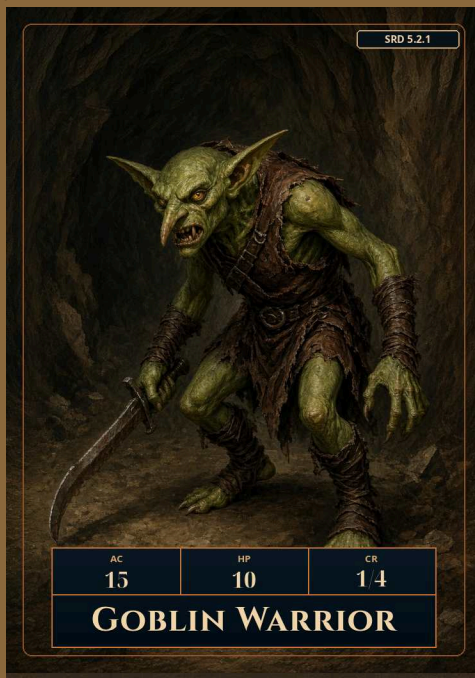


AC	HP	CR
15	10	1/4

Goblin Warrior



AC	HP	CR
13	7	1/8

Giant Rat



AC	HP	CR
18	11	1/2

Hobgoblin Warrior



AC	HP	CR
14	33	1

Bugbear Warrior



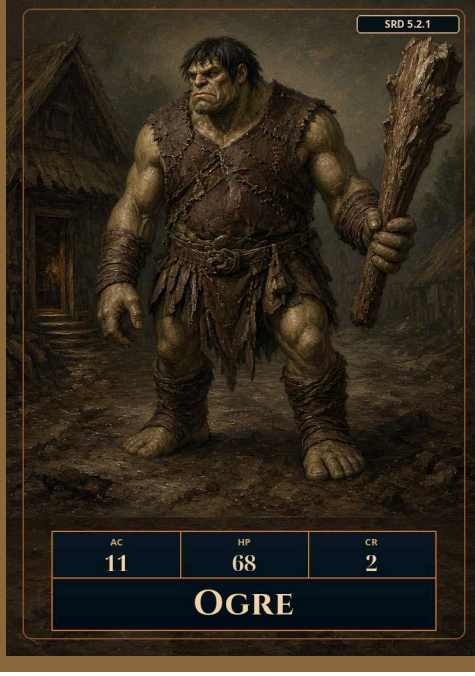
AC	HP	CR
14	7	1/8

Kobold Warrior



AC	HP	CR
15	27	1/2

Gnoll Warrior



AC	HP	CR
11	68	2

Ogre



AC	HP	CR
14	52	3

Doppelganger



AC	HP	CR
10	17	1/8

Camel

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HOBGOBLIN WARRIOR

Medium Fey (Goblinoid), Lawful Evil

AC 18 ◆ **Initiative** +3 (13) ◆ **HP** 11 (2d8 + 2) ◆ **Speed** 30 ft.

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

Gear Half Plate Armor, Longbow, Longsword, Shield ◆ **Senses** Darkvision 60 ft.; Passive Perception 10 ◆ **Languages** Common, Goblin ◆ **CR** 1/2 (XP 100; PB +2)

TRAITS

Pack Tactics. The hobgoblin has Advantage on an attack roll against a creature if at least one of the hobgoblin's allies is within 5 feet of the creature and the ally doesn't have the Incapacitated condition.

ACTIONS

Longsword. *Melee Attack Roll:* +3, reach 5 ft. *Hit:* 12 (2d10 + 1) Slashing damage.

Longbow. *Ranged Attack Roll:* +3, range 150/600 ft. *Hit:* 5 (1d8 + 1) Piercing damage plus 7 (3d4) Poison damage.

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GIANT RAT

Small Beast, Unaligned

AC 13 ◆ **Initiative** +3 (13) ◆ **HP** 7 (2d6) ◆ **Speed** 30 ft., Climb 30 ft.

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

Skills Perception +2 ◆ **Senses** Darkvision 60 ft.; Passive Perception 12 ◆ **Languages** None ◆ **CR** 1/8 (XP 25; PB +2)

TRAITS

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 doesn't have the Incapacitated condition.

ACTIONS

Bite. *Melee Attack Roll:* +5, reach 5 feet. *Hit:* 5 (1d4 + 3) Piercing damage.

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GOBLIN WARRIOR

Small Fey (Goblinoid), Chaotic Neutral

AC 15 ◆ **Initiative** +2 (12) ◆ **HP** 10 (3d6) ◆ **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (−1)	15 (+2)	10 (+0)	10 (+0)	8 (−1)	8 (−1)

Skills Stealth +6 ◆ **Gear** Leather Armor, Scimitar, Shield, Shortbow ◆ **Senses** Darkvision 60 ft.; Passive Perception 9 ◆ **Languages** Common, Goblin ◆ **CR** 1/4 (XP 50; PB +2)

ACTIONS

Scimitar. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 5 (1d6 + 2) Slashing damage, plus 2 (1d4) Slashing damage if the attack roll had Advantage.

Shortbow. *Ranged Attack Roll:* +4, range 80/320 ft. *Hit:* 5 (1d6 + 2) Piercing damage, plus 2 (1d4) Piercing damage if the attack roll had Advantage.

BONUS ACTIONS

Nimble Escape. The goblin takes the Disengage or Hide action.

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GNOLL WARRIOR

Medium Fiend, Chaotic Evil

AC 15 ◆ **Initiative** +1 (11) ◆ **HP** 27 (6d8) ◆ **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 ◆ **CR** 1/2 (XP 100; PB +2)

ACTIONS

Rend. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 5 (1d6 + 2) Piercing damage.

Bone Bow. *Ranged Attack Roll:* +3, range 150/600 ft. *Hit:* 6 (1d10 + 1) Piercing damage.

BONUS ACTIONS

Rampage (1/Day). Immediately after dealing damage to a creature that is already Bloodied, the gnoll moves up to half its Speed, and it makes one Rend attack.

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KOBOLD WARRIOR

Small Dragon, Neutral

AC 14 ◆ **Initiative** +2 (12) ◆ **HP** 7 (3d6 − 3) ◆ **Speed** 30 ft.

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

Gear Daggers (3) ◆ **Senses** Darkvision 60 ft.; Passive Perception 8 ◆ **Languages** Common, Draconic ◆ **CR** 1/8 (XP 25; PB +2)

TRAITS

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 doesn't have the Incapacitated condition.

Sunlight Sensitivity. While in sunlight, the kobold has Disadvantage on ability checks and attack rolls.

ACTIONS

Dagger. *Melee or Ranged Attack Roll:* +4, reach 5 ft. or range 20/60 ft. *Hit:* 4 (1d4 + 2) Piercing damage.

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BUGBEAR WARRIOR

Medium Fey (Goblinoid), Chaotic Evil

AC 14 ◆ **Initiative** +2 (12) ◆ **HP** 33 (6d8 + 6) ◆ **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 ◆ **Gear** Hide Armor, Light Hammers (3) ◆ **Senses** Darkvision 60 ft.; Passive Perception 10 ◆ **Languages** Common, Goblin ◆ **CR** 1 (XP 200; PB +2)

TRAITS

Abduct. The bugbear needn't spend extra movement to move a creature it is grappling.

ACTIONS

Grab. *Melee Attack Roll:* +4, reach 10 ft. *Hit:* 9 (2d6 + 2) Bludgeoning damage. If the target is a Medium or smaller creature, it has the Grappled condition (escape DC 12).

Light Hammer. *Melee or Ranged Attack Roll:* +4 (with Advantage if the target is Grappled by the bugbear), reach 10 ft. or range 20/60 ft. *Hit:* 9 (3d4 + 2) Bludgeoning damage.

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CAMEL

Large Beast, Unaligned

AC 10 ◆ **Initiative** −1 (9) ◆ **HP** 17 (2d10 + 6) ◆ **Speed** 50 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	8 (−1)	17 (+3)	2 (−4)	11 (+0)	5 (−3)

Senses Darkvision 60 ft.; Passive Perception 10 ◆ **Languages** None ◆ **CR** 1/8 (XP 25; PB +2)

ACTIONS

Bite. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 4 (1d4 + 2) Bludgeoning damage.

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DOPPELGANGER

Medium Monstrosity, Neutral

AC 14 ◆ **Initiative** +4 (14) ◆ **HP** 52 (8d8 + 16) ◆ **Speed** 30 ft.

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

Skills Deception +6, Insight +3 ◆ **Immunities** Charmed ◆ **Senses** Darkvision 60 ft.; Passive Perception 11 ◆ **Languages** Common plus three other languages ◆ **CR** 3 (XP 700; PB +2)

ACTIONS

Multiattack. The doppelganger makes two Slam attacks and uses Unsettling Visage if available.

Slam. *Melee Attack Roll:* +6 (with Advantage during the first round of each combat), reach 5 ft. *Hit:* 11 (2d6 + 4) Bludgeoning damage.

Read Thoughts. The doppelganger casts Detect Thoughts, requiring no spell components and using Charisma as the spellcasting ability (spell save DC 12).

Unsettling Visage (Recharge 6). *Wisdom Saving Throw:* DC 12, each creature in a 15-foot Emanation originating from the doppelganger that can see the doppelganger. *Failure:* The target has the Frightened condition and repeats the save at the end of each of its turns, ending the effect on itself on a success. After 1 minute, it succeeds automatically.

BONUS ACTIONS

Shape-Shift. The doppelganger shape-shifts into a Medium or Small Humanoid, or it returns to its true form. Its game statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed.

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OGRE

Large Giant, Chaotic Evil

AC 11 ◆ **Initiative** −1 (9) ◆ **HP** 68 (8d10 + 24) ◆ **Speed** 40 ft.

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

Gear Greatclub, Javelins (3) ◆ **Senses** Darkvision 60 ft.; Passive Perception 8 ◆ **Languages** Common, Giant ◆ **CR** 2 (XP 450; PB +2)

ACTIONS

Greatclub. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 13 (2d8 + 4) Bludgeoning damage.

Javelin. *Melee or Ranged Attack Roll:* +6, reach 5 ft. or range 30/120 ft. *Hit:* 11 (2d6 + 4) Piercing damage.

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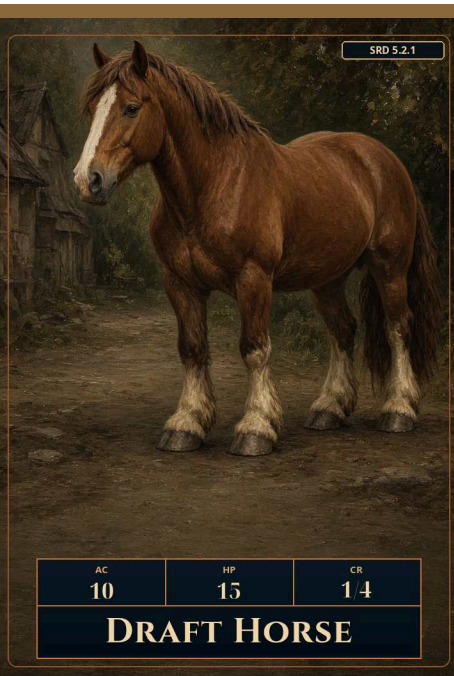
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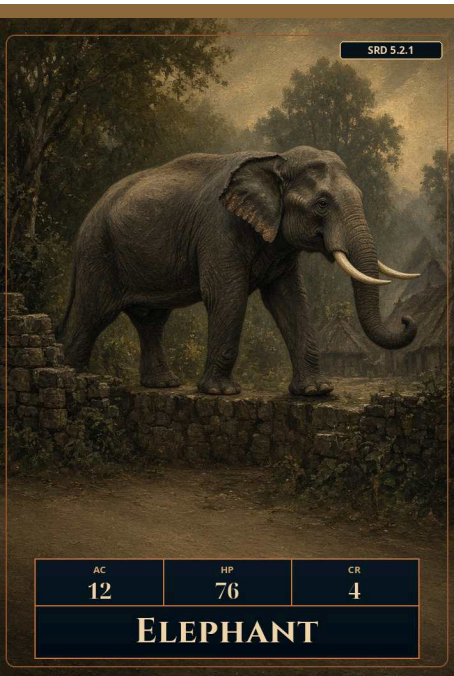
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12	2	0

Cat



AC	HP	CR
10	15	1/4

Draft Horse



AC	HP	CR
12	76	4

Elephant



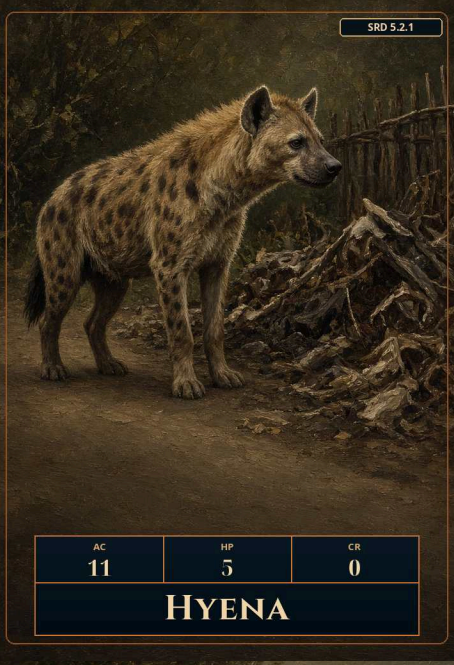
AC	HP	CR
12	45	1

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



AC	HP	CR
10	11	1/8

Mule

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ELEPHANT

Huge Beast, Unaligned

AC 12 ◆ **Initiative** −1 (9) ◆ **HP** 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** None ◆ **CR** 4 (XP 1,100; PB +2)

ACTIONS

Multiattack. The elephant makes two Gore attacks.

Gore. *Melee Attack Roll:* +8, reach 5 ft. *Hit:* 15 (2d8 + 6) Piercing damage. If the target is a Huge or smaller creature and the elephant moved 20+ feet straight toward it immediately before the hit, the target has the Prone condition.

BONUS ACTIONS

Trample. *Dexterity Saving Throw:* DC 16, one creature within 5 feet that has the Prone condition. *Failure:* 17 (2d10 + 6) Bludgeoning damage. *Success:* Half damage.

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DRAFT HORSE

Large Beast, Unaligned

AC 10 ◆ **Initiative** +0 (10) ◆ **HP** 15 (2d10 + 4) ◆ **Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	15 (+2)	2 (−4)	11 (+0)	7 (−2)

Senses Passive Perception 10 ◆ **Languages** None ◆ **CR** 1/4 (XP 50; PB +2)

ACTIONS

Hooves. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 6 (1d4 + 4) Bludgeoning damage.

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CAT

Tiny Beast, Unaligned

AC 12 ◆ **Initiative** +2 (12) ◆ **HP** 2 (1d4) ◆ **Speed** 40 ft., Climb 40 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** Darkvision 60 ft.; Passive Perception 13 ◆ **Languages** None ◆ **CR** 0 (XP 10; PB +2)

TRAITS

Jumper. The cat’s jump distance is determined using its Dexterity rather than its Strength.

ACTIONS

Scratch. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 1 Slashing damage.

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HYENA

Medium Beast, Unaligned

AC 11 ◆ **Initiative** +1 (11) ◆ **HP** 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** Darkvision 60 ft.; Passive Perception 13 ◆ **Languages** None ◆ **CR** 0 (XP 10; PB +2)

TRAITS

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 doesn’t have the Incapacitated condition.

ACTIONS

Bite. *Melee Attack Roll:* +2, reach 5 ft. *Hit:* 3 (1d6) Piercing damage.

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GOAT

Medium Beast, Unaligned

AC 10 ◆ **Initiative** +0 (10) ◆ **HP** 4 (1d8) ◆ **Speed** 40 ft., Climb 30 ft.

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

Skills Perception +2 ◆ **Senses** Darkvision 60 ft.; Passive Perception 12 ◆ **Languages** None ◆ **CR** 0 (XP 10; PB +2)

ACTIONS

Ram. *Melee Attack Roll:* +2, reach 5 ft. *Hit:* 1 Bludgeoning damage, or 2 (1d4) Bludgeoning damage if the goat moved 20+ feet straight toward the target immediately before the hit.

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GIANT HYENA

Large Beast, Unaligned

AC 12 ◆ **Initiative** +2 (12) ◆ **HP** 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** Darkvision 60 ft.; Passive Perception 13 ◆ **Languages** None ◆ **CR** 1 (XP 200; PB +2)

ACTIONS

Bite. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 10 (2d6 + 3) Piercing damage.

BONUS ACTIONS

Rampage (1/Day). Immediately after dealing damage to a creature that was already Bloodied, the hyena can move up to half its Speed, and it makes one Bite attack.

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MULE

Medium Beast, Unaligned

AC 10 ◆ **Initiative** +0 (10) ◆ **HP** 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** None ◆ **CR** 1/8 (XP 25; PB +2)

TRAITS

Beast of Burden. The mule counts as one size larger for the purpose of determining its carrying capacity.

ACTIONS

Hooves. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 4 (1d4 + 2) Bludgeoning damage.

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MASTIFF

Medium Beast, Unaligned

AC 12 ◆ **Initiative** +2 (12) ◆ **HP** 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 +5 ◆ **Senses** Darkvision 60 ft.; Passive Perception 15 ◆ **Languages** None ◆ **CR** 1/8 (XP 25; PB +2)

ACTIONS

Bite. *Melee Attack Roll:* +3, reach 5 ft. *Hit:* 4 (1d6 + 1) Piercing damage. If the target is a Medium or smaller creature, it has the Prone condition.

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JACKAL

Small Beast, Unaligned

AC 12 ◆ **Initiative** +2 (12) ◆ **HP** 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 +5, Stealth +4 ◆ **Senses** Darkvision 90 ft.; Passive Perception 15 ◆ **Languages** None ◆ **CR** 0 (XP 10; PB +2)

ACTIONS

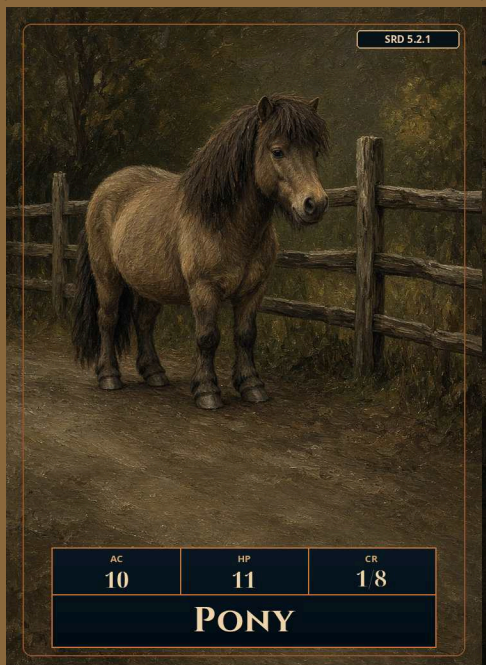
Bite. *Melee Attack Roll:* +1, reach 5 ft. *Hit:* 1 (1d4 – 1) Piercing damage.

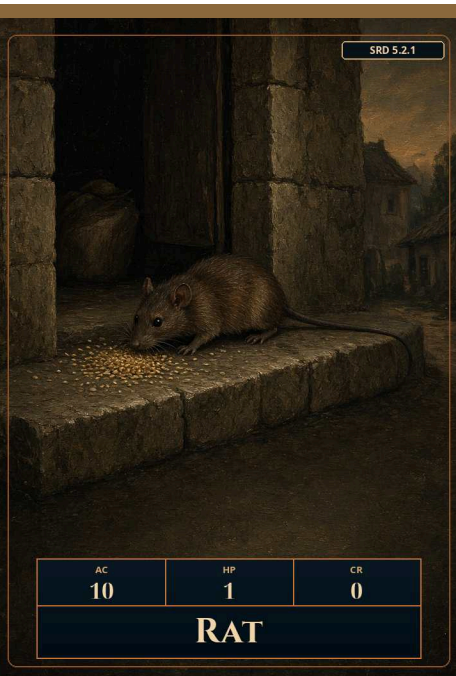
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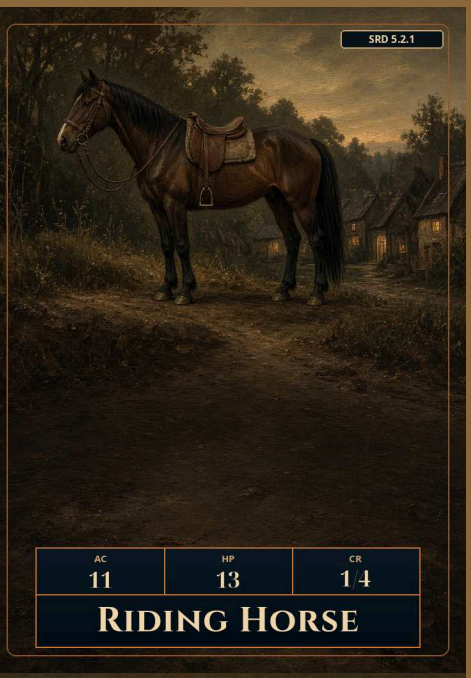
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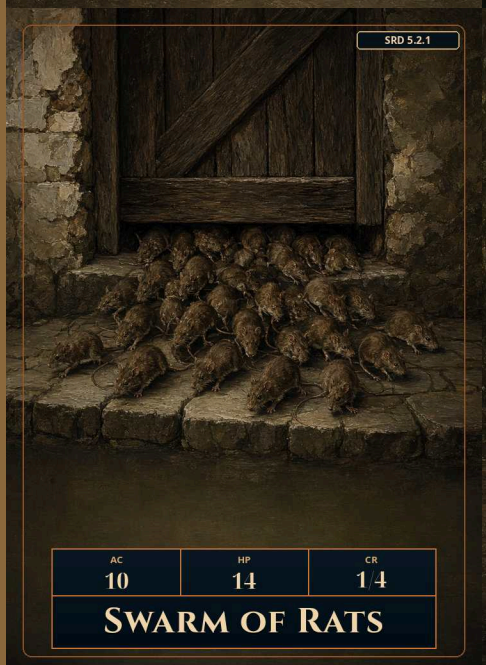
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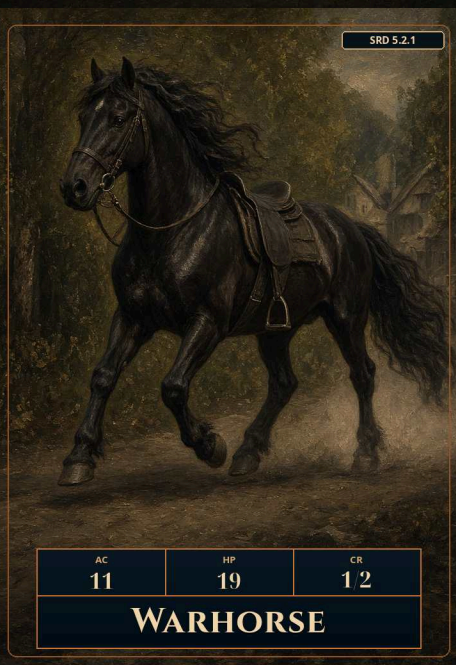
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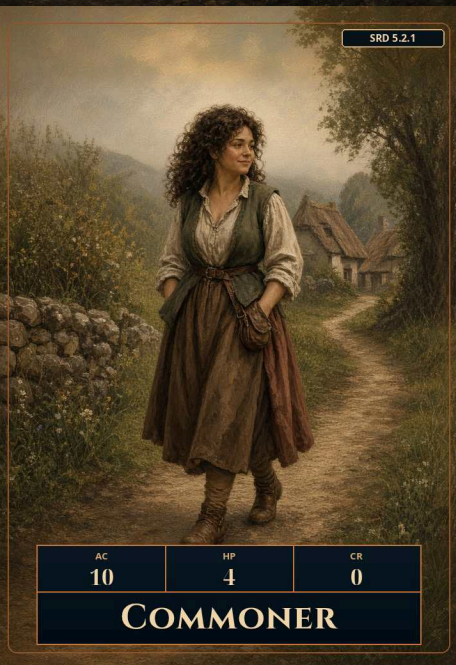














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RIDING HORSE

Large Beast, Unaligned

AC 11 ◆ **Initiative** +1 (11) ◆ **HP** 13 (2d10 + 2) ◆ **Speed** 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	12 (+1)	2 (−4)	11 (+0)	7 (−2)

Senses Passive Perception 10 ◆ **Languages** None ◆ **CR** 1/4 (XP 50; PB +2)

ACTIONS

Hooves. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 7 (1d8 + 3) Bludgeoning damage.

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RAT

Tiny Beast, Unaligned

AC 10 ◆ **Initiative** +0 (10) ◆ **HP** 1 (1d4 − 1) ◆ **Speed** 20 ft., Climb 20 ft.

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

Skills Perception +2 ◆ **Senses** Darkvision 30 ft.; Passive Perception 12 ◆ **Languages** None ◆ **CR** 0 (XP 10; PB +2)

TRAITS

Agile. The rat doesn’t provoke an Opportunity Attack when it moves out of an enemy’s reach.

ACTIONS

Bite. *Melee Attack Roll:* +2, reach 5 ft. *Hit:* 1 Piercing damage.

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PONY

Medium Beast, Unaligned

AC 10 ◆ **Initiative** +0 (10) ◆ **HP** 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** None ◆ **CR** 1/8 (XP 25; PB +2)

ACTIONS

Hooves. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 4 (1d4 + 2) Bludgeoning damage.

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WORG

Large Fey, Neutral Evil

AC 13 ◆ **Initiative** +1 (11) ◆ **HP** 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 ◆ **CR** 1/2 (XP 100; PB +2)

ACTIONS

Bite. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 7 (1d8 + 3) Piercing damage, and the next attack roll made against the target before the start of the worg’s next turn has Advantage.

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WARHORSE

Large Beast, Unaligned

AC 11 ◆ **Initiative** +1 (11) ◆ **HP** 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** None ◆ **CR** 1/2 (XP 100; PB +2)

ACTIONS

Hooves. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 9 (2d4 + 4) Bludgeoning damage. If the target is a Large or smaller creature and the horse moved 20+ feet straight toward it immediately before the hit, the target takes an extra 5 (2d4) Bludgeoning damage and has the Prone condition.

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SWARM OF RATS

Medium Swarm of Tiny Beasts, Unaligned

AC 10 ◆ **Initiative** +0 (10) ◆ **HP** 14 (4d8 − 4) ◆ **Speed** 30 ft., Climb 30 ft.

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

Resistances Bludgeoning, Piercing, Slashing ◆ **Immunities** Charmed, Frightened, Grappled, Paralyzed, Petrified, Prone, Restrained, Stunned ◆ **Senses** Darkvision 30 ft.; Passive Perception 10 ◆ **Languages** None ◆ **CR** 1/4 (XP 50; PB +2)

TRAITS

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 Attack Roll:* +2, reach 5 ft. *Hit:* 5 (2d4) Piercing damage, or 2 (1d4) Piercing damage if the swarm is Bloodied.

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GLADIATOR

Medium or Small Humanoid, Neutral

AC 16 ◆ **Initiative** +5 (15) ◆ **HP** 112 (15d8 + 45) ◆ **Speed** 30 ft.

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

Skills Athletics +10, Performance +5 ◆ **Gear** Shield, Spears (3), Studded Leather Armor ◆ **Senses** Passive Perception 11 ◆ **Languages** Common ◆ **CR** 5 (XP 1,800; PB +3)

ACTIONS

Multiattack. The gladiator makes three Spear attacks. It can replace one attack with a use of Shield Bash.

Spear. *Melee or Ranged Attack Roll:* +7, reach 5 ft. or range 20/60 ft. *Hit:* 11 (2d6 + 4) Piercing damage.

Shield Bash. *Strength Saving Throw:* DC 15, one creature within 5 feet that the gladiator can see. *Failure:* 9 (2d4 + 4) Bludgeoning damage. If the target is a Medium or smaller creature, it has the Prone condition.

REACTIONS

Parry. *Trigger:* The gladiator is hit by a melee attack roll while holding a weapon. *Response:* The gladiator adds 3 to its AC against that attack, possibly causing it to miss.

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COMMONER

Medium or Small Humanoid, Neutral

AC 10 ◆ **Initiative** +0 (10) ◆ **HP** 4 (1d8) ◆ **Speed** 30 ft.

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

Gear Club ◆ **Senses** Passive Perception 10 ◆ **Languages** Common ◆ **CR** 0 (XP 10; PB +2)

TRAITS

Training. The commoner has proficiency in one skill of the GM’s choice and has Advantage whenever it makes an ability check using that skill.

ACTIONS

Club. *Melee Attack Roll:* +2, reach 5 ft. *Hit:* 2 (1d4) Bludgeoning damage.

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BERSERKER

Medium or Small Humanoid, Neutral

AC 13 ◆ **Initiative** +1 (11) ◆ **HP** 67 (9d8 + 27) ◆ **Speed** 30 ft.

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

Gear Greataxe, Hide Armor ◆ **Senses** Passive Perception 10 ◆ **Languages** Common ◆ **CR** 2 (XP 450; PB +2)

TRAITS

Bloodied Frenzy. While Bloodied, the berserker has Advantage on attack rolls and saving throws.

ACTIONS

Greataxe. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 9 (1d12 + 3) Slashing damage.

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SRD 5.2.1



AC	HP	CR
16	11	1/8

Guard

SRD 5.2.1



AC	HP	CR
18	52	3

Knight

SRD 5.2.1



AC	HP	CR
15	9	1/8

Noble

SRD 5.2.1



AC	HP	CR
12	27	1

Spy

SRD 5.2.1



AC	HP	CR
12	32	1/2

Tough

SRD 5.2.1



AC	HP	CR
17	65	3

Warrior Veteran

SRD 5.2.1



LEVEL	SCHOOL	RANGE
Cantrip	Evocation	120 ft.

Fire Bolt

SRD 5.2.1



LEVEL	SCHOOL	RANGE
1st	Evocation	120 ft.

Magic Missile

SRD 5.2.1



LEVEL	SCHOOL	RANGE
1st	Abjuration	Self

Shield

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NOBLE

Medium or Small Humanoid, Neutral

AC 15 ◆ **Initiative** +1 (11) ◆ **HP** 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 ◆ **Gear** Breastplate, Rapier ◆ **Senses** Passive Perception 12 ◆ **Languages** Common plus two other languages ◆ **CR** 1/8 (XP 25; PB +2)

ACTIONS

Rapier. *Melee Attack Roll:* +3, reach 5 ft. *Hit:* 5 (1d8 + 1) Piercing damage.

REACTIONS

Parry. *Trigger:* The noble is hit by a melee attack roll while holding a weapon. *Response:* The noble adds 2 to its AC against that attack, possibly causing it to miss.

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KNIGHT

Medium or Small Humanoid, Neutral

AC 18 ◆ **Initiative** +0 (10) ◆ **HP** 52 (8d8 + 16) ◆ **Speed** 30 ft.

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

Immunities Frightened ◆ **Gear** Greatsword, Heavy Crossbow, Plate Armor ◆ **Senses** Passive Perception 10 ◆ **Languages** Common plus one other language ◆ **CR** 3 (XP 700; PB +2)

ACTIONS

Multiattack. The knight makes two attacks, using Greatsword or Heavy Crossbow in any combination.

Greatsword. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 10 (2d6 + 3) Slashing damage plus 4 (1d8) Radiant damage.

Heavy Crossbow. *Ranged Attack Roll:* +2, range 100/400 ft. *Hit:* 11 (2d10) Piercing damage plus 4 (1d8) Radiant damage.

REACTIONS

Parry. *Trigger:* The knight is hit by a melee attack roll while holding a weapon. *Response:* The knight adds 2 to its AC against that attack, possibly causing it to miss.

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GUARD

Medium or Small Humanoid, Neutral

AC 16 ◆ **Initiative** +1 (11) ◆ **HP** 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 ◆ **Gear** Chain Shirt, Shield, Spear ◆ **Senses** Passive Perception 12 ◆ **Languages** Common ◆ **CR** 1/8 (XP 25; PB +2)

ACTIONS

Spear. *Melee or Ranged Attack Roll:* +3, reach 5 ft. or range 20/60 ft. *Hit:* 4 (1d6 + 1) Piercing damage.

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WARRIOR VETERAN

Medium or Small Humanoid, Neutral

AC 17 ◆ **Initiative** +3 (13) ◆ **HP** 65 (10d8 + 20) ◆ **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 ◆ **Gear** Greatsword, Heavy Crossbow, Splint Armor ◆ **Senses** Passive Perception 12 ◆ **Languages** Common plus one other language ◆ **CR** 3 (XP 700; PB +2)

ACTIONS

Multiattack. The warrior makes two Greatsword or Heavy Crossbow attacks.

Greatsword. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 10 (2d6 + 3) Slashing damage.

Heavy Crossbow. *Ranged Attack Roll:* +3, range 100/400 ft. *Hit:* 12 (2d10 + 1) Piercing damage.

REACTIONS

Parry. *Trigger:* The warrior is hit by a melee attack roll while holding a weapon. *Response:* The warrior adds 2 to its AC against that attack, possibly causing it to miss.

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TOUGH

Medium or Small Humanoid, Neutral

AC 12 ◆ **Initiative** +1 (11) ◆ **HP** 32 (5d8 + 10) ◆ **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	14 (+2)	10 (+0)	10 (+0)	11 (+0)

Gear Heavy Crossbow, Leather Armor, Mace ◆ **Senses** Passive Perception 10 ◆ **Languages** Common ◆ **CR** 1/2 (XP 100; PB +2)

TRAITS

Pack Tactics. The tough has Advantage on an attack roll against a creature if at least one of the tough’s allies is within 5 feet of the creature and the ally doesn’t have the Incapacitated condition.

ACTIONS

Mace. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 5 (1d6 + 2) Bludgeoning damage.

Heavy Crossbow. *Ranged Attack Roll:* +3, range 100/400 ft. *Hit:* 6 (1d10 + 1) Piercing damage.

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SPY

Medium or Small Humanoid, Neutral

AC 12 ◆ **Initiative** +4 (14) ◆ **HP** 27 (6d8) ◆ **Speed** 30 ft., Climb 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, Sleight of Hand +4, Stealth +6 ◆ **Gear** Hand Crossbow, Shortsword, Thieves’ Tools ◆ **Senses** Passive Perception 16 ◆ **Languages** Common plus one other language ◆ **CR** 1 (XP 200; PB +2)

ACTIONS

Shortsword. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 5 (1d6 + 2) Piercing damage plus 7 (2d6) Poison damage.

Hand Crossbow. *Ranged Attack Roll:* +4, range 30/120 ft. *Hit:* 5 (1d6 + 2) Piercing damage plus 7 (2d6) Poison damage.

BONUS ACTIONS

Cunning Action. The spy takes the Dash, Disengage, or Hide action.

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SHIELD

Level 1 Abjuration (Sorcerer, Wizard)

Casting Time Reaction, which you take when you are hit by an attack roll or targeted by the Magic Missile spell ◆ **Range** Self ◆ **Components** V, S ◆ **Duration** 1 round

An imperceptible barrier of magical force 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

Level 1 Evocation (Sorcerer, Wizard)

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

You create three glowing darts of magical force. Each dart strikes 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.

Using a Higher-Level Spell Slot. The spell creates one more dart for each spell slot level above 1.

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FIRE BOLT

Evocation Cantrip (Sorcerer, Wizard)

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

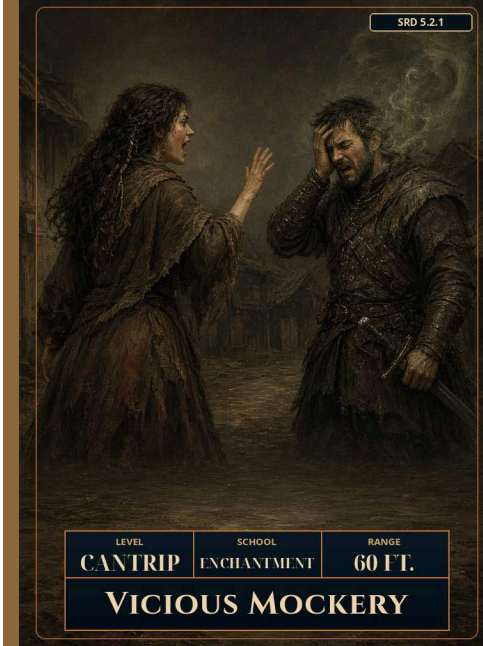
You hurl a mote of fire at a creature or an object within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 Fire damage. A flammable object hit by this spell starts burning if it isn’t being worn or carried.

Cantrip Upgrade. The damage increases by 1d10 when you reach levels 5 (2d10), 11 (3d10), and 17 (4d10).

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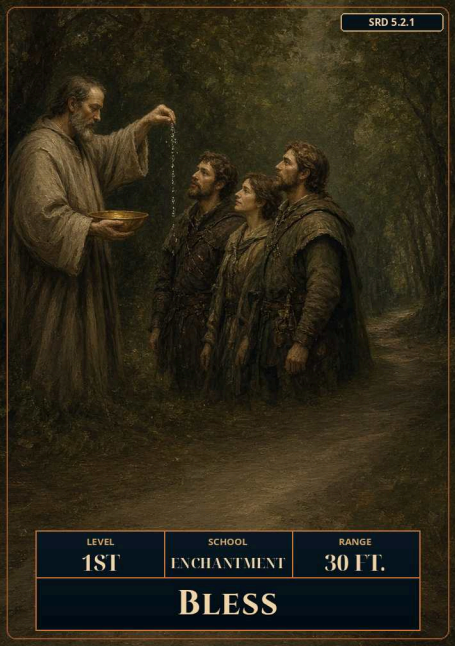
LEVEL	SCHOOL	RANGE
CANTRIP	ENCHANTMENT	60 FT.

VICIOUS MOCKERY



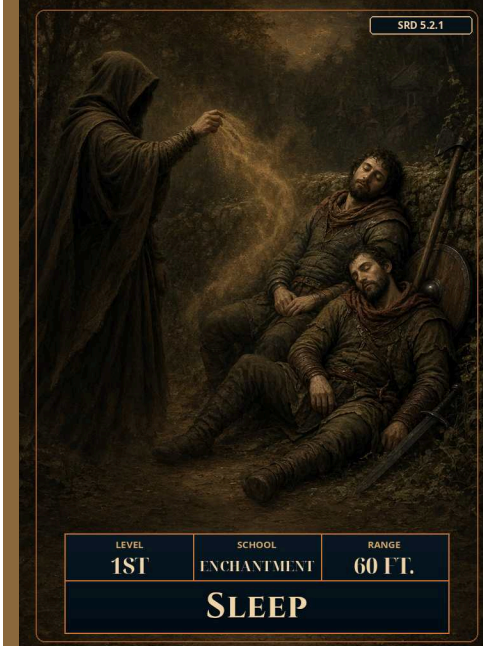
LEVEL	SCHOOL	RANGE
1ST	EVOCATION	SELF

BURNING HANDS



LEVEL	SCHOOL	RANGE
1ST	ENCHANTMENT	30 FT.

BLESS



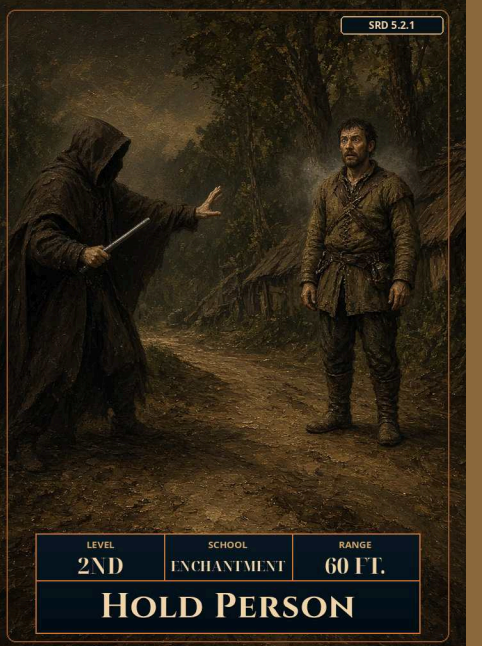
LEVEL	SCHOOL	RANGE
1ST	ENCHANTMENT	60 FT.

SLEEP



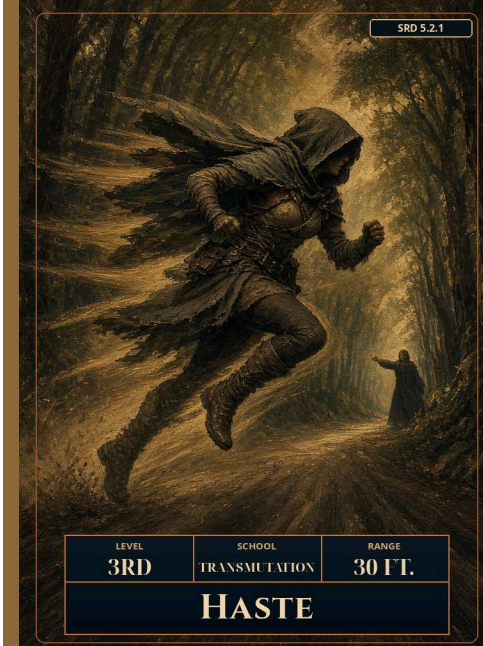
LEVEL	SCHOOL	RANGE
2ND	EVOCATION	120 FT.

SCORCHING RAY



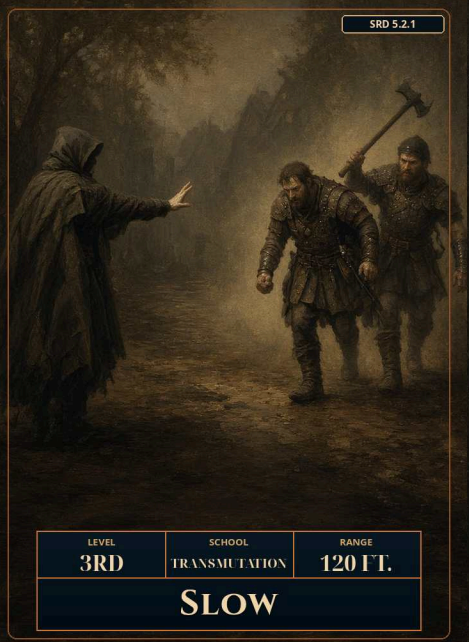
LEVEL	SCHOOL	RANGE
2ND	ENCHANTMENT	60 FT.

HOLD PERSON



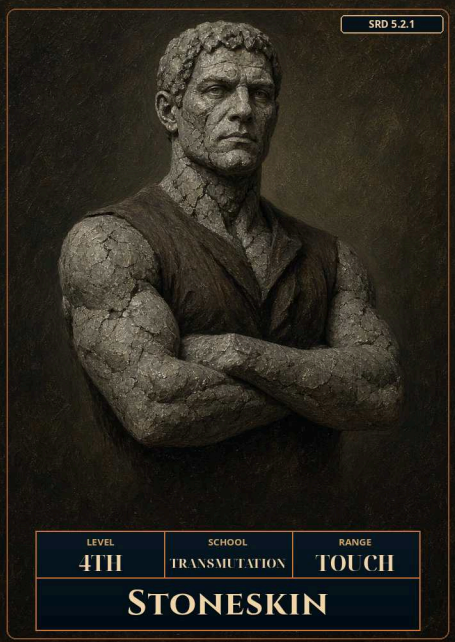
LEVEL	SCHOOL	RANGE
3RD	TRANSMUTATION	30 FT.

HASTE



LEVEL	SCHOOL	RANGE
3RD	TRANSMUTATION	120 FT.

SLOW



LEVEL	SCHOOL	RANGE
4TH	TRANSMUTATION	TOUCH

STONESKIN

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BLESS

Level 1 Enchantment (Cleric, Paladin)

Casting Time Action ◆ **Range** 30 feet ◆ **Components** V, S, M (a Holy Symbol worth 5+ GP) ◆ **Duration** Concentration, up to 1 minute

You bless up to three creatures within range. Whenever a target makes an attack roll or a saving throw before the spell ends, the target adds 1d4 to the attack roll or save.

Using a Higher-Level Spell Slot. You can target one additional creature for each spell slot level above 1.

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BURNING HANDS

Level 1 Evocation (Sorcerer, Wizard)

Casting Time Action ◆ **Range** Self ◆ **Components** V, S ◆ **Duration** Instantaneous

A thin sheet of flames shoots forth from you. Each creature in a 15-foot Cone makes a Dexterity saving throw, taking 3d6 Fire damage on a failed save or half as much damage on a successful one. Flammable objects in the Cone that aren’t being worn or carried start burning.

Using a Higher-Level Spell Slot. The damage increases by 1d6 for each spell slot level above 1.

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VICIOUS MOCKERY

Enchantment Cantrip (Bard)

Casting Time Action ◆ **Range** 60 feet ◆ **Components** V ◆ **Duration** Instantaneous

You unleash a string of insults laced with subtle enchantments at one creature you can see or hear within range. The target must succeed on a Wisdom saving throw or take 1d6 Psychic damage and have Disadvantage on the next attack roll it makes before the end of its next turn.

Cantrip Upgrade. The damage increases by 1d6 when you reach levels 5 (2d6), 11 (3d6), and 17 (4d6).

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HOLD PERSON

Level 2 Enchantment (Bard, Cleric, Druid, Sorcerer, Warlock, Wizard)

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

Choose a Humanoid that you can see within range. The target must succeed on a Wisdom saving throw or have the Paralyzed condition for the duration. At the end of each of its turns, the target repeats the save, ending the spell on itself on a success.

Using a Higher-Level Spell Slot. You can target one additional Humanoid for each spell slot level above 2.

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SCORCHING RAY

Level 2 Evocation (Sorcerer, Wizard)

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

You hurl three fiery rays. You can hurl them at one target within range or at several. Make a ranged spell attack for each ray. On a hit, the target takes 2d6 Fire damage.

Using a Higher-Level Spell Slot. You create one additional ray for each spell slot level above 2.

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SLEEP

Level 1 Enchantment (Bard, Sorcerer, Wizard)

Casting Time Action ◆ **Range** 60 feet ◆ **Components** V, S, M (a pinch of sand or rose petals) ◆ **Duration** Concentration, up to 1 minute

Each creature of your choice in a 5-foot-radius Sphere centered on a point within range must succeed on a Wisdom saving throw or have the Incapacitated condition until the end of its next turn, at which point it must repeat the save. If the target fails the second save, the target has the Unconscious condition for the duration. The spell ends on a target if it takes damage or someone within 5 feet of it takes an action to shake it out of the spell’s effect. Creatures that don’t sleep, such as elves, or that have Immunity to the Exhaustion condition automatically succeed on saves against this spell.

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STONESKIN

Level 4 Transmutation (Druid, Ranger, Sorcerer, Wizard)

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

Until the spell ends, one willing creature you touch has Resistance to Bludgeoning, Piercing, and Slashing damage.

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SLOW

Level 3 Transmutation (Bard, Sorcerer, Wizard)

Casting Time 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 take Reactions. On its turns, it can take either an action or a Bonus Action, not both, and it can make only one attack if it takes the Attack action. If it casts a spell with a Somatic component, there is a 25 percent chance the spell fails as a result of the target making the spell’s gestures too slowly. An affected target repeats the save at the end of each of its turns, ending the spell on itself on a success.

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HASTE

Level 3 Transmutation (Sorcerer, Wizard)

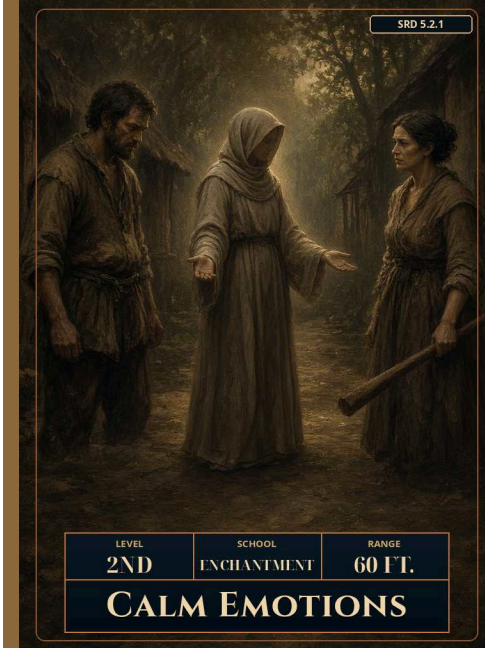
Casting Time Action ◆ **Range** 30 feet ◆ **Components** V, S, M (a shaving of licorice root) ◆ **Duration** Concentration, up to 1 minute

Choose a willing creature that you can see within range. Until the spell ends, the target’s Speed is doubled, it gains a +2 bonus to Armor Class, it has Advantage on Dexterity saving throws, and it gains an additional action on each of its turns. That action can be used to take only the Attack (one attack only), Dash, Disengage, Hide, or Utilize action. When the spell ends, the target is Incapacitated and has a Speed of 0 until the end of its next turn, as a wave of lethargy washes over it.

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SRD 5.2.1

LEVEL	SCHOOL	RANGE
2ND	ENCHANTMENT	60 FT.

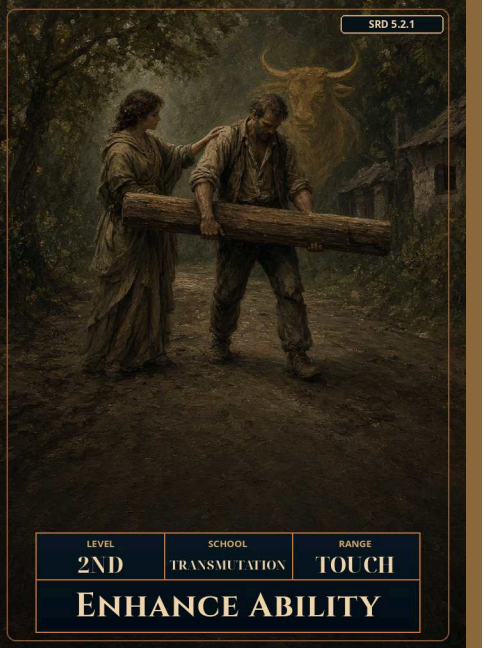
CALM EMOTIONS



SRD 5.2.1

LEVEL	SCHOOL	RANGE
1ST	ENCHANTMENT	60 FT.

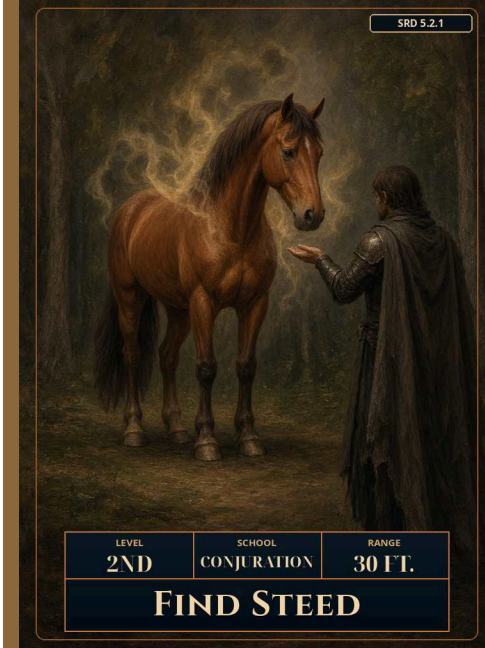
COMMAND



SRD 5.2.1

LEVEL	SCHOOL	RANGE
2ND	TRANSMUTATION	TOUCH

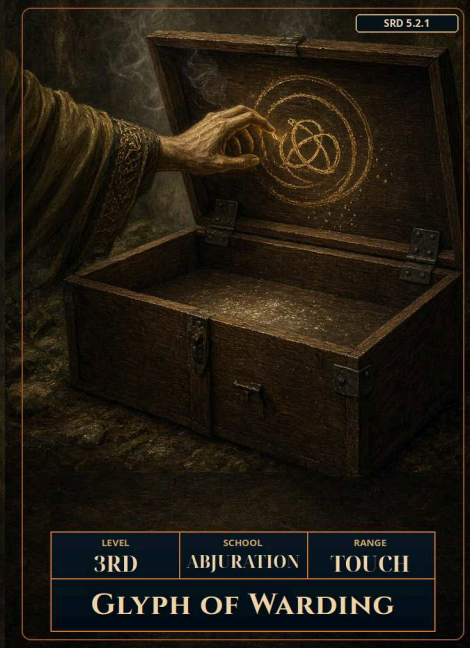
ENHANCE ABILITY



SRD 5.2.1

LEVEL	SCHOOL	RANGE
2ND	CONJURATION	30 FT.

FIND STEED



SRD 5.2.1

LEVEL	SCHOOL	RANGE
3RD	ABJURATION	TOUCH

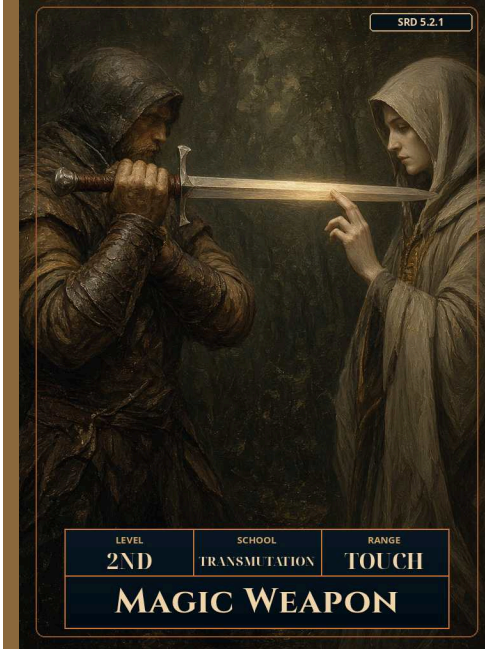
GLYPH OF WARDING



SRD 5.2.1

LEVEL	SCHOOL	RANGE
1ST	ENCHANTMENT	TOUCH

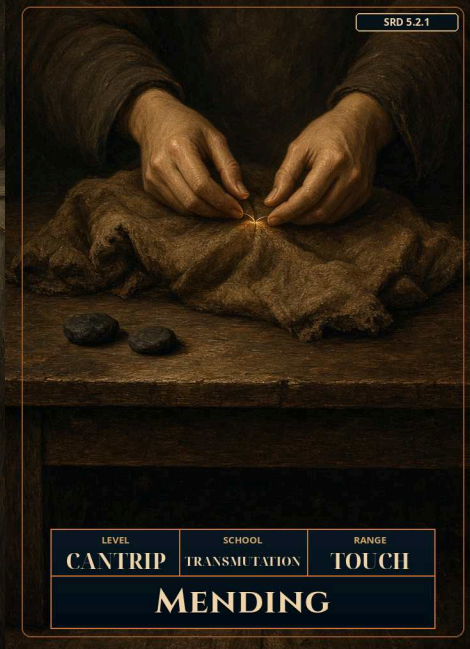
HEROISM



SRD 5.2.1

LEVEL	SCHOOL	RANGE
2ND	TRANSMUTATION	TOUCH

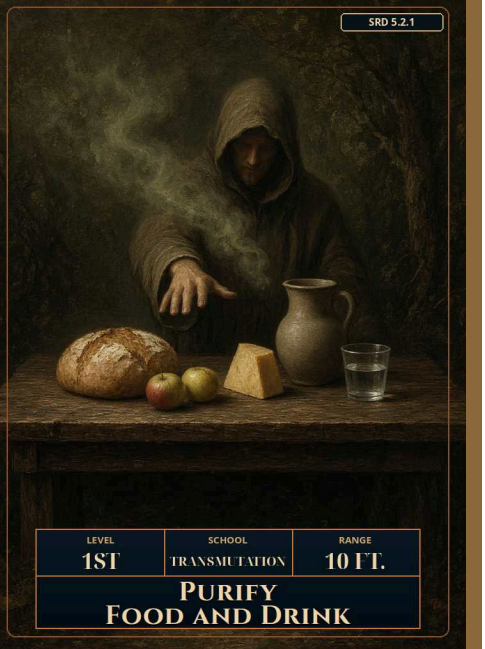
MAGIC WEAPON



SRD 5.2.1

LEVEL	SCHOOL	RANGE
CANTRIP	TRANSMUTATION	TOUCH

MENDING



SRD 5.2.1

LEVEL	SCHOOL	RANGE
1ST	TRANSMUTATION	10 FT.

PURIFY FOOD AND DRINK

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ENHANCE ABILITY

Level 2 Transmutation (Bard, Cleric, Druid, Ranger, Sorcerer, Wizard)

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

You touch a creature and choose Strength, Dexterity, Intelligence, Wisdom, or Charisma. For the duration, the target has Advantage on ability checks using the chosen ability.

Using a Higher-Level Spell Slot. You can target one additional creature for each spell slot level above 2. You can choose a different ability for each target.

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COMMAND

Level 1 Enchantment (Bard, Cleric, Paladin)

Casting Time Action ◆ **Range** 60 feet ◆ **Components** V ◆ **Duration** Instantaneous

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. Choose the command from these options: 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 has the Prone condition and then ends its turn. Halt. On its turn, the target doesn’t move and takes no action or Bonus Action.

Using a Higher-Level Spell Slot. You can affect one additional creature for each spell slot level above 1.

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CALM EMOTIONS

Level 2 Enchantment (Bard, Cleric)

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

Each Humanoid in a 20-foot-radius Sphere centered on a point you choose within range must succeed on a Charisma saving throw or be affected by one of the following effects (choose for each creature): • The creature has Immunity to the Charmed and Frightened conditions until the spell ends. If the creature was already Charmed or Frightened, those conditions are suppressed for the duration. • The creature becomes Indifferent about creatures of your choice that it’s Hostile toward. This indifference ends if the target takes damage or witnesses its allies taking damage. When the spell ends, the creature’s attitude returns to normal.

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HEROISM

Level 1 Enchantment (Bard, Paladin)

Casting Time 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 the Frightened condition and gains Temporary Hit Points equal to your spellcasting ability modifier at the start of each of its turns.

Using a Higher-Level Spell Slot. You can target one additional creature for each spell slot level above 1.

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GLYPH OF WARDING

Level 3 Abjuration (Bard, Cleric, Wizard)

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

You inscribe a glyph that later unleashes a magical effect. You inscribe it either on a surface (such as a table or a section of floor) or within an object that can be closed (such as a book or chest) to conceal the glyph. The glyph can cover an area no larger than 10 feet in diameter. If the surface or 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 imperceptible and requires a successful Wisdom (Perception) check against your spell save DC to notice. When you inscribe the glyph, you set its trigger and choose whether it’s an explosive rune or a spell glyph, as explained below. Set the Trigger. You decide what triggers the glyph when you cast the spell. For glyphs inscribed on a surface, common triggers include touching or stepping on the glyph, removing another object covering it, or approaching within a certain distance of it. For glyphs inscribed within an object, common triggers include opening that object or seeing the glyph. Once a glyph is triggered, this spell ends. You can refine the trigger so that only creatures of certain types activate it (for example, the glyph could be set to affect Aberrations). You can also set conditions for creatures that don’t trigger the glyph, such as those who say a certain password. Explosive Rune. When triggered, the glyph erupts with magical energy in a 20-foot-radius Sphere centered on the glyph. Each creature in the area makes a Dexterity saving throw. A creature takes 5d8 Acid, Cold, Fire, Lightning, or Thunder damage (your choice when you create the glyph) on a failed save or half as much damage on a successful one. Spell Glyph. You can store a prepared spell of level 3 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 takes effect. 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.

Using a Higher-Level Spell Slot. The damage of an explosive rune increases by 1d8 for each spell slot level above 3. If you create a spell glyph, you can store any spell of up to the same level as the spell slot you use for the Glyph of Warding.

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FIND STEED

Level 2 Conjuration (Paladin)

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

You summon an otherworldly being that appears as a loyal steed in an unoccupied space of your choice within range. This creature uses the Otherworldly Steed stat block. If you already have a steed from this spell, the steed is replaced by the new one. The steed resembles a Large, rideable animal of your choice, such as a horse, a camel, a dire wolf, or an elk. Whenever you cast the spell, choose the steed’s creature type - Celestial, Fey, or Fiend - which determines certain traits in the stat block. Combat. The steed is an ally to you and your allies. In combat, it shares your Initiative count, and it functions as a controlled mount while you ride it (as defined in the rules on mounted combat). If you have the Incapacitated condition, the steed takes its turn immediately after yours and acts independently, focusing on protecting you. Disappearance of the Steed. The steed disappears if it drops to 0 Hit Points or if you die. When it disappears, it leaves behind anything it was wearing or carrying. If you cast this spell again, you decide whether you summon the steed that disappeared or a different one.

Using a Higher-Level Spell Slot. Use the spell slot’s level for the spell’s level in the stat block. Otherworldly Steed Large Celestial, Fey, or Fiend (Your Choice), Neutral AC 10 + 1 per spell level HP 5 + 10 per spell level (the steed has a number of Hit Dice [d10s] equal to the spell’s level) Speed 60 ft., Fly 60 ft. (requires level 4+ spell) MOD SAVE MOD SAVE MOD SAVE Str 18 +4 +4 Dex 12 +1 +1 Con 14 +2 +2 Int 6 −2 −2 Wis 12 +1 +1 Cha 8 −1 −1 Senses Passive Perception 11 Languages Telepathy 1 mile (works only with you) CR None (XP 0; PB equals your Proficiency Bonus) Traits Life Bond. When you regain Hit Points from a level 1+ spell, the steed regains the same number of Hit Points if you’re within 5 feet of it. Actions Otherworldly Slam. Melee Attack Roll: Bonus equals your spell attack modifier, reach 5 ft. Hit: 1d8 plus the spell’s level of Radiant (Celestial), Psychic (Fey), or Necrotic (Fiend) damage. Bonus Actions Fell Glare (Fiend Only; Recharges after a Long Rest). Wisdom Saving Throw: DC equals your spell save DC, one creature within 60 feet the steed can see. Failure: The target has the Frightened condition until the end of your next turn. Fey Step (Fey Only; Recharges after a Long Rest). The steed teleports, along with its rider, to an unoccupied space of your choice up to 60 feet away from itself. Healing Touch (Celestial Only; Recharges after a Long Rest). One creature within 5 feet of the steed regains a number of Hit Points equal to 2d8 plus the spell’s level.

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PURIFY FOOD AND DRINK

Level 1 Transmutation (Cleric, Druid, Paladin)

Casting Time Action or Ritual ◆ **Range** 10 feet ◆ **Components** V, S ◆ **Duration** Instantaneous

You remove poison and rot from nonmagical food and drink in a 5-foot-radius Sphere centered on a point within range.

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MENDING

Transmutation Cantrip (Bard, Cleric, Druid, Sorcerer, Wizard)

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, but it can’t restore magic to such an object.

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MAGIC WEAPON

Level 2 Transmutation (Paladin, Ranger, Sorcerer, Wizard)

Casting Time Bonus Action ◆ **Range** Touch ◆ **Components** V, S ◆ **Duration** 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. The spell ends early if you cast it again.

Using a Higher-Level Spell Slot. The bonus increases to +2 with a level 3–5 spell slot. The bonus increases to +3 with a level 6+ spell slot.

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SRD 5.2.1

LEVEL	SCHOOL	RANGE
1ST	EVOCATION	SELF

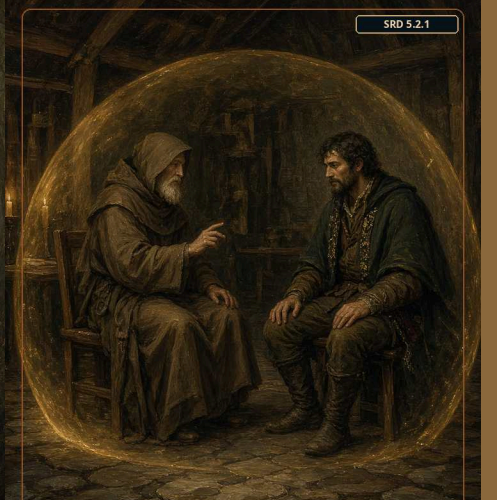
Thunderwave



SRD 5.2.1

LEVEL	SCHOOL	RANGE
CANTRIP	DIVINATION	SELF

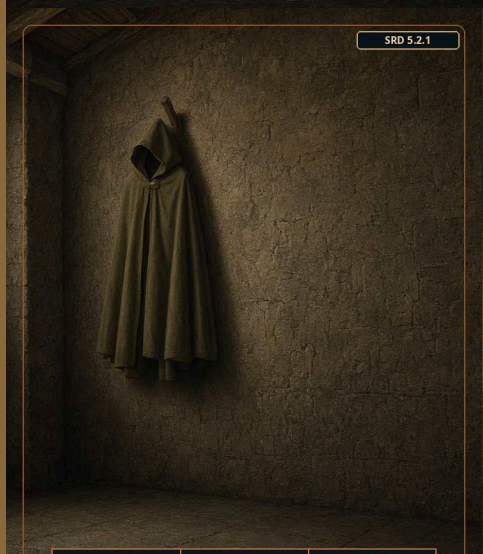
True Strike



SRD 5.2.1

LEVEL	SCHOOL	RANGE
2ND	ENCHANTMENT	60 FT.

Zone of Truth



SRD 5.2.1

RARITY	TYPE	ATTUNE
UNCOMMON	WONDROUS	YES

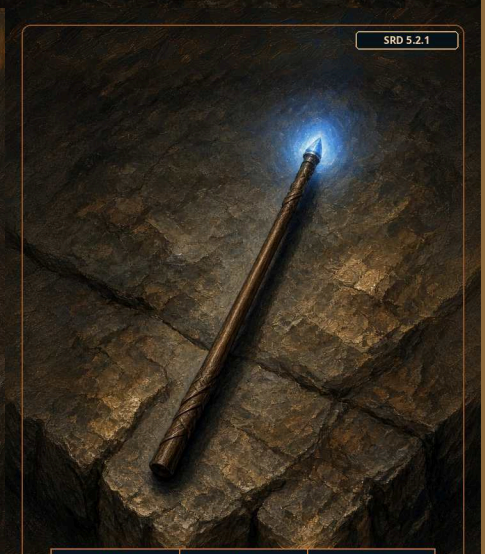
Cloak of Protection



SRD 5.2.1

RARITY	TYPE	ATTUNE
RARE	RING	YES

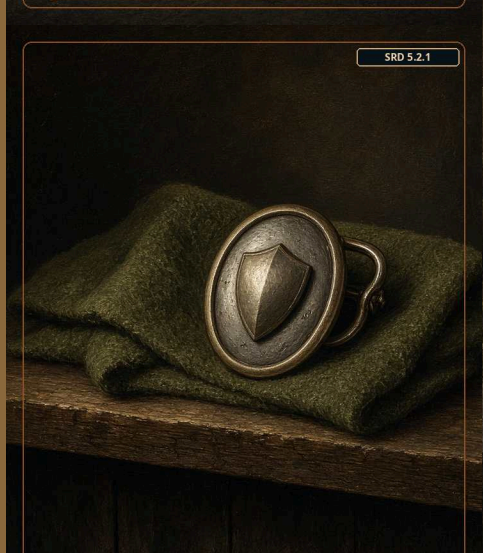
Ring of Protection



SRD 5.2.1

RARITY	TYPE	ATTUNE
UNCOMMON	WAND	NO

Wand of Magic Missiles



SRD 5.2.1

RARITY	TYPE	ATTUNE
UNCOMMON	WONDROUS	YES

Brooch of Shielding



SRD 5.2.1

RARITY	TYPE	ATTUNE
RARE	WONDROUS	YES

Bracers of Defense



SRD 5.2.1

RARITY	TYPE	ATTUNE
UNCOMMON	ROD	NO

Immovable Rod

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ZONE OF TRUTH

Level 2 Enchantment (Bard, Cleric, Paladin)

Casting Time 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 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 makes a Charisma saving throw. On a failed save, a creature can't speak a deliberate lie while in the radius. You know whether a creature succeeds or fails on this save. An affected creature is aware of the spell and can avoid answering questions to which it would normally respond with a lie. Such a creature can be evasive yet must be truthful.

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TRUE STRIKE

Divination Cantrip (Bard, Sorcerer, Warlock, Wizard)

Casting Time Action ◆ **Range** Self ◆ **Components** S, M (a weapon with which you have profi- ciency and that is worth 1+ CP) ◆ **Duration** Instantaneous

Guided by a flash of magical insight, you make one attack with the weapon used in the spell's casting. The attack uses your spellcasting ability for the attack and damage rolls instead of using Strength or Dexterity. If the attack deals damage, it can be Radiant damage or the weapon's normal damage type (your choice).

Cantrip Upgrade. Whether you deal Radiant damage or the weapon's normal damage type, the attack deals extra Radiant damage when you reach levels 5 (1d6), 11 (2d6), and 17 (3d6).

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THUNDERWAVE

Level 1 Evocation (Bard, Druid, Sorcerer, Wizard)

Casting Time Action ◆ **Range** Self ◆ **Components** V, S ◆ **Duration** Instantaneous

You unleash a wave of thunderous energy. Each creature in a 15-foot Cube originating from you makes 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, a creature takes half as much damage only. In addition, unsecured objects that are entirely within the Cube are pushed 10 feet away from you, and a thunderous boom is audible within 300 feet.

Using a Higher-Level Spell Slot. The damage increases by 1d8 for each spell slot level above 1.

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WAND OF MAGIC MISSILES

Wand, Uncommon

This wand has 7 charges. While holding it, you can expend no more than 3 charges to cast Magic Missile from it. For 1 charge, you cast the level 1 version of the spell. You can increase the spell's level by 1 for each additional charge you expend.

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

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RING OF PROTECTION

Ring, Rare (Requires Attunement)

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

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CLOAK OF PROTECTION

Wondrous Item, Uncommon (Requires Attunement)

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

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IMMOVABLE ROD

Rod, Uncommon

This iron rod has a button on one end. You can take a Utilize action to press the button, which causes the rod to become magically fixed in place. Until you or another creature takes a Utilize action to push the button again, the rod doesn't move, even if it defies gravity. The rod can hold up to 8,000 pounds of weight. More weight causes the rod to deactivate and fall. A creature can take a Utilize action to make a DC 30 Strength (Athletics) check, moving the fixed rod up to 10 feet on a successful check.

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BRACERS OF DEFENSE

Wondrous Item, Rare (Requires Attunement)

While wearing these bracers, you gain a +2 bonus to Armor Class if you are wearing no armor and using no Shield.

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BROOCH OF SHIELDING

Wondrous Item, Uncommon (Requires Attunement)

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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SRD 5.2.1

RARITY	TYPE	ATTUNE
UNCOMMON	ARMOR	NO

Adamantine Armor



SRD 5.2.1

RARITY	TYPE	ATTUNE
VERY RARE	ARMOR	YES

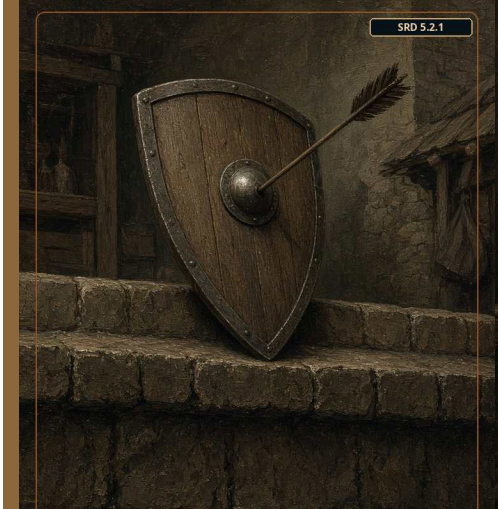
Animated Shield



SRD 5.2.1

RARITY	TYPE	ATTUNE
VARIES	ARMOR	NO

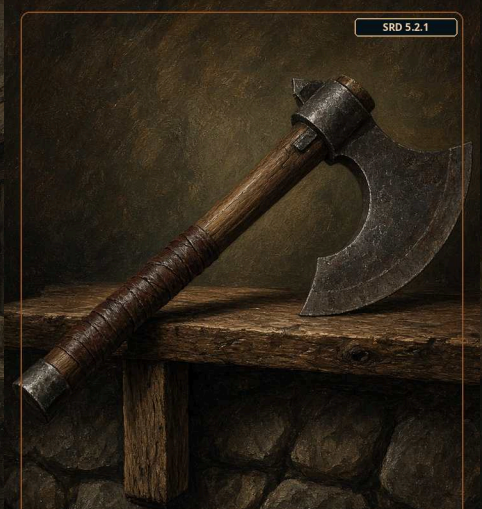
Armor, +1, +2, or +3



SRD 5.2.1

RARITY	TYPE	ATTUNE
RARE	ARMOR	YES

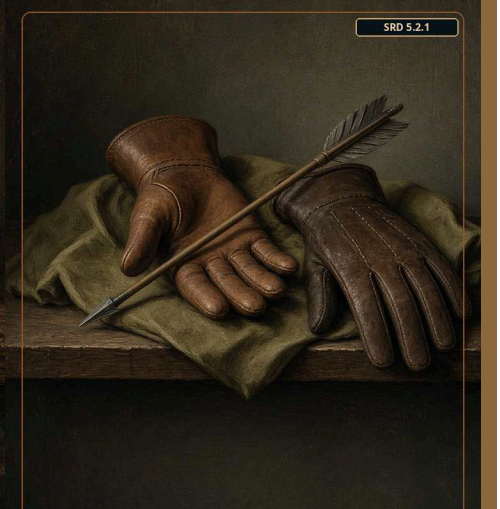
Arrow-Catching Shield



SRD 5.2.1

RARITY	TYPE	ATTUNE
RARE	WEAPON	YES

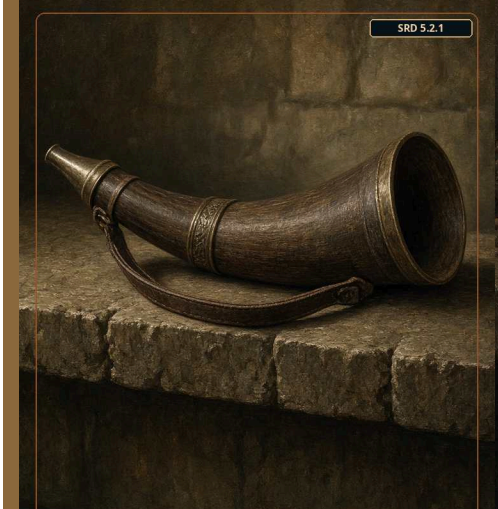
Berserker Axe



SRD 5.2.1

RARITY	TYPE	ATTUNE
UNCOMMON	WONDROUS	YES

Gloves of Missile Snaring



SRD 5.2.1

RARITY	TYPE	ATTUNE
RARE	WONDROUS	NO

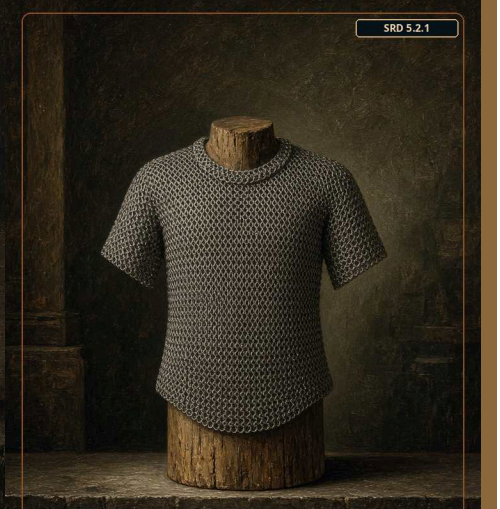
Horn of Blasting



SRD 5.2.1

RARITY	TYPE	ATTUNE
RARE	WEAPON	NO

Mace of Smiting



SRD 5.2.1

RARITY	TYPE	ATTUNE
UNCOMMON	ARMOR	NO

Mithral Armor

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ARMOR, +1, +2, OR +3

Armor (Any Light, Medium, or Heavy), Rare (+1), Very Rare (+2), or Legendary (+3)

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

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ANIMATED SHIELD

Armor (Shield), Very Rare (Requires Attunement)

While holding this Shield, you can take 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 animate for 1 minute, until you take a Bonus Action to end this effect, or until you die or have the Incapacitated condition, at which point the Shield falls to the ground or into your hand if you have one free.

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ADAMANTINE ARMOR

Armor (Any Medium or Heavy, Except Hide Armor), Uncommon

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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GLOVES OF MISSILE SNARING

Wondrous Item, Uncommon (Requires Attunement)

If you’re hit by an attack roll made with a Ranged or Thrown weapon while wearing these gloves, you can take a Reaction to reduce the damage by 1d10 plus your Dexterity modifier if you have a free hand. If you reduce the damage to 0, you can catch the ammunition or weapon if it is small enough for you to hold in that hand.

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BERSERKER AXE

Weapon (Battleaxe, Greataxe, or Halberd), Rare (Requires Attunement)

You gain a +1 bonus to attack rolls 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 weapon 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 weapon, keeping it within reach at all times. You also have Disadvantage on attack rolls with weapons other than this one. Whenever another creature damages you while the weapon is in your possession, you must succeed on a DC 15 Wisdom saving throw or go berserk. This berserk state ends when you start your turn and there are no creatures within 60 feet of you that you can see or hear. While berserk, you regard the creature nearest to you that you can see or hear as your enemy. If there are multiple possible creatures, choose one at random. On each of your turns, you must move as close to the creature as possible and take the Attack action, targeting the creature. If you’re unable to get close enough to the creature to attack it with the weapon, your turn ends after you’ve used up all your available movement. If the creature dies or can no longer be seen or heard by you, the next nearest creature that you can see or hear becomes your new target.

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ARROW-CATCHING SHIELD

Armor (Shield), Rare (Requires Attunement)

You gain a +2 bonus to Armor Class against ranged attack rolls while you wield this Shield. This bonus is in addition to the Shield’s normal bonus to AC. Whenever an attacker makes a ranged attack roll against a target within 5 feet of you, you can take a Reaction to become the target of the attack instead.

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MITHRAL ARMOR

Armor (Any Medium or Heavy, Except Hide Armor), Uncommon

Mithral is a light, flexible metal. Armor made of this substance 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 (Mace), Rare

You gain a +1 bonus to attack rolls and damage rolls made with this magic weapon. The bonus increases to +3 when you use the weapon to attack a Construct. When you roll a 20 on an attack roll made with this weapon, the target takes an extra 7 Bludgeoning damage, or 14 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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HORN OF BLASTING

Wondrous Item, Rare

You can take a Magic action to blow the horn, which emits a thunderous blast in a 30-foot Cone that is audible out to 600 feet. Each creature in the Cone makes a DC 15 Constitution saving throw. On a failed save, a creature takes 5d8 Thunder damage and has the Deafened condition for 1 minute. On a successful save, a creature takes half as much damage only. Glass or crystal objects in the Cone that aren’t being worn or carried take 10d8 Thunder damage. Each use of the horn’s magic has a 20 percent chance of causing the horn to explode. The explosion deals 10d6 Force damage to the user and destroys the horn.

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SRD 5.2.1

RARITY	TYPE	ATTUNE
UNCOMMON	POTION	NO

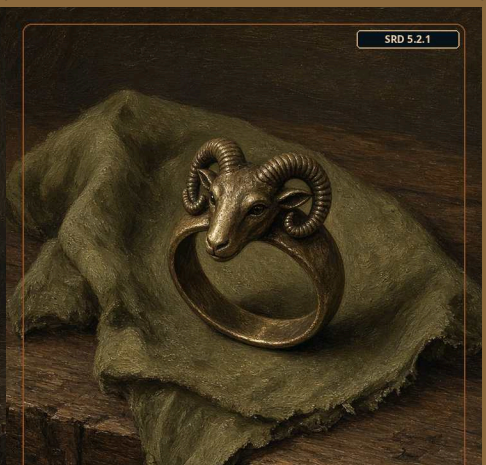
PHILTER OF LOVE



SRD 5.2.1

RARITY	TYPE	ATTUNE
RARE	POTION	NO

POTION OF HEROISM



SRD 5.2.1

RARITY	TYPE	ATTUNE
RARE	RING	YES

RING OF THE RAM



SRD 5.2.1

RARITY	TYPE	ATTUNE
VARIES	ARMOR	NO

SHIELD, +1, +2, OR +3



SRD 5.2.1

RARITY	TYPE	ATTUNE
RARE	ARMOR	YES

SHIELD OF MISSILE ATTRACTION



SRD 5.2.1

RARITY	TYPE	ATTUNE
RARE	WEAPON	YES

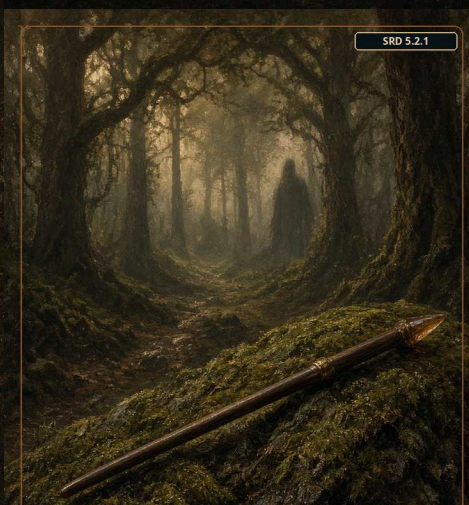
SWORD OF WOUNDING



SRD 5.2.1

RARITY	TYPE	ATTUNE
RARE	WEAPON	NO

VICIOUS WEAPON



SRD 5.2.1

RARITY	TYPE	ATTUNE
RARE	WAND	YES

WAND OF ENEMY DETECTION



SRD 5.2.1

RARITY	TYPE	ATTUNE
VARIES	WAND	YES

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

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RING OF THE RAM

Ring, Rare (Requires Attunement)

This ring has 3 charges and regains 1d3 expended charges daily at dawn. While wearing the ring, you can take a Magic action to expend 1 to 3 charges to make a ranged spell attack against one creature you can see within 60 feet of yourself. 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 a Magic action to try to break a nonmagical object you can see within 60 feet of yourself 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

When you drink this potion, 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 potion's blue liquid bubbles and steams as if boiling.

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PHILTER OF LOVE

Potion, Uncommon

The next time you see a creature within 10 minutes after drinking this philter, you are charmed by that creature and have the Charmed condition for 1 hour. This rose-hued, effervescent liquid contains one easy-to-miss bubble shaped like a heart.

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SWORD OF WOUNDING

Weapon (Glaive, Greatsword, Longsword, Rapier, Scimitar, or Shortsword), Rare (Requires Attunement)

When you hit a creature with an attack using this magic weapon, the target takes an extra 2d6 Necrotic damage and must succeed on a DC 15 Constitution saving throw or be unable to regain Hit Points for 1 hour. The target repeats the save at the end of each of its turns, ending the effect on itself on a success.

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SHIELD OF MISSILE ATTRACTION

Armor (Shield), Rare (Requires Attunement)

While holding this Shield, you have Resistance to damage from attacks made with Ranged weapons.

Curse. This Shield is cursed. Attuning to it curses you until you are targeted by a Remove Curse spell or similar magic. Removing the Shield fails to end the curse on you. Whenever an attack with a Ranged weapon targets a creature within 10 feet of you, the curse causes you to become the target instead.

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SHIELD, +1, +2, OR +3

Armor (Shield), Uncommon (+1), Rare (+2), or Very Rare (+3)

While holding this Shield, you have a bonus to Armor Class determined by the Shield's rarity, in addition to the Shield's normal bonus to AC.

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

Wand, Uncommon (+1), Rare (+2), or Very Rare (+3) (Requires Attunement by a Spellcaster)

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 roll.

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WAND OF ENEMY DETECTION

Wand, Rare (Requires Attunement)

This wand has 7 charges. While holding it, you can take a Magic action to expend 1 charge. For 1 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 Invisible, ethereal, disguised, or hidden, as well as those in plain sight. The effect ends if you stop holding the wand.

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

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VICIOUS WEAPON

Weapon (Any Simple or Martial), Rare

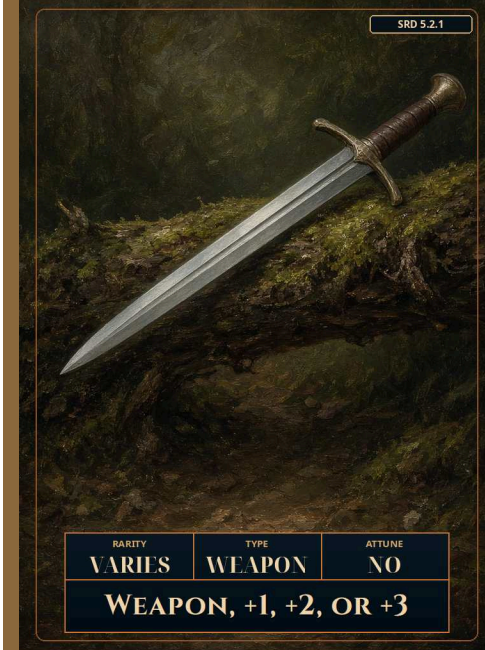
This magic weapon deals an extra 2d6 damage to any creature it hits. This extra damage is of the same type as the weapon's normal damage.

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SRD 5.2.1

RARITY	TYPE	ATTUNE
VARIES	WEAPON	NO

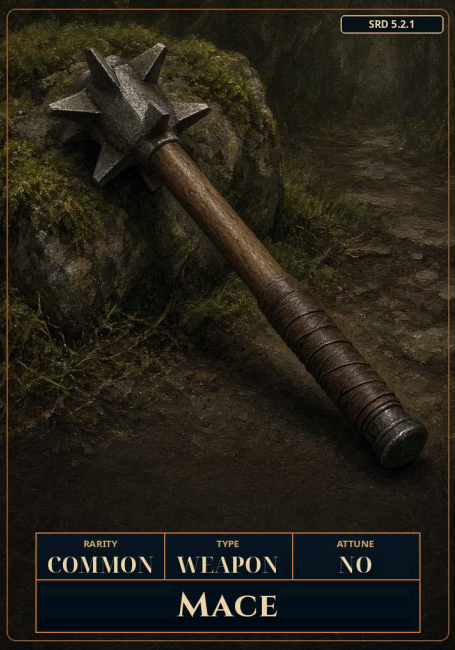
Weapon, +1, +2, or +3



SRD 5.2.1

RARITY	TYPE	ATTUNE
COMMON	WEAPON	NO

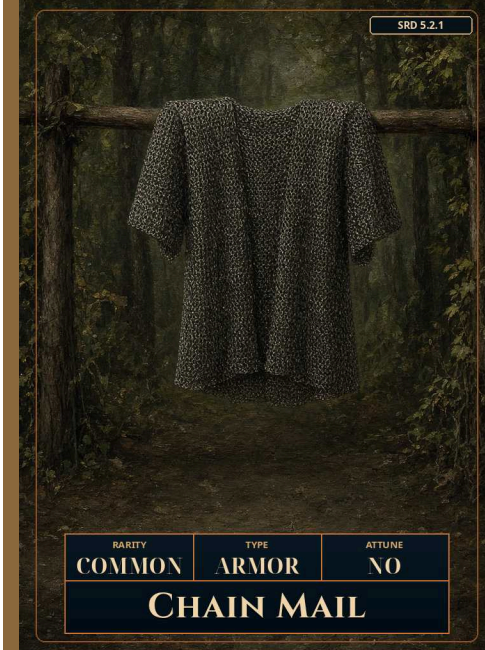
Longsword



SRD 5.2.1

RARITY	TYPE	ATTUNE
COMMON	WEAPON	NO

Mace



SRD 5.2.1

RARITY	TYPE	ATTUNE
COMMON	ARMOR	NO

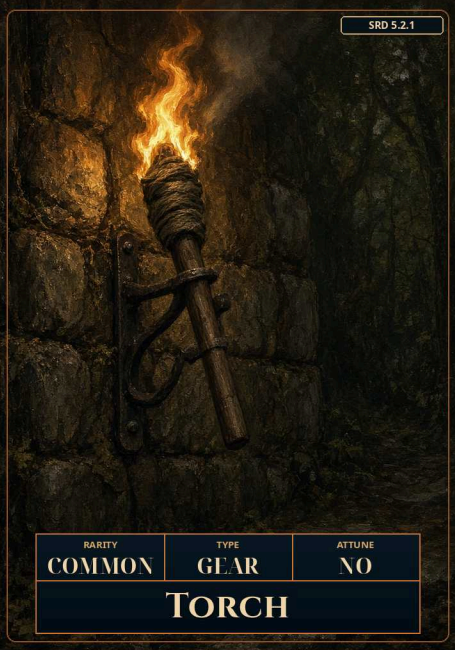
Chain Mail



SRD 5.2.1

RARITY	TYPE	ATTUNE
COMMON	WEAPON	NO

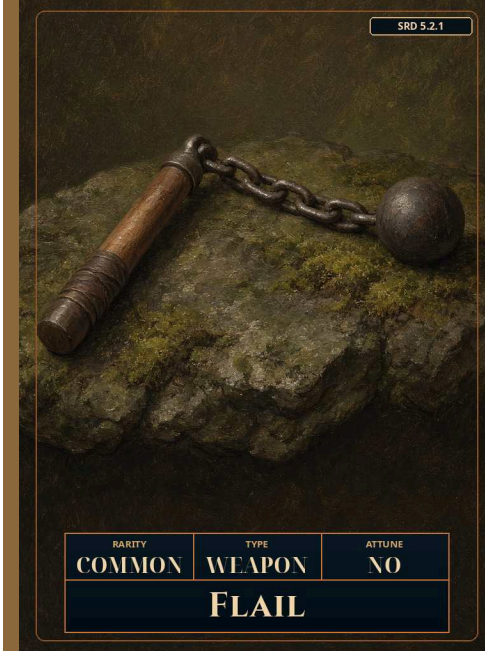
Battleaxe



SRD 5.2.1

RARITY	TYPE	ATTUNE
COMMON	GEAR	NO

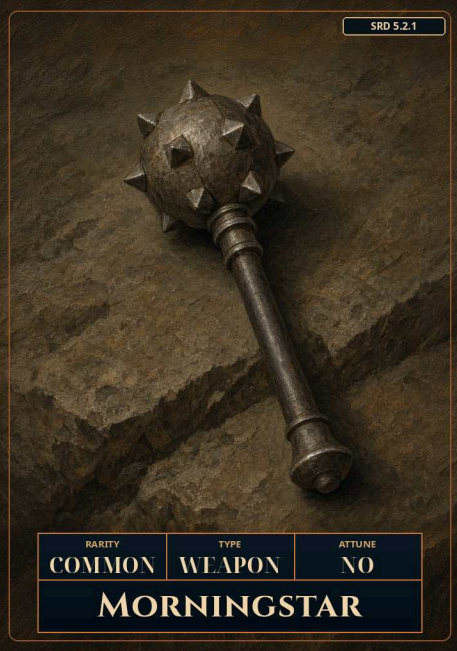
Torch



SRD 5.2.1

RARITY	TYPE	ATTUNE
COMMON	WEAPON	NO

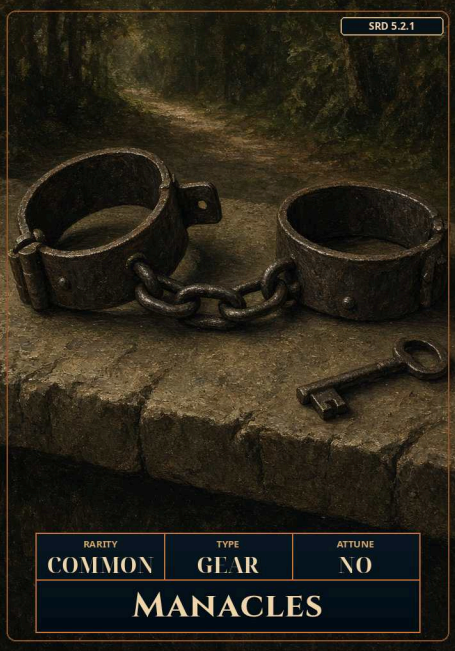
Flail



SRD 5.2.1

RARITY	TYPE	ATTUNE
COMMON	WEAPON	NO

Morningstar



SRD 5.2.1

RARITY	TYPE	ATTUNE
COMMON	GEAR	NO

Manacles

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MACE

Simple Melee Weapon

Damage 1d6 Bludgeoning ◆ **Properties** - ◆ **Mastery** Sap ◆ **Weight** 4 lb. ◆ **Cost** 5 GP

Sap. If you hit a creature with this weapon, that creature has Disadvantage on its next attack roll before the start of your next turn.

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LONGSWORD

Martial Melee Weapon

Damage 1d8 Slashing ◆ **Properties** Versatile (1d10) ◆ **Mastery** Sap ◆ **Weight** 3 lb. ◆ **Cost** 15 GP

Sap. If you hit a creature with this weapon, that creature has Disadvantage on its next attack roll before the start of your next turn.

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WEAPON, +1, +2, OR +3

Weapon (Any Simple or Martial), Uncommon (+1), Rare (+2), or Very Rare (+3)

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

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TORCH

Adventuring Gear

Cost 1 CP

A Torch burns for 1 hour, casting Bright Light in a 20-foot radius and Dim Light for an additional 20 feet. When you take the Attack action, you can attack with the Torch, using it as a Simple Melee weapon. On a hit, the target takes 1 Fire damage.

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BATTLEAXE

Martial Melee Weapon

Damage 1d8 Slashing ◆ **Properties** Versatile (1d10) ◆ **Mastery** Topple ◆ **Weight** 4 lb. ◆ **Cost** 10 GP

Topple. If you hit a creature with this weapon, you can force the creature to make a Constitution saving throw (DC 8 plus the ability modifier used to make the attack roll and your Proficiency Bonus). On a failed save, the creature has the Prone condition.

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CHAIN MAIL

Heavy Armor (10 Minutes to Don and 5 Minutes to Doff)

AC 16 ◆ **Strength** Str 13 ◆ **Stealth** Disadvantage ◆ **Weight** 55 lb. ◆ **Cost** 75 GP

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MANACLES

Adventuring Gear

Cost 2 GP

As a Utilize action, you can use Manacles to bind an unwilling Small or Medium creature within 5 feet of yourself that has the Grappled, Incapacitated, or Restrained condition if you succeed on a DC 13 Dexterity (Sleight of Hand) check. While bound, a creature has Disadvantage on attack rolls, and the creature is Restrained if the Manacles are attached to a chain or hook that is fixed in place. Escaping the Manacles requires a successful DC 20 Dexterity (Sleight of Hand) check as an action. Bursting them requires a successful DC 25 Strength (Athletics) check as an action. Each set of Manacles comes with a key. Without the key, a creature can use Thieves’ Tools to pick the Manacles’ lock with a successful DC 15 Dexterity (Sleight of Hand) check.

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MORNINGSTAR

Martial Melee Weapon

Damage 1d8 Piercing ◆ **Properties** - ◆ **Mastery** Sap ◆ **Weight** 4 lb. ◆ **Cost** 15 GP

Sap. If you hit a creature with this weapon, that creature has Disadvantage on its next attack roll before the start of your next turn.

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FLAIL

Martial Melee Weapon

Damage 1d8 Bludgeoning ◆ **Properties** - ◆ **Mastery** Sap ◆ **Weight** 2 lb. ◆ **Cost** 10 GP

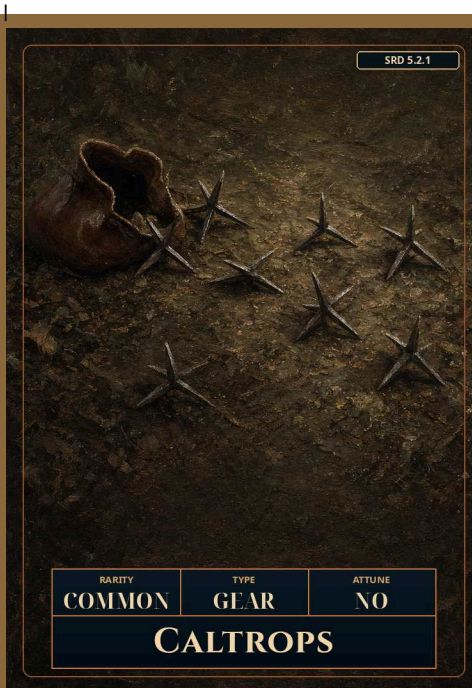
Sap. If you hit a creature with this weapon, that creature has Disadvantage on its next attack roll before the start of your next turn.

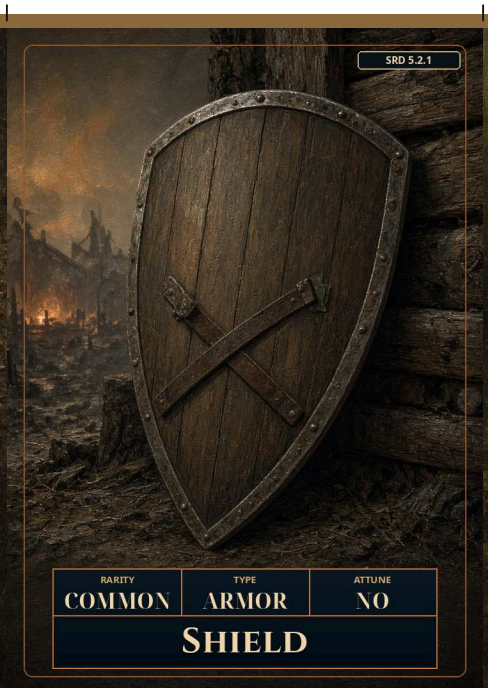
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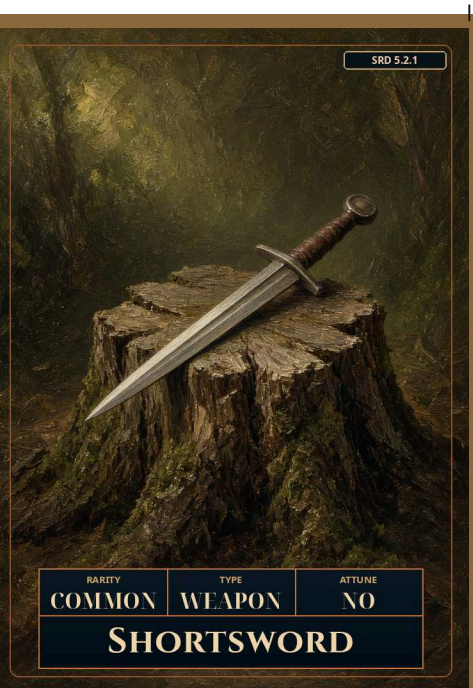
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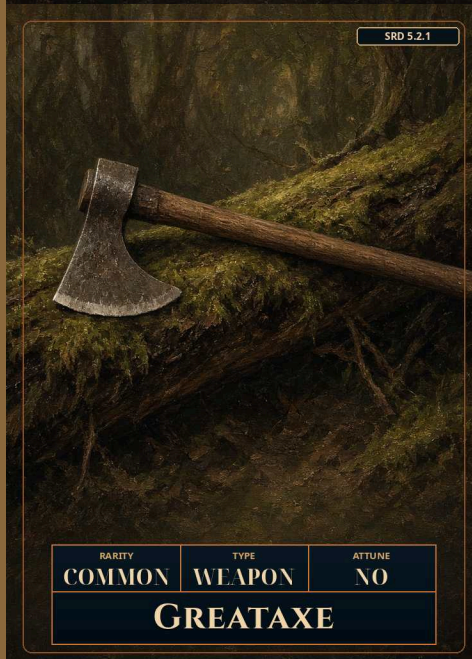
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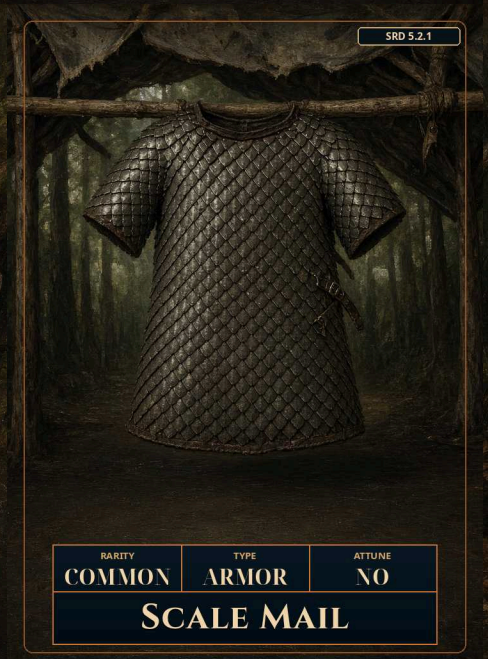
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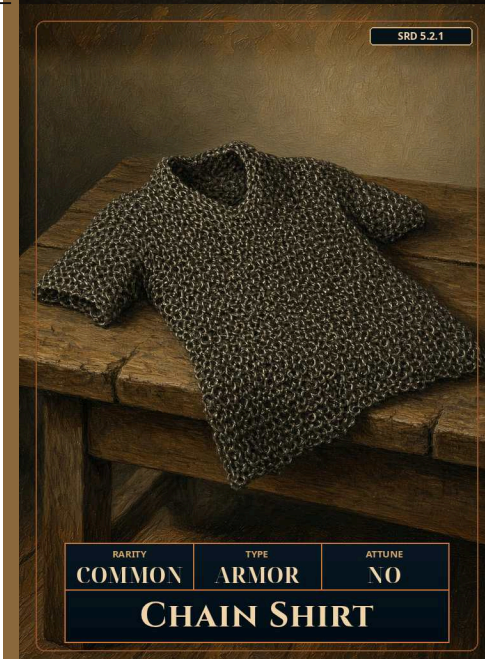


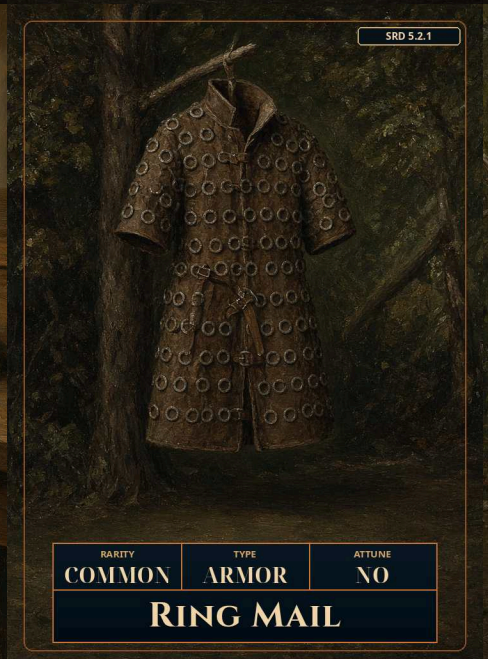


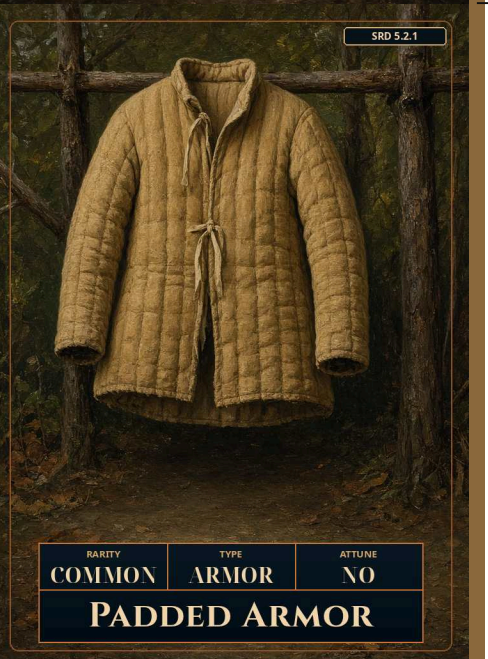












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SHORTSWORD

Martial Melee Weapon

Damage 1d6 Piercing ◆ **Properties** Finesse, Light ◆ **Mastery** Vex ◆ **Weight** 2 lb. ◆ **Cost** 10 GP

Vex. If you hit a creature with this weapon and deal damage to the creature, you have Advantage on your next attack roll against that creature before the end of your next turn.

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SHIELD

Shield (Utilize Action to Don or Doff)

AC +2 ◆ **Strength** - ◆ **Stealth** - ◆ **Weight** 6 lb. ◆ **Cost** 10 GP

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CALTROPS

Adventuring Gear

Cost 1 GP

As a Utilize action, you can spread Caltrops from their bag to cover a 5-foot-square area within 5 feet of yourself. A creature that enters this area for the first time on a turn must succeed on a DC 15 Dexterity saving throw or take 1 Piercing damage and have its Speed reduced to 0 until the start of its next turn. It takes 10 minutes to recover the Caltrops.

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BREASTPLATE

Medium Armor (5 Minutes to Don and 1 Minute to Doff)

AC 14 + Dex modifier (max 2) ◆ **Strength** - ◆ **Stealth** - ◆ **Weight** 20 lb. ◆ **Cost** 400 GP

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SCALE MAIL

Medium Armor (5 Minutes to Don and 1 Minute to Doff)

AC 14 + Dex modifier (max 2) ◆ **Strength** - ◆ **Stealth** Disadvantage ◆ **Weight** 45 lb. ◆ **Cost** 50 GP

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GREATAXE

Martial Melee Weapon

Damage 1d12 Slashing ◆ **Properties** Heavy, Two-Handed ◆ **Mastery** Cleave ◆ **Weight** 7 lb. ◆ **Cost** 30 GP

Cleave. If you hit a creature with a melee attack roll using this weapon, you can make a melee attack roll with the weapon against a second creature within 5 feet of the first that is also within your reach. On a hit, the second creature takes the weapon’s damage, but don’t add your ability modifier to that damage unless that modifier is negative. You can make this extra attack only once per turn.

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PADDED ARMOR

Light Armor (1 Minute to Don or Doff)

AC 11 + Dex modifier ◆ **Strength** - ◆ **Stealth** Disadvantage ◆ **Weight** 8 lb. ◆ **Cost** 5 GP

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RING MAIL

Heavy Armor (10 Minutes to Don and 5 Minutes to Doff)

AC 14 ◆ **Strength** - ◆ **Stealth** Disadvantage ◆ **Weight** 40 lb. ◆ **Cost** 30 GP

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CHAIN SHIRT

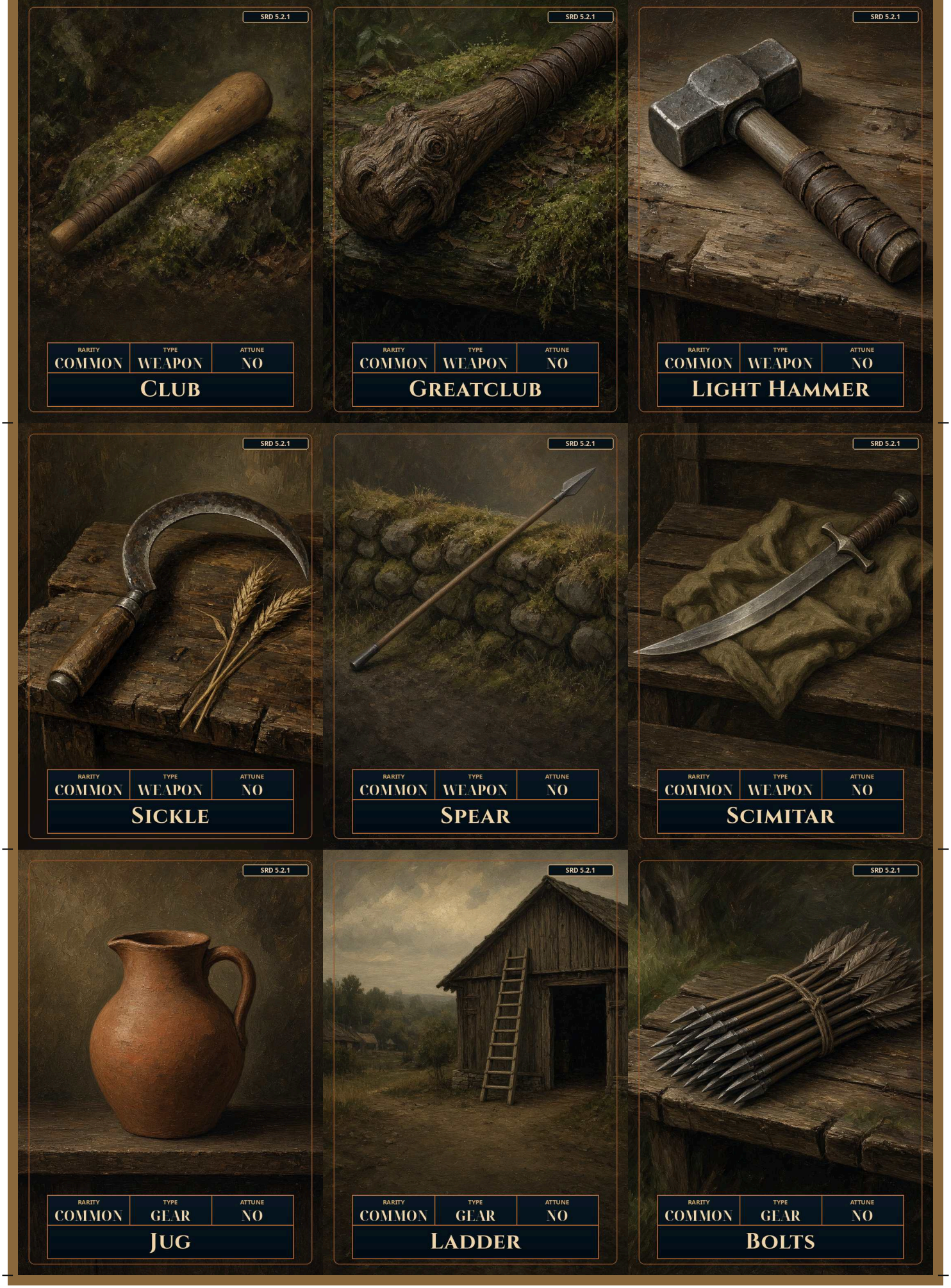
Medium Armor (5 Minutes to Don and 1 Minute to Doff)

AC 13 + Dex modifier (max 2) ◆ **Strength** - ◆ **Stealth** - ◆ **Weight** 20 lb. ◆ **Cost** 50 GP

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LIGHT HAMMER

Simple Melee Weapon

Damage 1d4 Bludgeoning ◆ **Properties** Light, Thrown (Range 20/60) ◆ **Mastery** Nick ◆ **Weight** 2 lb. ◆ **Cost** 2 GP

Nick. When you make the extra attack of the Light property, you can make it as part of the Attack action instead of as a Bonus Action. You can make this extra attack only once per turn.

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GREATCLUB

Simple Melee Weapon

Damage 1d8 Bludgeoning ◆ **Properties** Two-Handed ◆ **Mastery** Push ◆ **Weight** 10 lb. ◆ **Cost** 2 SP

Push. If you hit a creature with this weapon, you can push the creature up to 10 feet straight away from yourself if it is Large or smaller.

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CLUB

Simple Melee Weapon

Damage 1d4 Bludgeoning ◆ **Properties** Light ◆ **Mastery** Slow ◆ **Weight** 2 lb. ◆ **Cost** 1 SP

Slow. If you hit a creature with this weapon and deal damage to it, you can reduce its Speed by 10 feet until the start of your next turn. If the creature is hit more than once by weapons that have this property, the Speed reduction doesn’t exceed 10 feet.

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SCIMITAR

Martial Melee Weapon

Damage 1d6 Slashing ◆ **Properties** Finesse, Light ◆ **Mastery** Nick ◆ **Weight** 3 lb. ◆ **Cost** 25 GP

Nick. When you make the extra attack of the Light property, you can make it as part of the Attack action instead of as a Bonus Action. You can make this extra attack only once per turn.

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SPEAR

Simple Melee Weapon

Damage 1d6 Piercing ◆ **Properties** Thrown (Range 20/60), Versatile (1d8) ◆ **Mastery** Sap ◆ **Weight** 3 lb. ◆ **Cost** 1 GP

Sap. If you hit a creature with this weapon, that creature has Disadvantage on its next attack roll before the start of your next turn.

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SICKLE

Simple Melee Weapon

Damage 1d4 Slashing ◆ **Properties** Light ◆ **Mastery** Nick ◆ **Weight** 2 lb. ◆ **Cost** 1 GP

Nick. When you make the extra attack of the Light property, you can make it as part of the Attack action instead of as a Bonus Action. You can make this extra attack only once per turn.

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BOLTS

Ammunition

Amount 20 ◆ **Storage** Case ◆ **Weight** 1½ lb. ◆ **Cost** 1 GP

Ammunition. Ammunition is required by a weapon that has the Ammunition property. A weapon’s description specifies the type of ammunition used by the weapon. The Ammunition table lists the different types and the amount you get when you buy them. The table also lists the item that is typically used to store each type; storage must be bought separately.

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LADDER

Adventuring Gear

Cost 1 SP

A Ladder is 10 feet tall. You must climb to move up or down it.

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JUG

Adventuring Gear

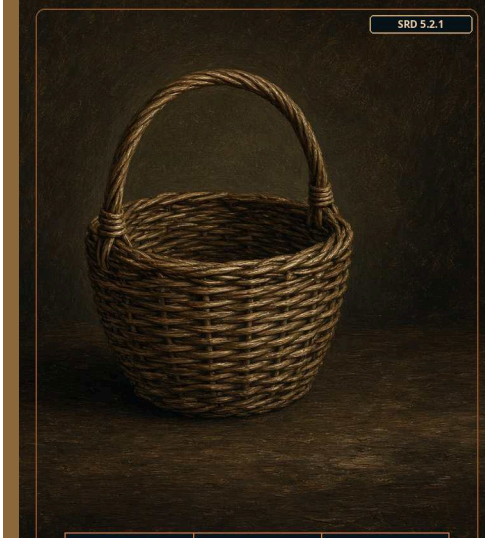
Cost 2 CP

A Jug holds up to 1 gallon.

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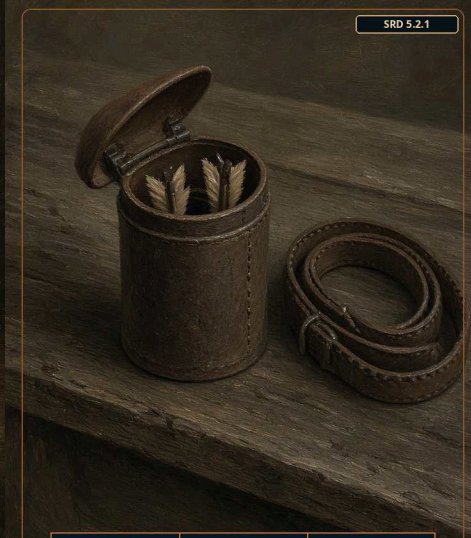
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SRD 5.2.1

RARITY	TYPE	ATTUNE
COMMON	GEAR	NO

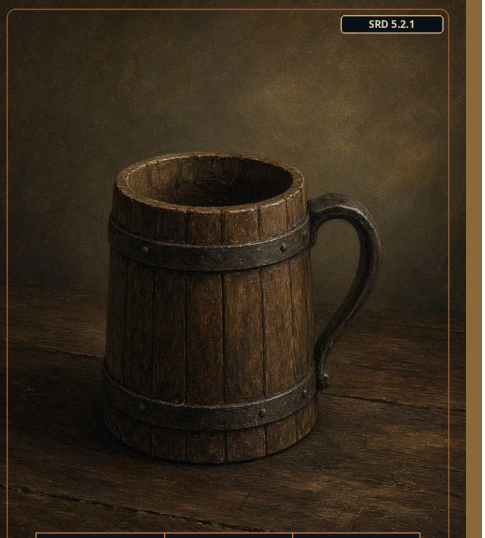
Basket



SRD 5.2.1

RARITY	TYPE	ATTUNE
COMMON	GEAR	NO

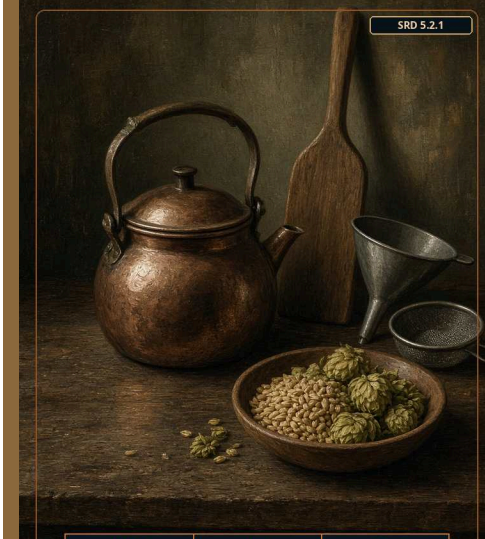
Case, Crossbow Bolt



SRD 5.2.1

RARITY	TYPE	ATTUNE
COMMON	GEAR	NO

Flask



SRD 5.2.1

RARITY	TYPE	ATTUNE
COMMON	TOOL	NO

Brewer's Supplies



SRD 5.2.1

RARITY	TYPE	ATTUNE
COMMON	TOOL	NO

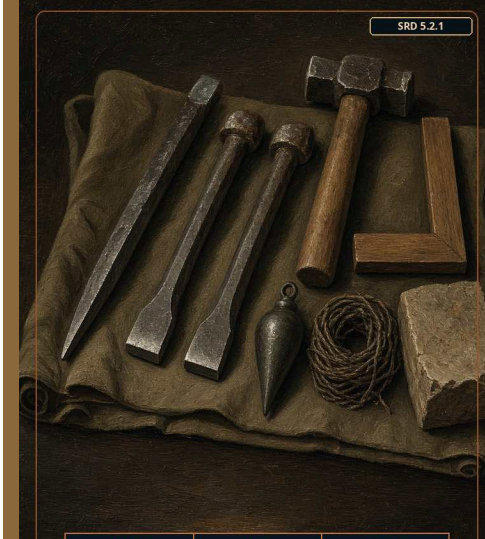
Cobbler's Tools



SRD 5.2.1

RARITY	TYPE	ATTUNE
COMMON	TOOL	NO

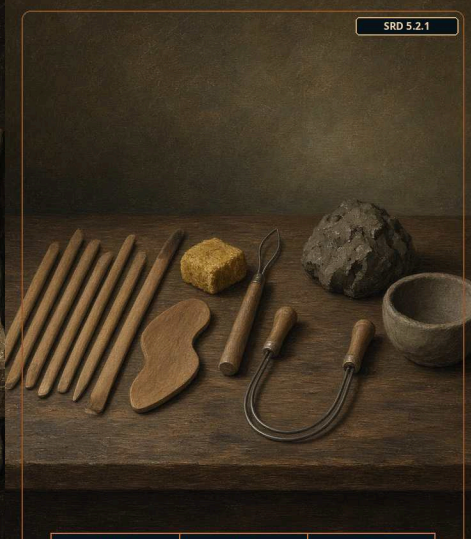
Cook's Utensils



SRD 5.2.1

RARITY	TYPE	ATTUNE
COMMON	TOOL	NO

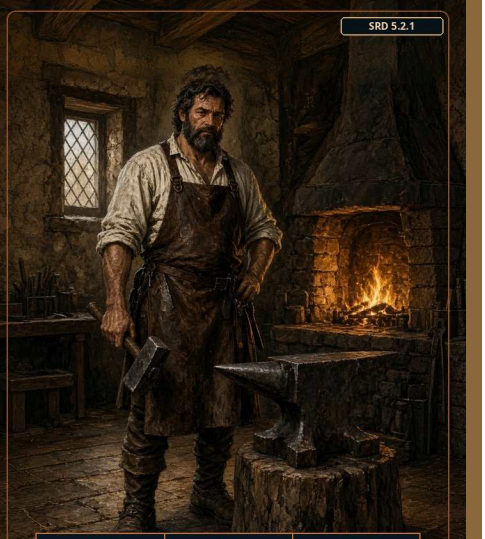
Mason's Tools



SRD 5.2.1

RARITY	TYPE	ATTUNE
COMMON	TOOL	NO

Potter's Tools



SRD 5.2.1

RARITY	TYPE	ATTUNE
COMMON	TOOL	NO

Smith's Tools

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FLASK

Adventuring Gear

Cost 2 CP

A Flask holds up to 1 pint.

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CASE, CROSSBOW BOLT

Adventuring Gear

Cost 1 GP

A Crossbow Bolt Case holds up to 20 Bolts.

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BASKET

Adventuring Gear

Cost 4 SP

A Basket holds up to 40 pounds within 2 cubic feet.

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COOK’S UTENSILS

Artisan’s Tools

Ability Wisdom ◆ **Weight** 8 lb. ◆ **Cost** 1 GP

Utilize: Improve food’s flavor (DC 10), or detect spoiled or poisoned food (DC 15)

Craft: Rations

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COBBLER’S TOOLS

Artisan’s Tools

Ability Dexterity ◆ **Weight** 5 lb. ◆ **Cost** 5 GP

Utilize: Modify footwear to give Advantage on the wearer’s next Dexterity (Acrobatics) check (DC 10)

Craft: Climber’s Kit

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BREWER’S SUPPLIES

Artisan’s Tools

Ability Intelligence ◆ **Weight** 9 lb. ◆ **Cost** 20 GP

Utilize: Detect poisoned drink (DC 15), or identify alcohol (DC 10)

Craft: Antitoxin

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SMITH’S TOOLS

Artisan’s Tools

Ability Strength ◆ **Weight** 8 lb. ◆ **Cost** 20 GP

Utilize: Pry open a door or container (DC 20)

Craft: Any Melee weapon (except Club, Greatclub, Quarterstaff, and Whip), Medium armor (except Hide), Heavy armor, Ball Bearings, Bucket, Caltrops, Chain, Crowbar, Firearm Bullets, Grappling Hook, Iron Pot, Iron Spikes, Sling Bullets

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POTTER’S TOOLS

Artisan’s Tools

Ability Intelligence ◆ **Weight** 3 lb. ◆ **Cost** 10 GP

Utilize: Discern what a ceramic object held in the past 24 hours (DC 15)

Craft: Jug, Lamp

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MASON’S TOOLS

Artisan’s Tools

Ability Strength ◆ **Weight** 8 lb. ◆ **Cost** 10 GP

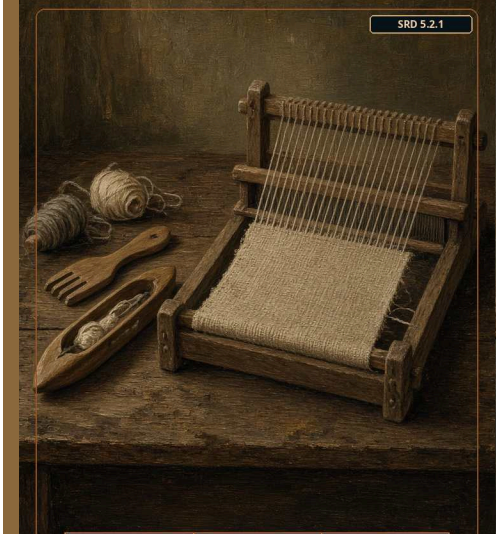
Utilize: Chisel a symbol or hole in stone (DC 10)

Craft: Block and Tackle

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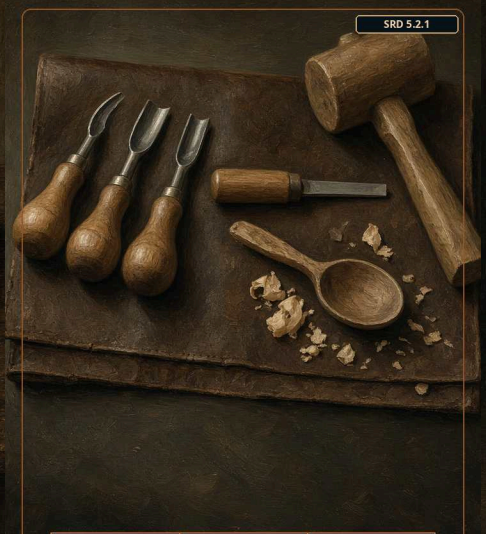
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SRD 5.2.1

RARITY	TYPE	ATTUNE
COMMON	TOOL	NO

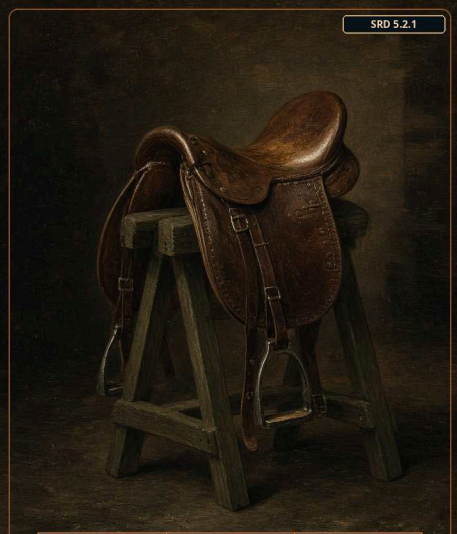
Weaver's Tools



SRD 5.2.1

RARITY	TYPE	ATTUNE
COMMON	TOOL	NO

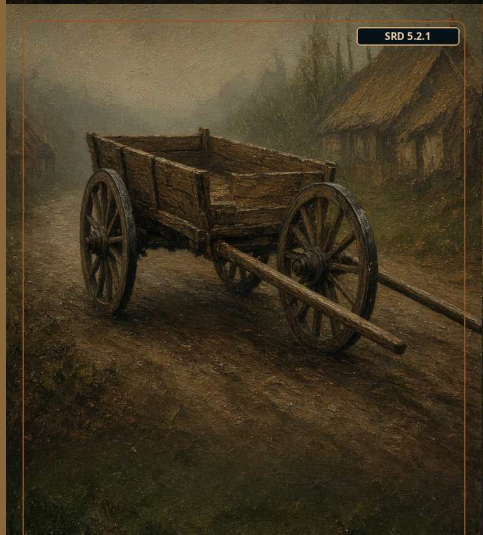
Woodcarver's Tools



SRD 5.2.1

RARITY	TYPE	ATTUNE
COMMON	GEAR	NO

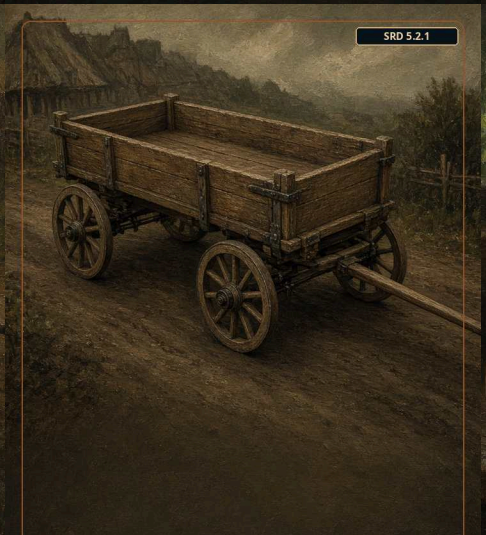
Saddle (Military)



SRD 5.2.1

RARITY	TYPE	ATTUNE
COMMON	GEAR	NO

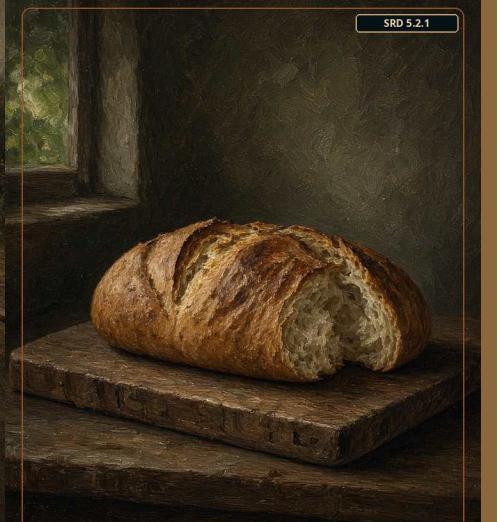
Cart



SRD 5.2.1

RARITY	TYPE	ATTUNE
COMMON	GEAR	NO

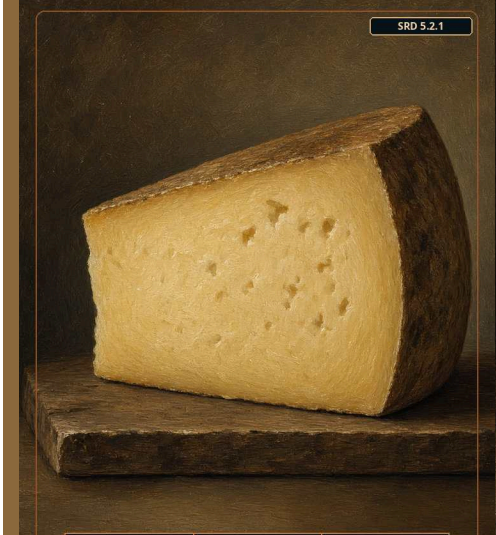
Wagon



SRD 5.2.1

RARITY	TYPE	ATTUNE
COMMON	GEAR	NO

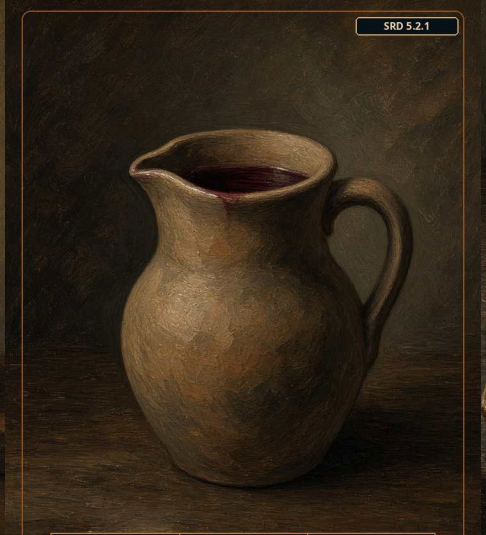
Bread (Loaf)



SRD 5.2.1

RARITY	TYPE	ATTUNE
COMMON	GEAR	NO

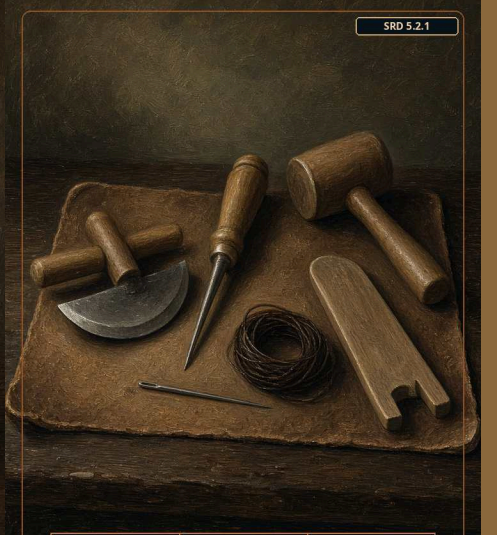
Cheese (Wedge)



SRD 5.2.1

RARITY	TYPE	ATTUNE
COMMON	GEAR	NO

Wine, Common (Bottle)



SRD 5.2.1

RARITY	TYPE	ATTUNE
COMMON	TOOL	NO

Leatherworker's Tools

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SADDLE (MILITARY)

Tack and Harness

Weight 30 lb. ◆ **Cost** 20 GP

Saddles. A saddle comes with a bit, a bridle, reins, and any other equipment needed to use the saddle. A Military Saddle gives Advantage on any ability check you make to remain mounted. An Exotic Saddle is required for riding an aquatic or a flying mount.

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WOODCARVER’S TOOLS

Artisan’s Tools

Ability Dexterity ◆ **Weight** 5 lb. ◆ **Cost** 1 GP

Utilize: Carve a pattern in wood (DC 10)

Craft: Club, Greatclub, Quarterstaff, Ranged weapons (except Pistol, Musket, and Sling), Arcane Focus, Arrows, Bolts, Druidic Focus, Ink Pen, Needles

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WEAVER’S TOOLS

Artisan’s Tools

Ability Dexterity ◆ **Weight** 5 lb. ◆ **Cost** 1 GP

Utilize: Mend a tear in clothing (DC 10), or sew a Tiny design (DC 10)

Craft: Padded Armor, Basket, Bedroll, Blanket, Fine Clothes, Net, Robe, Rope, Sack, String, Tent, Traveler’s Clothes

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BREAD (LOAF)

Food, Drink, and Lodging

Cost 2 CP

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WAGON

Drawn Vehicle

Weight 400 lb. ◆ **Cost** 35 GP

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CART

Drawn Vehicle

Weight 200 lb. ◆ **Cost** 15 GP

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LEATHERWORKER’S TOOLS

Artisan’s Tools

Ability Dexterity ◆ **Weight** 5 lb. ◆ **Cost** 5 GP

Utilize: Add a design to a leather item (DC 10)

Craft: Sling, Whip, Hide Armor, Leather Armor, Studded Leather Armor, Backpack, Crossbow Bolt Case, Map or Scroll Case, Parchment, Pouch, Quiver, Waterskin

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WINE, COMMON (BOTTLE)

Food, Drink, and Lodging

Cost 2 SP

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CHEESE (WEDGE)

Food, Drink, and Lodging

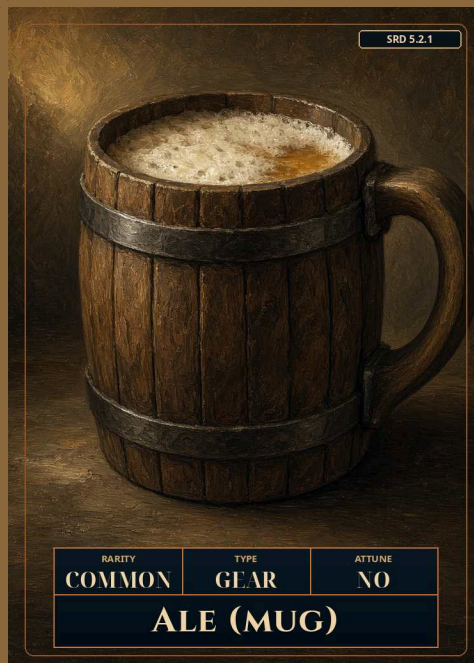
Cost 1 SP

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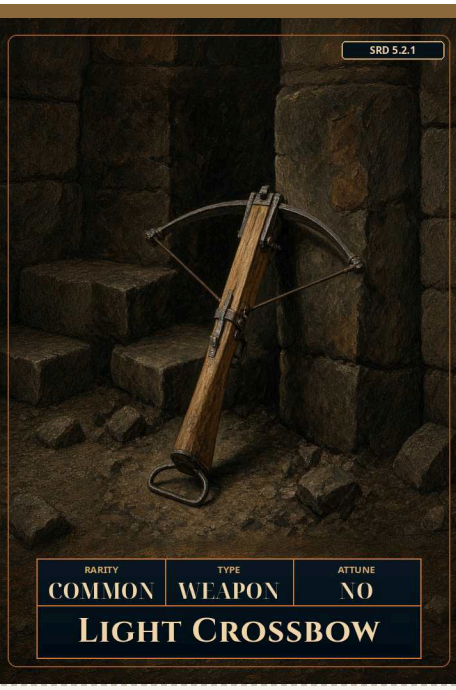
SRD 5.2.1



RARITY	TYPE	ATTUNE
COMMON	GEAR	NO

Ale (mug)

SRD 5.2.1



RARITY	TYPE	ATTUNE
COMMON	WEAPON	NO

Light Crossbow

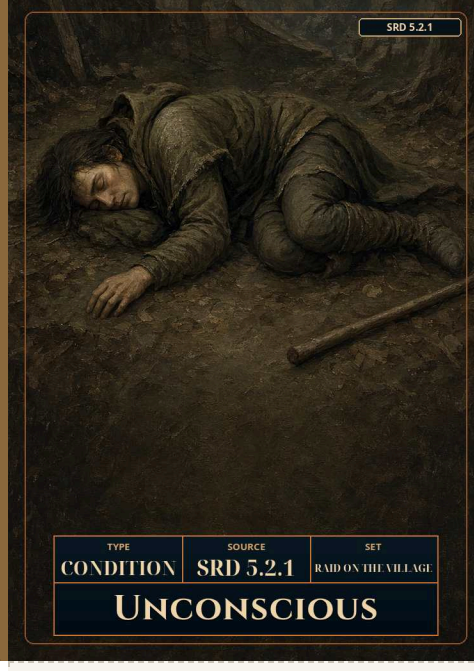
SRD 5.2.1



TYPE	SOURCE	SET
CONDITION	SRD 5.2.1	RAID ON THE VILLAGE

Frightened

SRD 5.2.1



TYPE	SOURCE	SET
CONDITION	SRD 5.2.1	RAID ON THE VILLAGE

Unconscious

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FRIGHTENED

Condition

While you have the Frightened condition, you experience the following effects.

Ability Checks and Attacks Affected. You have Disadvantage on ability checks and attack rolls while the source of fear is within line of sight.

Can't Approach. You can't willingly move closer to the source of fear.

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LIGHT CROSSBOW

Simple Ranged Weapon

Damage 1d8 Piercing ◆ **Properties** Ammunition (Range 80/320; Bolt), Loading, Two-Handed ◆ **Mastery** Slow ◆ **Weight** 5 lb. ◆ **Cost** 25 GP

Slow. If you hit a creature with this weapon and deal damage to it, you can reduce its Speed by 10 feet until the start of your next turn. If the creature is hit more than once by weapons that have this property, the Speed reduction doesn't exceed 10 feet.

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ALE (MUG)

Food, Drink, and Lodging

Cost 4 CP

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UNCONSCIOUS

Condition

While you have the Unconscious condition, you experience the following effects.

Inert. You have the Incapacitated and Prone conditions, and you drop whatever you're holding. When this condition ends, you remain Prone. Speed 0. Your Speed is 0 and can't increase.

Attacks Affected. Attack rolls against you have Advantage.

Saving Throws Affected. You automatically fail Strength and Dexterity saving throws.

Automatic Critical Hits. Any attack roll that hits you is a Critical Hit if the attacker is within 5 feet of you.

Unaware. You're unaware of your surroundings.

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