp ◆ **Weight** 2 lb. ◆ **Damage** 1d6 piercing ◆ **Properties** finesse, light

Martial melee weapon. Finesse, light. Damage 1d6 piercing. Cost 10 gp. Weight 2 lb.

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SHIELD

Armor (Shield)

Cost 10 gp ◆ **Weight** 6 lb.

A shield is made from wood or metal and is carried in one hand. Wearing a shield increases your Armor Class by 2. You can benefit from only one shield at a time.

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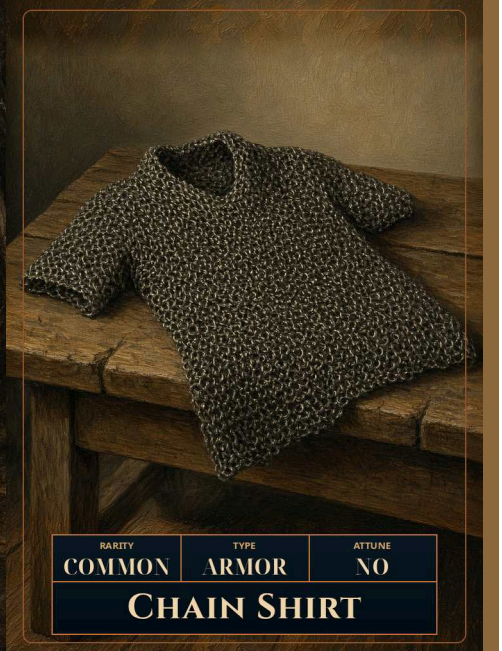
RARITY	TYPE	ATTUNE
COMMON	ARMOR	NO

Scale Mail



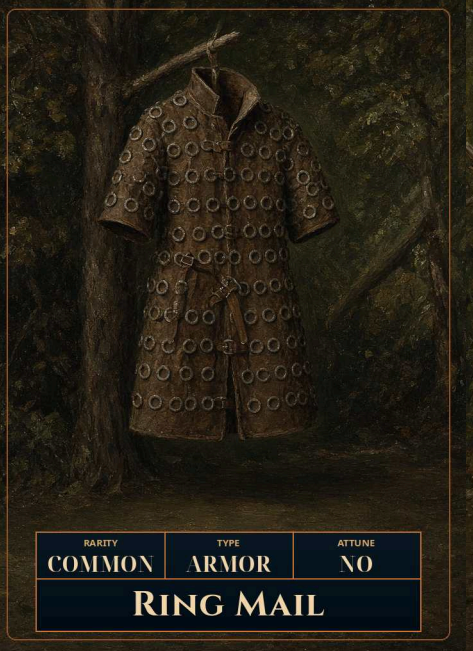
RARITY	TYPE	ATTUNE
COMMON	ARMOR	NO

Breastplate



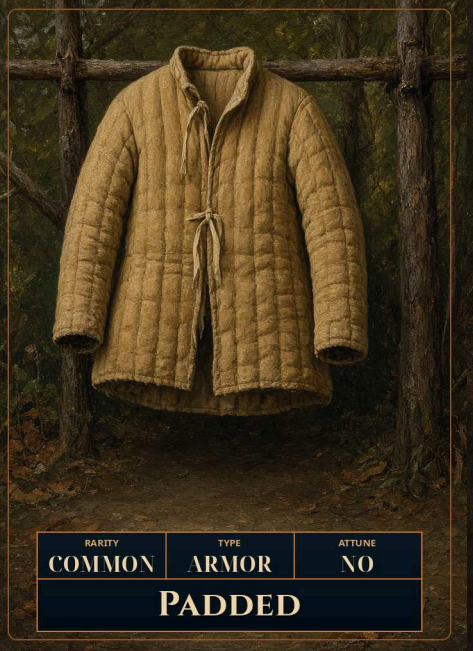
RARITY	TYPE	ATTUNE
COMMON	ARMOR	NO

Chain Shirt



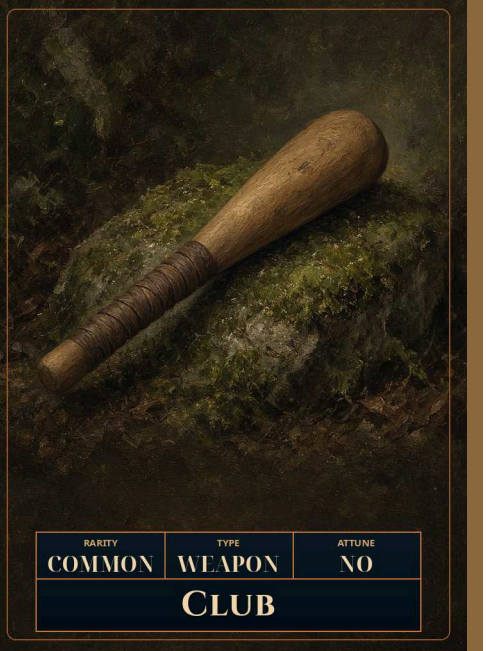
RARITY	TYPE	ATTUNE
COMMON	ARMOR	NO

Ring Mail



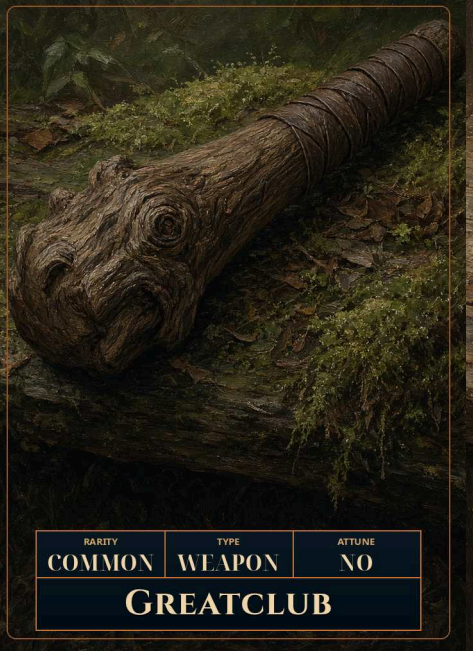
RARITY	TYPE	ATTUNE
COMMON	ARMOR	NO

Padded



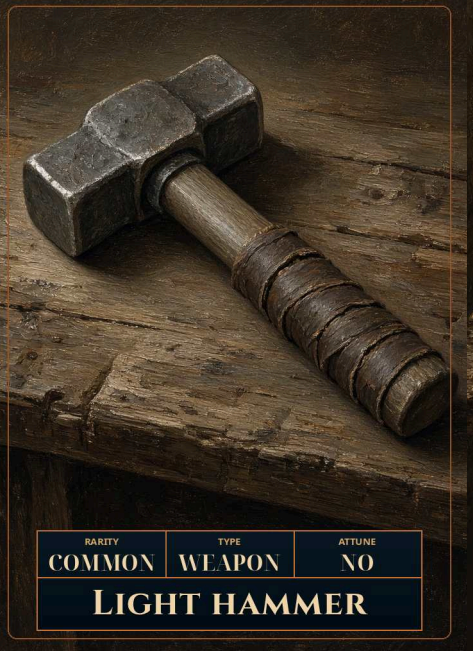
RARITY	TYPE	ATTUNE
COMMON	WEAPON	NO

Club



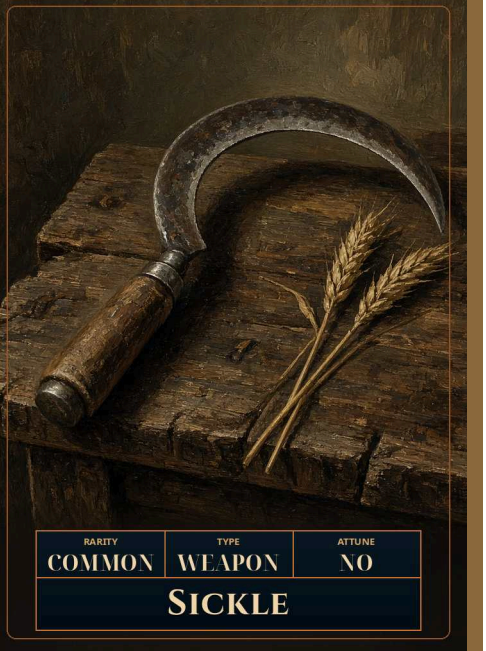
RARITY	TYPE	ATTUNE
COMMON	WEAPON	NO

Greatclub



RARITY	TYPE	ATTUNE
COMMON	WEAPON	NO

Light hammer



RARITY	TYPE	ATTUNE
COMMON	WEAPON	NO

Sickle

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CHAIN SHIRT

Armor (Medium Armor)

Cost 50 gp ◆ **Weight** 20 lb.

Medium armor. Armor Class 13 + Dexterity modifier (max 2).

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BREASTPLATE

Armor (Medium Armor)

Cost 400 gp ◆ **Weight** 20 lb.

Medium armor. Armor Class 14 + Dexterity modifier (max 2).

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SCALE MAIL

Armor (Medium Armor)

Cost 50 gp ◆ **Weight** 45 lb.

Medium armor. Armor Class 14 + Dexterity modifier (max 2). Disadvantage on Dexterity (Stealth) checks.

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CLUB

Weapon (simple melee)

Cost 1 sp ◆ **Weight** 2 lb. ◆ **Damage** 1d4 bludgeoning ◆ **Properties** Light

Simple melee weapon. 1d4 bludgeoning. Light.

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PADDED

Armor (light)

Cost 5 gp ◆ **Weight** 8 lb.

Light Armor. AC 11 + Dex modifier. Stealth Disadvantage.

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RING MAIL

Armor (Heavy Armor)

Cost 30 gp ◆ **Weight** 40 lb.

Heavy armor. Armor Class 14. Disadvantage on Dexterity (Stealth) checks.

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SICKLE

Weapon (simple melee)

Cost 1 gp ◆ **Weight** 2 lb. ◆ **Damage** 1d4 slashing ◆ **Properties** Light

Simple melee weapon. 1d4 slashing. Light.

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LIGHT HAMMER

Weapon (simple melee)

Cost 2 gp ◆ **Weight** 2 lb. ◆ **Damage** 1d4 bludgeoning ◆ **Properties** Light, thrown (range 20/60)

Simple melee weapon. 1d4 bludgeoning. Light, thrown (range 20/60).

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GREATCLUB

Weapon (simple melee)

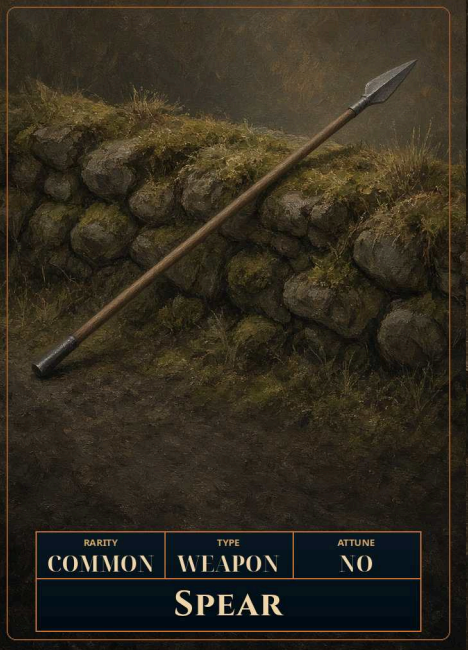
Cost 2 sp ◆ **Weight** 10 lb. ◆ **Damage** 1d8 bludgeoning ◆ **Properties** Two-handed

Simple melee weapon. 1d8 bludgeoning. Two-handed.

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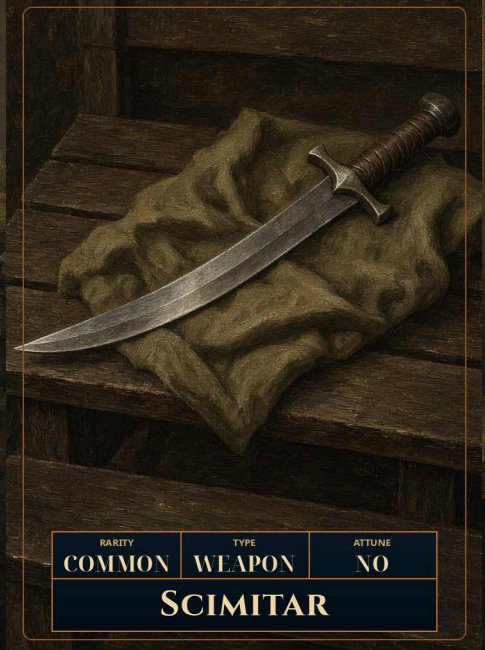
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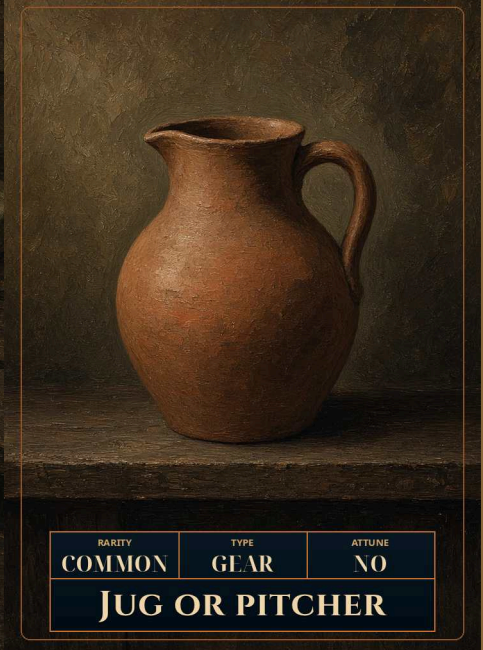
RARITY	TYPE	ATTUNE
COMMON	WEAPON	NO

Spear



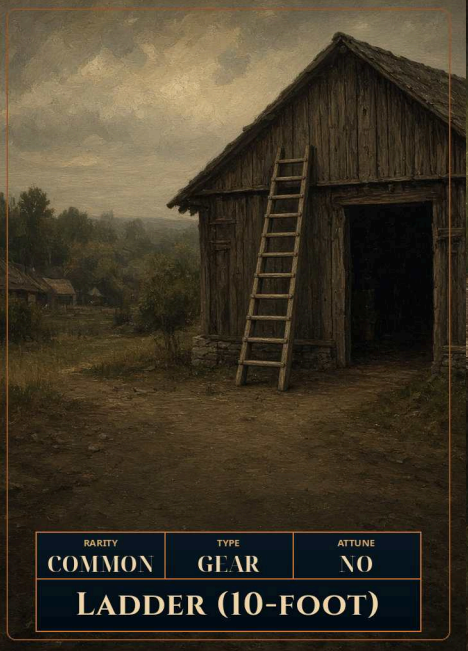
RARITY	TYPE	ATTUNE
COMMON	WEAPON	NO

Scimitar



RARITY	TYPE	ATTUNE
COMMON	GEAR	NO

Jug or pitcher



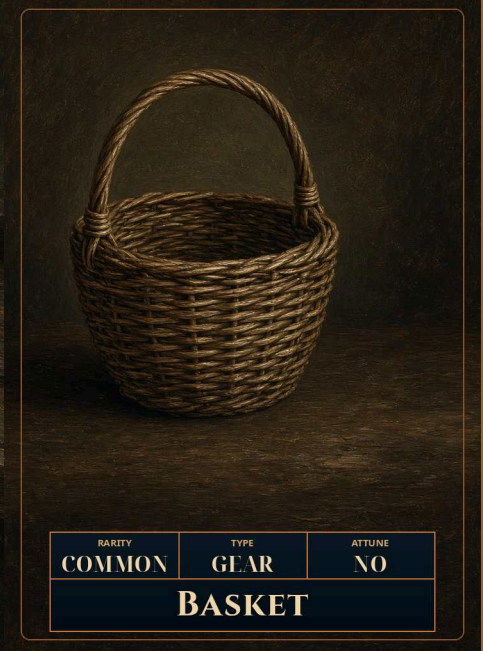
RARITY	TYPE	ATTUNE
COMMON	GEAR	NO

Ladder (10-foot)



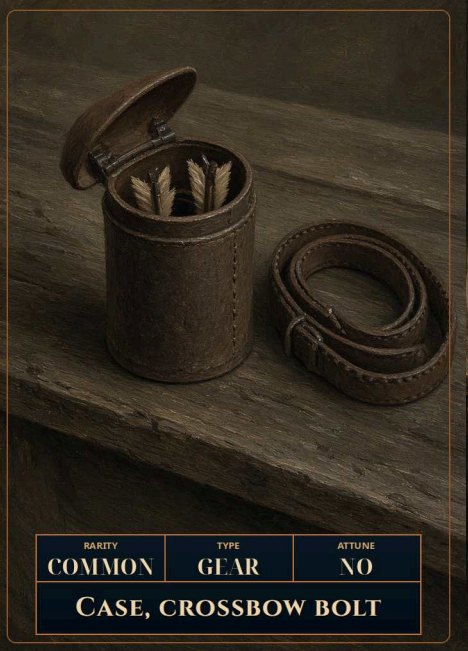
RARITY	TYPE	ATTUNE
COMMON	GEAR	NO

Crossbow bolts (20)



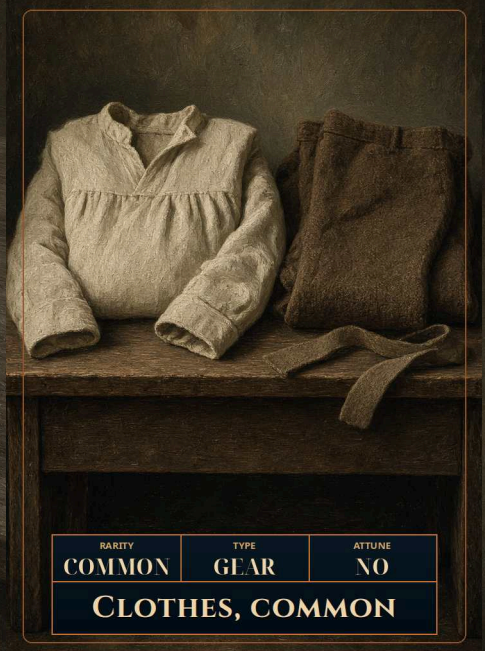
RARITY	TYPE	ATTUNE
COMMON	GEAR	NO

Basket



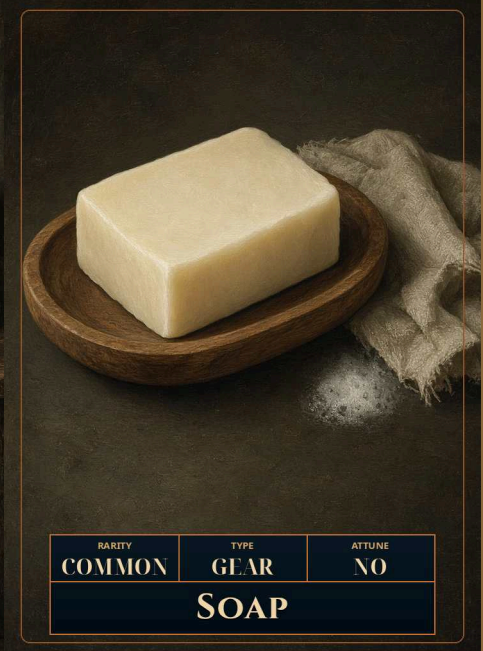
RARITY	TYPE	ATTUNE
COMMON	GEAR	NO

Case, crossbow bolt



RARITY	TYPE	ATTUNE
COMMON	GEAR	NO

Clothes, common



RARITY	TYPE	ATTUNE
COMMON	GEAR	NO

Soap

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JUG OR PITCHER

Adventuring gear

Cost 2 cp ◆ **Weight** 4 lb.

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SCIMITAR

Weapon (martial melee)

Cost 25 gp ◆ **Weight** 3 lb. ◆ **Damage** 1d6 slashing ◆ **Properties** Finesse, light

Martial Melee Weapons. 1d6 slashing. Finesse, light.

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SPEAR

Weapon (simple melee)

Cost 1 gp ◆ **Weight** 3 lb. ◆ **Damage** 1d6 piercing ◆ **Properties** Thrown (range 20/60), versatile (1d8)

Simple melee weapon. 1d6 piercing. Thrown (range 20/60), versatile (1d8).

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BASKET

Adventuring gear

Cost 4 sp ◆ **Weight** 2 lb.

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CROSSBOW BOLTS (20)

Adventuring gear

Cost 1 gp ◆ **Weight** 1½ lb.

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LADDER (10-FOOT)

Adventuring gear

Cost 1 sp ◆ **Weight** 25 lb.

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SOAP

Adventuring gear

Cost 2 cp ◆ **Weight** -

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CLOTHES, COMMON

Adventuring gear

Cost 5 sp ◆ **Weight** 3 lb.

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CASE, CROSSBOW BOLT

Adventuring gear

Cost 1 gp ◆ **Weight** 1 lb.

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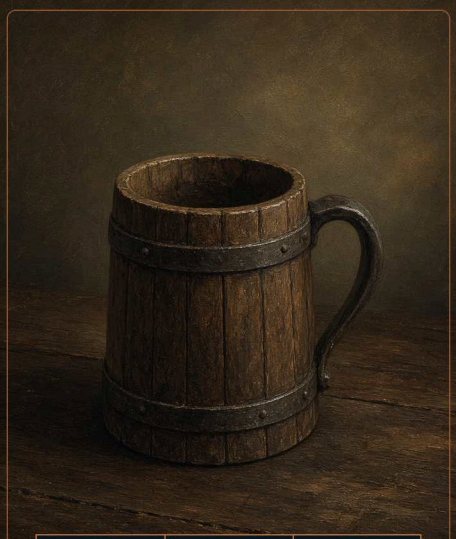
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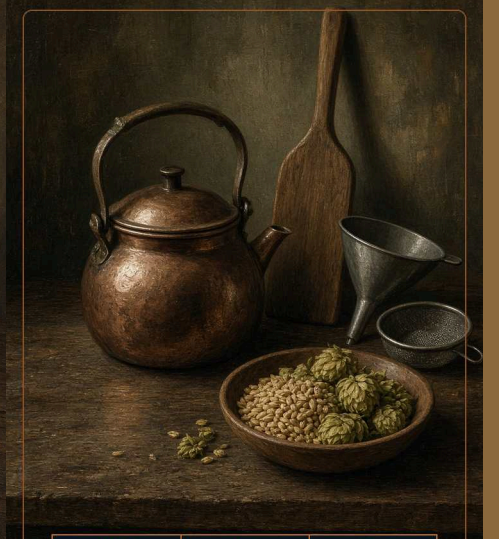
RARITY	TYPE	ATTUNE
COMMON	GEAR	NO

WHETSTONE



RARITY	TYPE	ATTUNE
COMMON	GEAR	NO

FLASK OR TANKARD



RARITY	TYPE	ATTUNE
COMMON	GEAR	NO

BREWER'S SUPPLIES



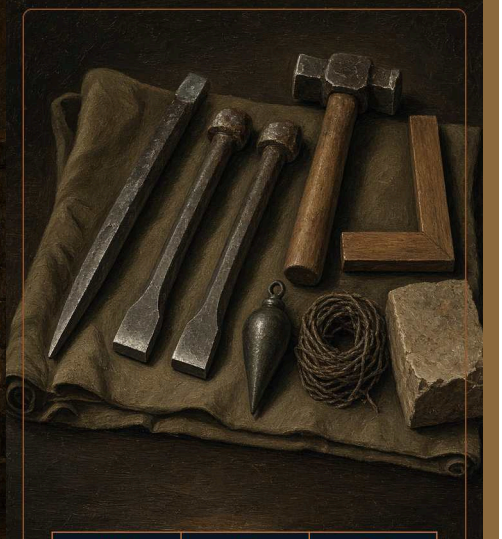
RARITY	TYPE	ATTUNE
COMMON	GEAR	NO

COBBLER'S TOOLS



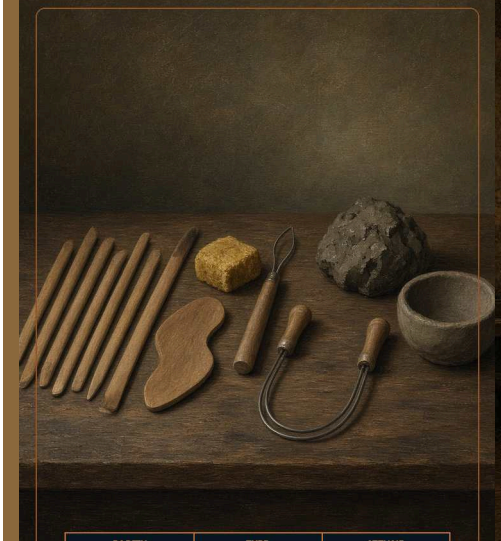
RARITY	TYPE	ATTUNE
COMMON	GEAR	NO

COOK'S UTENSILS



RARITY	TYPE	ATTUNE
COMMON	GEAR	NO

MASON'S TOOLS



RARITY	TYPE	ATTUNE
COMMON	GEAR	NO

POTTER'S TOOLS



RARITY	TYPE	ATTUNE
COMMON	GEAR	NO

SMITH'S TOOLS



RARITY	TYPE	ATTUNE
COMMON	GEAR	NO

WEAVER'S TOOLS

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BREWER'S SUPPLIES

Adventuring gear

Cost 20 gp ◆ **Weight** 9 lb.

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FLASK OR TANKARD

Adventuring gear

Cost 2 cp ◆ **Weight** 1 lb.

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WHETSTONE

Adventuring gear

Cost 1 cp ◆ **Weight** 1 lb.

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MASON'S TOOLS

Adventuring gear

Cost 10 gp ◆ **Weight** 8 lb.

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COOK'S UTENSILS

Adventuring gear

Cost 1 gp ◆ **Weight** 8 lb.

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COBBLER'S TOOLS

Adventuring gear

Cost 5 gp ◆ **Weight** 5 lb.

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WEAVER'S TOOLS

Adventuring gear

Cost 1 gp ◆ **Weight** 5 lb.

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SMITH'S TOOLS

Adventuring gear

Cost 20 gp ◆ **Weight** 8 lb.

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POTTER'S TOOLS

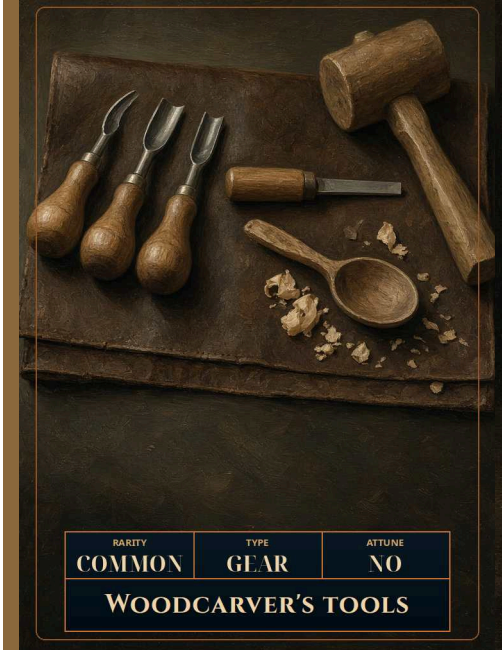
Adventuring gear

Cost 10 gp ◆ **Weight** 3 lb.

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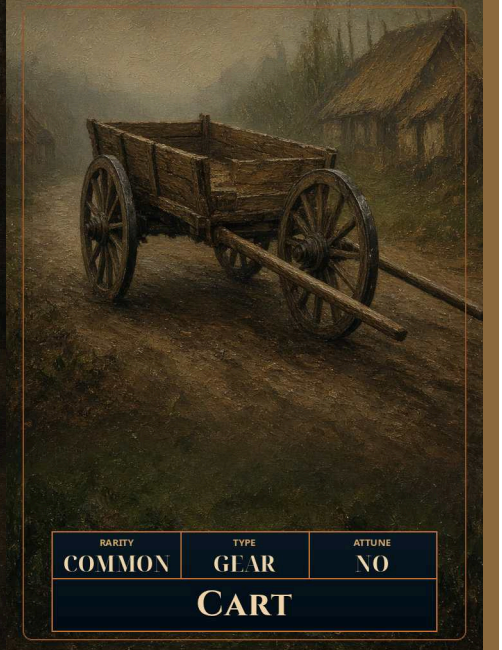
RARITY	TYPE	ATTUNE
COMMON	GEAR	NO

Woodcarver's tools



RARITY	TYPE	ATTUNE
COMMON	GEAR	NO

Saddle, military



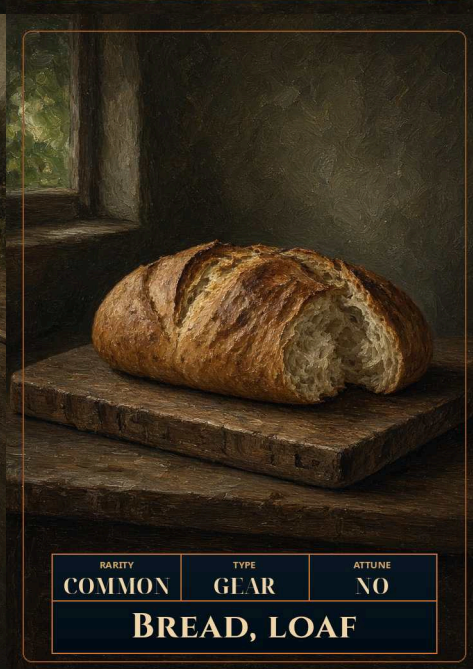
RARITY	TYPE	ATTUNE
COMMON	GEAR	NO

Cart



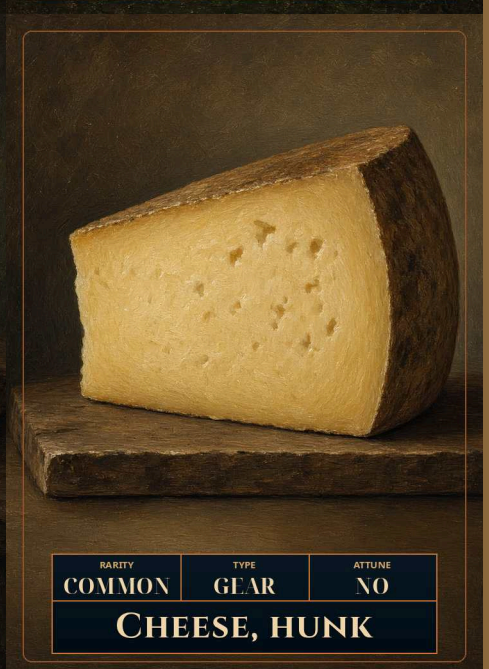
RARITY	TYPE	ATTUNE
COMMON	GEAR	NO

Wagon



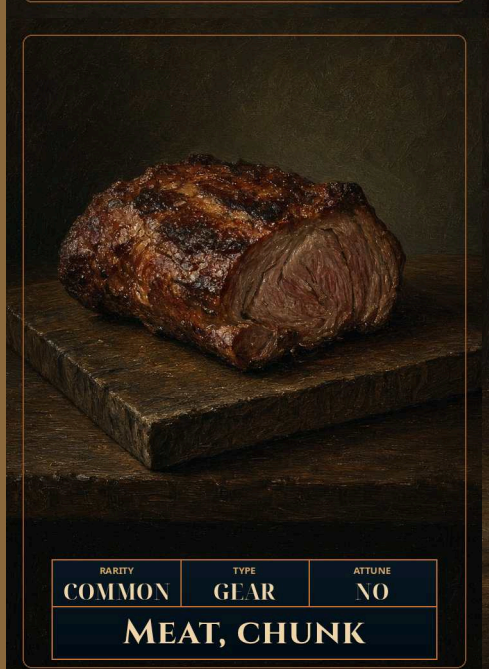
RARITY	TYPE	ATTUNE
COMMON	GEAR	NO

Bread, loaf



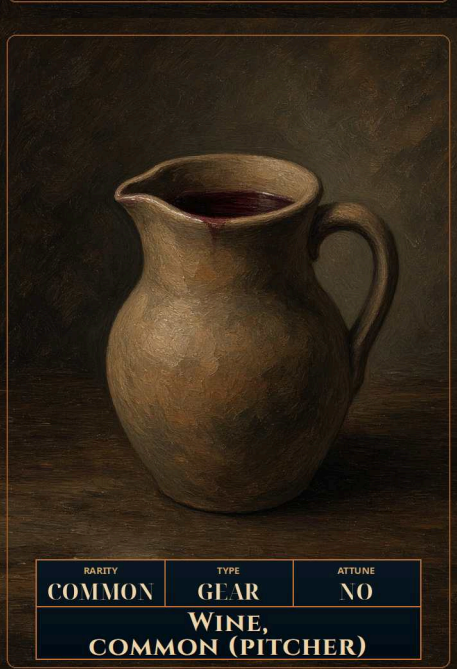
RARITY	TYPE	ATTUNE
COMMON	GEAR	NO

Cheese, hunk



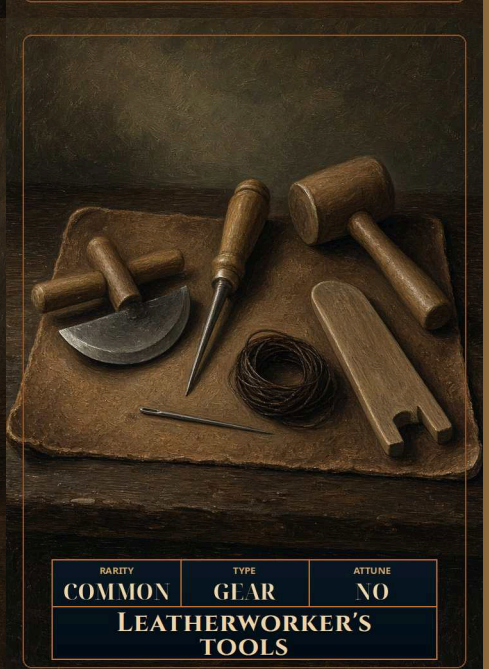
RARITY	TYPE	ATTUNE
COMMON	GEAR	NO

Meat, chunk



RARITY	TYPE	ATTUNE
COMMON	GEAR	NO

Wine, common (pitcher)



RARITY	TYPE	ATTUNE
COMMON	GEAR	NO

Leatherworker's tools

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CART

Adventuring gear

Cost 15 gp ◆ **Weight** 200 lb.

Drawn vehicle. 15 gp. Weight 200 lb..

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SADDLE, MILITARY

Adventuring gear

Cost 20 gp ◆ **Weight** 30 lb.

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WOODCARVER'S TOOLS

Adventuring gear

Cost 1 gp ◆ **Weight** 5 lb.

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CHEESE, HUNK

Adventuring gear

Cost 1 sp ◆ **Weight** -

Food, drink, or lodging. 1 sp.

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BREAD, LOAF

Adventuring gear

Cost 2 cp ◆ **Weight** -

Food, drink, or lodging. 2 cp.

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WAGON

Adventuring gear

Cost 35 gp ◆ **Weight** 400 lb.

Drawn vehicle. 35 gp. Weight 400 lb..

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LEATHERWORKER'S TOOLS

Adventuring gear

Cost 5 gp ◆ **Weight** 5 lb.

Tool. 5 gp. Weight 5 lb..

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WINE, COMMON (PITCHER)

Adventuring gear

Cost 2 sp ◆ **Weight** -

Food, drink, or lodging. 2 sp.

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MEAT, CHUNK

Adventuring gear

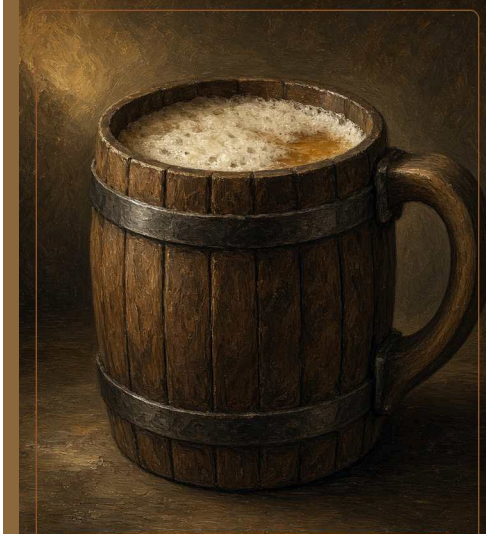
Cost 3 sp ◆ **Weight** -

Food, drink, or lodging. 3 sp.

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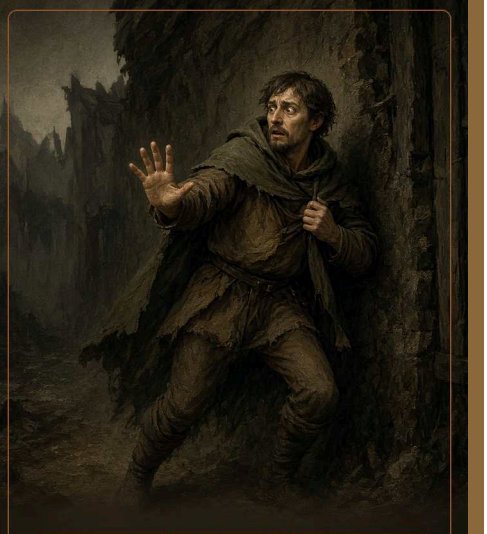
RARITY	TYPE	ATTUNE
COMMON	GEAR	NO

Ale (gallon)



RARITY	TYPE	ATTUNE
COMMON	WEAPON	NO

Crossbow, light



TYPE	SOURCE	SET
CONDITION	SRD 5.1	RAID ON THE VILLAGE

Frightened



TYPE	SOURCE	SET
CONDITION	SRD 5.1	RAID ON THE VILLAGE

Unconscious

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FRIGHTENED

Condition

• A frightened creature has disadvantage on ability checks and attack rolls while the source of its fear is within line of sight.

• The creature can't willingly move closer to the source of its fear.

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CROSSBOW, LIGHT

Weapon (Simple Ranged Weapons)

Cost 25 gp ◆ **Weight** 5 lb. lb. ◆ **Damage** 1d8 piercing ◆ **Properties** ammunition (range 80/320), loading, two-handed

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ALE (GALLON)

Adventuring gear

Cost 2 sp ◆ **Weight** -

Food, drink, or lodging. 2 sp.

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UNCONSCIOUS

Condition

• An unconscious creature is incapacitated (see the condition), can't move or speak, and is unaware of its surroundings

• The creature drops whatever it's holding and falls prone.

• The creature automatically fails Strength and Dexterity saving throws.

• Attack rolls against the creature have advantage.

• Any attack that hits the creature is a critical hit if the attacker is within 5 feet of the creature.

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