

HUNTER

NPC



Armor Class 13 HP 16 (3d8+3) CR 1/2

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

Speed 30 ft.

Senses passive Perception 13

Languages any one language (usually Common)

Keen Hearing and Sight. The hunter has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Multiattack. The hunter makes two melee attacks or two ranged attacks.

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

Longbow. Ranged Weapon Attack: +4 to hit, range 150/600 ft., one target. Hit: 6 (1d8 + 2) piercing damage.

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COURIER

NPC



Armor Class 12 HP 9 (2d8) CR 1/8

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

Speed 35 ft.

Senses passive Perception 11

Languages any one language (usually Common)

Fleet Foot. The courier's walking speed increases by 5 feet (already included).

Dagger. Melee or Ranged Weapon Attack: +4 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 4 (1d4 + 2) piercing damage.

Shortbow. Ranged Weapon Attack: +4 to hit, range 80/320 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

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WOLF

MONSTER

Medium, beast, unaligned



Armor Class 13 HP 11 (2d8 + 2) CR 1/4

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	12 (+1)	3 (-4)	12 (+1)	6 (-2)

Speed 40 ft.

Skills Perception +3, Stealth +4.

Senses passive Perception 13

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

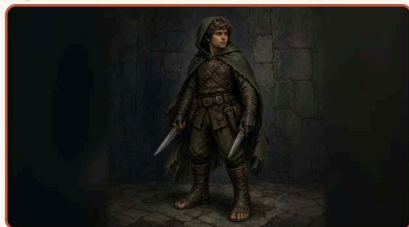
Pack Tactics. The wolf has advantage on attack rolls against a creature if at least one of the wolf's allies is within 5 feet of the creature and the ally isn't incapacitated.

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BANDIT

MONSTER

Medium, humanoid (any race), any non-lawful alignment



Armor Class 12 HP 11 (2d8 + 2) CR 1/8

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

Speed 30 ft.

Senses passive Perception 10

Languages any one language (usually Common)

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

Light Crossbow. Ranged Weapon Attack: +3 to hit, range 80/320 ft., one target. Hit: 5 (1d8 + 1) piercing damage.

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OWLBEAR

MONSTER

Large, monstrosity, unaligned



Armor Class 13 HP 59 (7d10 + 21) CR 3

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	17 (+3)	3 (-4)	12 (+1)	7 (-2)

Speed 40 ft.

Skills Perception +3.

Senses darkvision 60 ft., passive Perception 13

Keen Sight and Smell. The owlbear has advantage on Wisdom (Perception) checks that rely on sight or smell.

Multiattack. The owlbear makes two attacks: one with its beak and one with its claws.

Beak. Melee Weapon Attack: +7 to hit, reach 5 ft., one creature. Hit: 10 (1d10 + 5) piercing damage.

Claws. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 14 (2d8 + 5) slashing damage.

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ANKHEG

MONSTER

Large, monstrosity, unaligned



Armor Class 14 HP 39 (6d10 + 6) CR 2

STR	DEX	CON	INT	WIS	CHA
17 (+3)	11 (+0)	13 (+1)	1 (-5)	13 (+1)	6 (-2)

Speed 30 ft., burrow 10 ft.

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 11

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) slashing damage plus 3 (1d6) acid damage. If the target is a Large or smaller creature, it is grappled (escape DC 13). Until this grapple ends, the ankheg can bite only the grappled creature and has advantage on attack rolls to do so.

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BULETTE

MONSTER

Large, monstrosity, unaligned



Armor Class 17 HP 94 (9d10 + 45) CR 5

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	21 (+5)	2 (-4)	10 (+0)	5 (-3)

Speed 40 ft., burrow 40 ft.

Skills Perception +6

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 16

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

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 30 (4d12 + 4) piercing damage.

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GRIFFON

MONSTER

Large, monstrosity, unaligned



Armor Class 12 HP 59 (7d10+21) CR 2

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	2 (-4)	13 (+1)	8 (-1)

Speed 30 ft., fly 80 ft.

Senses darkvision 60 ft., passive Perception 15

Keen Sight. The griffon has advantage on Wisdom (Perception) checks that rely on sight.

Multiattack. The griffon makes two attacks: one with its beak and one with its claws.

Beak. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) piercing damage.

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

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HIPPOGRIFF

MONSTER

Large, monstrosity, unaligned



Armor Class 11 HP 19 (3d10+3) CR 1

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	13 (+1)	2 (-4)	12 (+1)	8 (-1)

Speed 40 ft., fly 60 ft.

Senses passive Perception 15

Keen Sight. The hippogriff has advantage on Wisdom (Perception) checks that rely on sight.

Multiattack. The hippogriff makes two attacks: one with its beak and one with its claws.

Beak. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 8 (1d10 + 3) piercing damage.

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

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WOLF (continued)

MONSTER

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 7 (2d4 + 2) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

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ANKHEG (continued)

MONSTER

Acid Spray (Recharge 6). The ankheg spits acid in a line that is 30 feet long and 5 feet wide, provided that it has no creature grappled. Each creature in that line must make a DC 13 Dexterity saving throw, taking 10 (3d6) acid damage on a failed save, or half as much damage on a successful one.

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BULETTE (continued) MONSTER

Deadly Leap. If the bulette jumps at least 15 feet as part of its movement, it can then use this action to land on its feet in a space that contains one or more other creatures. Each of those creatures must succeed on a DC 16 Strength or Dexterity saving throw (target's choice) or be knocked prone and take 14 (3d6 + 4) bludgeoning damage plus 14 (3d6 + 4) slashing damage. On a successful save, the creature takes only half the damage, isn't knocked prone, and is pushed 5 feet out of the bulette's space into an unoccupied space of the creature's choice. If no unoccupied space is within range, the creature instead falls prone in the bulette's space.

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WEREWOLF

MONSTER

Medium, humanoid, chaotic evil



Armor Class 11 HP 58 (9d8+18) CR 3

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	14 (+2)	10 (+0)	11 (+0)	10 (+0)

Speed 30 ft. (40 ft. in wolf form)

Senses passive Perception 14

Languages Common (can't speak in wolf form)

Shapechanger. The werewolf can use its action to polymorph into a wolf-humanoid hybrid or into a wolf, or back into its true form, which is humanoid. Its statistics, other than its AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

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WEREWOLF (2/2)

MONSTER

Continued

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

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CENTAUR

MONSTER

Large, monstrosity, neutral good



Armor Class 12 HP 45 (6d10 + 12) CR 2

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	14 (+2)	9 (-1)	13 (+1)	11 (+0)

Speed 50 ft.

Skills Athletics +6, Perception +3, Survival +3

Senses passive Perception 13

Languages Elvish, Sylvan

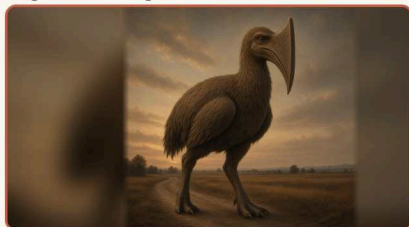
Charge. If the centaur moves at least 30 feet straight toward a target and then hits it with a pike attack on the same turn, the target takes an extra 10 (3d6) piercing damage.

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AXE BEAK

MONSTER

Large, beast, unaligned



Armor Class 11 HP 19 (3d10 + 3) CR 1/4

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	12 (+1)	2 (-4)	10 (+0)	5 (-3)

Speed 50 ft.

Senses passive Perception 10

Beak. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) slashing damage.

An axe beak is a tall flightless bird with strong legs and a heavy, wedge-shaped beak. It has a nasty disposition and tends to attack any unfamiliar creature that wanders too close.

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BADGER

MONSTER

Tiny, beast, unaligned



Armor Class 10 HP 3 (1d4 + 1) CR 0

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

Speed 20 ft., burrow 5 ft.

Senses darkvision 30 ft., passive Perception 11

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

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

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BLACK BEAR

MONSTER

Medium, beast, unaligned



Armor Class 11 HP 19 (3d8 + 6) CR 1/2

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	14 (+2)	2 (-4)	12 (+1)	7 (-2)

Speed 40 ft., climb 30 ft.

Skills Perception +3

Senses passive Perception 13

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

Multiattack. The bear makes two attacks: one with its bite and one with its claws.

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

Claws. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 7 (2d4 + 2) slashing damage.

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BLOOD HAWK

MONSTER

Small, beast, unaligned



Armor Class 12 HP 7 (2d6) CR 1/8

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	10 (+0)	3 (-4)	14 (+2)	5 (-3)

Speed 10 ft., fly 60 ft.

Skills Perception +4

Senses passive Perception 14

Keen Sight. The hawk has advantage on Wisdom (Perception) checks that rely on sight.

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

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BOAR

MONSTER

Medium, beast, unaligned



Armor Class 11 HP 11 (2d8 + 2) CR 1/4

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (+0)	12 (+1)	2 (-4)	9 (-1)	5 (-3)

Speed 40 ft.

Senses passive Perception 9

Charge. If the boar moves at least 20 feet straight toward a target and then hits it with a tusk attack on the same turn, the target takes an extra 3 (1d6) slashing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

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BROWN BEAR

MONSTER

Large, beast, unaligned



Armor Class 11 HP 34 (4d10 + 12) CR 1

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	16 (+3)	2 (-4)	13 (+1)	7 (-2)

Speed 40 ft., climb 30 ft.

Skills Perception +3

Senses passive Perception 13

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

Multiattack. The bear makes two attacks: one with its bite and one with its claws.

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) piercing damage.

Claws. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage.

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CENTAUR (continued) MONSTER

Multiattack. The centaur makes two attacks: one with its pike and one with its hooves or two with its longbow.

Pike. Melee Weapon Attack: +6 to hit, reach 10 ft., one target. Hit: 9 (1d10 + 4) piercing damage.

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

Longbow. Ranged Weapon Attack: +4 to hit, range 150/600 ft., one target. Hit: 6 (1d8 + 2) piercing damage.

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WEREWOLF (continued) MONSTER

Keen Hearing and Smell. The werewolf has advantage on Wisdom (Perception) checks that rely on hearing or smell. Multiattack (Humanoid or Hybrid Form Only). The werewolf makes two attacks: two with its spear (humanoid form) or one with its bite and one with its claws (hybrid form).

Bite (Wolf or Hybrid Form Only). Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) piercing damage. If the target is a humanoid, it must succeed on a DC 12 Constitution saving throw or be cursed with werewolf lycanthropy.

Claws (Hybrid Form Only). Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 7 (2d4 + 2) slashing damage.

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BOAR (continued) MONSTER

Relentless (Recharges after a Short or Long Rest). If the boar takes 7 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

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

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BLOOD HAWK (continued) MONSTER

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

Taking its name from its crimson feathers and aggressive nature, the blood hawk fearlessly attacks almost any animal, stabbing it with its daggerlike beak. Blood hawks flock together in large numbers, attacking as a pack to take down prey.

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DEER

MONSTER

Medium, beast, unaligned



Armor Class 13 HP 4 (1d8) CR 0

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	11 (+0)	2 (-4)	14 (+2)	5 (-3)

Speed 50 ft.

Senses passive Perception 12

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

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DIRE WOLF

MONSTER

Large, beast, unaligned



Armor Class 14 HP 37 (5d10 + 10) CR 1

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	15 (+2)	3 (-4)	12 (+1)	7 (-2)

Speed 50 ft.

Skills Perception +3, Stealth +4

Senses passive Perception 13

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

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

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EAGLE

MONSTER

Small, beast, unaligned



Armor Class 12 HP 3 (1d6) CR 0

STR	DEX	CON	INT	WIS	CHA
6 (-2)	15 (+2)	10 (+0)	2 (-4)	14 (+2)	7 (-2)

Speed 10 ft., fly 60 ft.

Skills Perception +4

Senses passive Perception 14

Keen Sight. The eagle has advantage on Wisdom (Perception) checks that rely on sight.

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

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ELK

MONSTER

Large, beast, unaligned



Armor Class 10 HP 13 (2d10 + 2) CR 1/4

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	12 (+1)	2 (-4)	10 (+0)	6 (-2)

Speed 50 ft.

Senses passive Perception 10

Charge. If the elk moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 7 (2d6) damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

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

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

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GIANT BADGER

MONSTER

Medium, beast, unaligned



Armor Class 10 HP 13 (2d8 + 4) CR 1/4

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (+0)	15 (+2)	2 (-4)	12 (+1)	5 (-3)

Speed 30 ft., burrow 10 ft.

Senses darkvision 30 ft., passive Perception 11

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

Multiattack. The badger makes two attacks: one with its bite and one with its claws.

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

Claws. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 6 (2d4 + 1) slashing damage.

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GIANT BOAR

MONSTER

Large, beast, unaligned



Armor Class 12 HP 42 (5d10 + 15) CR 2

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	16 (+3)	2 (-4)	7 (-2)	5 (-3)

Speed 40 ft.

Senses passive Perception 8

Charge. If the boar moves at least 20 feet straight toward a target and then hits it with a tusk attack on the same turn, the target takes an extra 7 (2d6) slashing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

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GIANT EAGLE

MONSTER

Large, beast, neutral good



Armor Class 13 HP 26 (4d10 + 4) CR 1

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	13 (+1)	8 (-1)	14 (+2)	10 (+0)

Speed 10 ft., fly 80 ft.

Skills Perception +4

Senses passive Perception 14

Languages Giant Eagle, understands Common and Auran but can't speak them

Keen Sight. The eagle has advantage on Wisdom (Perception) checks that rely on sight.

Multiattack. The eagle makes two attacks: one with its beak and one with its talons.

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GIANT ELK

MONSTER

Huge, beast, unaligned



Armor Class 14 HP 42 (5d12 + 10) CR 2

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	14 (+2)	7 (-2)	14 (+2)	10 (+0)

Speed 60 ft.

Skills Perception +4

Senses passive Perception 14

Languages Giant Elk, understands Common, Elvish, and Sylvan but can't speak them

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GIANT ELK (2/2)

MONSTER

Continued

The majestic giant elk is rare to the point that its appearance is often taken as a foreshadowing of an important event, such as the birth of a king. Legends tell of gods that take the form of giant elk when visiting the Material Plane. Many cultures therefore believe that to hunt these creatures is to invite divine wrath.

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DIRE WOLF

MONSTER

(continued)

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

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GIANT BOAR

MONSTER

(continued)

Relentless (Recharges after a Short or Long Rest). If the boar takes 10 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

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

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GIANT ELK

MONSTER

(continued)

Charge. If the elk moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 7 (2d6) damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

Ram. Melee Weapon Attack: +6 to hit, reach 10 ft., one target. Hit: 11 (2d6 + 4) bludgeoning damage.

Hooves. Melee Weapon Attack: +6 to hit, reach 5 ft., one prone creature. Hit: 22 (4d8 + 4) bludgeoning damage.

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GIANT EAGLE

MONSTER

(continued)

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

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

A giant eagle is a noble creature that speaks its own language and understands speech in the Common tongue. A mated pair of giant eagles typically has up to four eggs or young in their nest (treat the young as normal eagles).

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GIANT GOAT

MONSTER

Large, beast, unaligned



Armor Class 11 HP 19 (3d10 + 3) CR 1/2

STR	DEX	CON	INT	WIS	CHA
17 (+3)	11 (+0)	12 (+1)	3 (-4)	12 (+1)	6 (-2)

Speed 40 ft.

Senses passive Perception 11

Charge. If the goat moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 5 (2d4) bludgeoning damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

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GIANT OWL

MONSTER

Large, beast, neutral



Armor Class 12 HP 19 (3d10 + 3) CR 1/4

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	12 (+1)	8 (-1)	13 (+1)	10 (+0)

Speed 5 ft., fly 60 ft.

Skills Perception +5, Stealth +4

Senses darkvision 120 ft., passive Perception 15

Languages Giant Owl, understands Common, Elvish, and Sylvan but can't speak them

Flyby. The owl doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Keen Hearing and Sight. The owl has advantage on Wisdom (Perception) checks that rely on hearing or sight.

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GIANT SPIDER

MONSTER

Large, beast, unaligned



Armor Class 14 HP 26 (4d10 + 4) CR 1

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	12 (+1)	2 (-4)	11 (+0)	4 (-3)

Speed 30 ft., climb 30 ft.

Skills Stealth +7

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 10

Spider Climb. The spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

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GIANT SPIDER (2/2)

MONSTER

Continued

Web (Recharge 5-6). Ranged Weapon Attack: +5 to hit, range 30/60 ft., one creature. Hit: The target is restrained by webbing. As an action, the restrained target can make a DC 12 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

To snare its prey, a giant spider spins elaborate webs or shoots sticky strands of webbing from its abdomen. Giant spiders are most commonly found underground, making their lairs on ceilings or in dark, web-filled crevices. Such lairs are often festooned with web cocoons holding past victims.

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GIANT WEASEL

MONSTER

Medium, beast, unaligned



Armor Class 13 HP 9 (2d8) CR 1/8

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	10 (+0)	4 (-3)	12 (+1)	5 (-3)

Speed 40 ft.

Skills Perception +3, Stealth +5

Senses darkvision 60 ft., passive Perception 13

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

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

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GIANT WOLF SPIDER

MONSTER

Medium, beast, unaligned



Armor Class 13 HP 11 (2d8 + 2) CR 1/4

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	13 (+1)	3 (-4)	12 (+1)	4 (-3)

Speed 40 ft., climb 40 ft.

Skills Perception +3, Stealth +7

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 13

Spider Climb. The spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

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GIANT WOLF SPIDER (2/2)

MONSTER

Continued

Bite. Melee Weapon Attack: +3 to hit, reach 5 ft., one creature. Hit: 4 (1d6 + 1) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 7 (2d6) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way. Smaller than a giant spider, a giant wolf spider hunts prey across open ground or hides in a burrow or crevice, or in a hidden cavity beneath debris.

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HAWK

MONSTER

Tiny, beast, unaligned



Armor Class 13 HP 1 (1d4 - 1) CR 0

STR	DEX	CON	INT	WIS	CHA
5 (-3)	16 (+3)	8 (-1)	2 (-4)	14 (+2)	6 (-2)

Speed 10 ft., fly 60 ft.

Skills Perception +4

Senses passive Perception 14

Keen Sight. The hawk has advantage on Wisdom (Perception) checks that rely on sight.

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

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LION

MONSTER

Large, beast, unaligned



Armor Class 12 HP 26 (4d10 + 4) CR 1

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	13 (+1)	3 (-4)	12 (+1)	8 (-1)

Speed 50 ft.

Skills Perception +3, Stealth +6

Senses passive Perception 13

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

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

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GIANT SPIDER (continued)

MONSTER

Web Sense. While in contact with a web, the spider knows the exact location of any other creature in contact with the same web.

Web Walker. The spider ignores movement restrictions caused by webbing.

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 7 (1d8 + 3) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 9 (2d8) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

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GIANT OWL (continued)

MONSTER

Talons. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 8 (2d6 + 1) slashing damage.

Giant owls often befriend fey and other sylvan creatures and are guardians of their woodland realms.

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GIANT GOAT (continued)

MONSTER

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

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

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GIANT WOLF SPIDER (continued)

MONSTER

Web Sense. While in contact with a web, the spider knows the exact location of any other creature in contact with the same web.

Web Walker. The spider ignores movement restrictions caused by webbing.

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LION (continued)

MONSTER

Pounce. If the lion moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the lion can make one bite attack against it as a bonus action.

Running Leap. With a 10-foot running start, the lion can long jump up to 25 feet.

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

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

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OWL

MONSTER

Tiny, beast, unaligned



Armor Class 11 HP 1 (1d4 - 1) CR 0

STR	DEX	CON	INT	WIS	CHA
3 (-4)	13 (+1)	8 (-1)	2 (-4)	12 (+1)	7 (-2)

Speed 5 ft., fly 60 ft.

Skills Perception +3, Stealth +3

Senses darkvision 120 ft., passive Perception 13

Flyby. The owl doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Keen Hearing and Sight. The owl has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Talons. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 1 slashing damage.

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RHINOCEROS

MONSTER

Large, beast, unaligned



Armor Class 11 HP 45 (6d10 + 12) CR 2

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	15 (+2)	2 (-4)	12 (+1)	6 (-2)

Speed 40 ft.

Senses passive Perception 11

Charge. If the rhinoceros moves at least 20 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 9 (2d8) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Gore. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 14 (2d8 + 5) bludgeoning damage.

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WEASEL

MONSTER

Tiny, beast, unaligned



Armor Class 13 HP 1 (1d4 - 1) CR 0

STR	DEX	CON	INT	WIS	CHA
3 (-4)	16 (+3)	8 (-1)	2 (-4)	12 (+1)	3 (-4)

Speed 30 ft.

Skills Perception +3, Stealth +5

Senses passive Perception 13

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

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

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BANDIT CAPTAIN

MONSTER

Medium, Humanoid, any non-lawful alignment



Armor Class 15 HP 65 (10d8+20) CR 2

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

Speed 30 ft.

Skills athletics +4, deception +4

Senses passive Perception 10

Languages any two languages

Saving Throws. Str +4, Dex +5, Wis +2

Multiattack. The captain makes three melee attacks: two with its scimitar and one with its dagger. Or the captain makes two ranged attacks with its daggers.

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DRUID

MONSTER

Medium, Humanoid, any alignment



Armor Class 11 HP 27 (5d8+5) CR 2

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	13 (+1)	12 (+1)	15 (+2)	11 (+0)

Speed 30 ft.

Skills medicine +4, nature +3, perception +4

Senses passive Perception 14

Languages Druidic plus any two languages

Spellcasting. The druid is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). It has the following druid spells prepared:

- Cantrips (at will): druidcraft, produce flame, shillelagh

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SCOUT

MONSTER

Medium, Humanoid, any alignment



Armor Class 13 HP 16 (3d8+3) CR 1/2

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

Speed 30 ft.

Skills nature +4, perception +5, stealth +6, survival +5

Senses passive Perception 15

Languages any one language (usually Common)

Keen Hearing and Sight. The scout has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Multiattack. The scout makes two melee attacks or two ranged attacks.

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SWARM OF SPIDERS

MONSTER

Medium, Beast, unaligned



Armor Class 12 HP 22 (5d8) CR 1/2

STR	DEX	CON	INT	WIS	CHA
3 (-4)	13 (+1)	10 (+0)	1 (-5)	7 (-2)	1 (-5)

Speed 20 ft., climb 20 ft.

Senses blindsight 10 ft., passive Perception 8

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 insect. The swarm can't regain hit points or gain temporary hit points.

Spider Climb. The swarm can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

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TRIBAL WARRIOR

MONSTER

Medium, Humanoid, any alignment



Armor Class 12 HP 11 (2d8+2) CR 1/8

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

Speed 30 ft.

Senses passive Perception 10

Languages any one language

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

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MAGE HAND

SPELL

Cantrip · Conjunction



CAST
1 action

RANGE
30 feet

COMPONENTS
V, S

DURATION
1 minute

A spectral, floating hand appears at a point you choose within range. The hand lasts for the duration or until you dismiss it as an action. The hand vanishes if it is ever more than 30 feet away from you or if you cast this spell again. You can use your action to control the hand. You can use the hand to manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, or pour the contents out of a vial. You can move the hand up to 30 feet each time you use it. The hand can't attack, activate magic items, or carry more than 10 pounds.

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SCOUT *(continued)* MONSTER

Shortsword. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) piercing damage.
Longbow. Ranged Weapon Attack: +4 to hit, range 150/600 ft., one target. Hit: 6 (1d8 + 2) piercing damage.

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DRUID *(continued)* MONSTER

- 1st level (4 slots): entangle, longstrider, speak with animals, thunderwave
- 2nd level (3 slots): animal messenger, barkskin

Quarterstaff. Melee Weapon Attack: +2 to hit (+4 to hit with shillelagh), reach 5 ft., one target. Hit: 3 (1d6) bludgeoning damage, or 6 (1d8 + 2) bludgeoning damage with shillelagh or if wielded with two hands.

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BANDIT CAPTAIN *(continued)* MONSTER

Scimitar. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) slashing damage.
Dagger. Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 5 (1d4 + 3) piercing damage.

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TRIBAL WARRIOR *(continued)* MONSTER

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

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SWARM OF SPIDERS *(continued)* MONSTER

Web Sense. While in contact with a web, the swarm knows the exact location of any other creature in contact with the same web.
Web Walker. The swarm ignores movement restrictions caused by webbing.
Bites. Melee Weapon Attack: +3 to hit, reach 0 ft., one target in the swarm's space. Hit: 10 (4d4) piercing damage, or 5 (2d4) piercing damage if the swarm has half of its hit points or fewer.

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GUIDANCE

SPELL

Cantrip · Divination



CAST

1 action

RANGE

Touch

COMPONENTS

V, S

DURATION

Concentration, up to 1 minute

You touch one willing creature. Once before the spell ends, the target can roll a d4 and add the number rolled to one ability check of its choice. It can roll the die before or after making the ability check. The spell then ends.

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LIGHT

SPELL

Cantrip · Evocation



CAST

1 action

RANGE

Touch

COMPONENTS

V, M (a firefly or phosphorescent moss)

DURATION

1 hour

You touch one object that is no larger than 10 feet in any dimension. Until the spell ends, the object sheds bright light in a 20-foot radius and dim light for an additional 20 feet. The light can be colored as you like. Completely covering the object with something opaque blocks the light. The spell ends if you cast it again or dismiss it as an action.

If you target an object held or worn by a hostile creature, that creature must succeed on a Dexterity saving throw to avoid the spell.

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CURE WOUNDS

SPELL

Level 1 · Evocation



CAST

1 action

RANGE

Touch

COMPONENTS

V, S

DURATION

Instantaneous

A creature you touch regains a number of hit points equal to 1d8 + your spellcasting ability modifier. This spell has no effect on undead or constructs.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the healing increases by 1d8 for each slot level above 1st.

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HEALING WORD

SPELL

Level 1 · Evocation



CAST

1 bonus action

RANGE

60 feet

COMPONENTS

V

DURATION

Instantaneous

A creature of your choice that you can see within range regains hit points equal to 1d4 + your spellcasting ability modifier. This spell has no effect on undead or constructs.

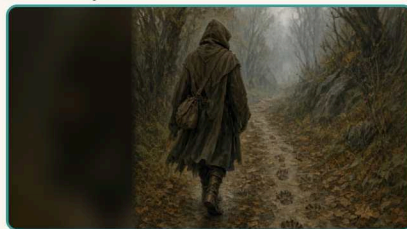
At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the healing increases by 1d4 for each slot level above 1st.

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PASS WITHOUT TRACE

SPELL

Level 2 · Abjuration



CAST

1 action

RANGE

Self

COMPONENTS

V, S, M (ashes from a burned leaf of mistletoe and a sprig of spruce)

DURATION

Concentration, up to 1 hour

A veil of shadows and silence radiates from you, masking you and chosen companions from detection. For the duration, each creature you choose within 30 feet of you (including you) gains a +10 bonus to Dexterity (Stealth) checks and cannot be tracked except by magical means. A creature that receives this bonus leaves no tracks or other traces of its passage.

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ALARM

SPELL

Level 1 · Abjuration



CAST

1 minute (ritual)

RANGE

30 feet

COMPONENTS

V, S, M (a tiny bell and a piece of fine silver wire)

DURATION

8 hours

You set an alarm against unwanted intrusion. Choose a door, a window, or an area within range that is no larger than a 20-foot cube. Until the spell ends, an alarm alerts you whenever a Tiny or larger creature touches or enters the warded area. When you cast the spell, you can designate creatures that won't set off the alarm. You also choose whether the alarm is mental or audible.

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ANIMAL FRIENDSHIP

SPELL

Level 1 · Enchantment



CAST

1 action

RANGE

30 feet

COMPONENTS

V, S, M (a morsel of food)

DURATION

24 hours

This spell lets you convince a beast that you mean it no harm. Choose a beast that you can see within range. It must see and hear you. If the beast's Intelligence is 4 or higher, the spell fails. Otherwise, the beast must succeed on a Wisdom saving throw or be charmed by you for the spell's duration. If you or one of your companions harms the target, the spell ends.

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ANIMAL MESSENGER

SPELL

Level 2 · Enchantment



CAST

1 action (ritual)

RANGE

30 feet

COMPONENTS

V, S, M (a morsel of food)

DURATION

24 hours

When the messenger arrives, it delivers your message to the creature that you described, replicating the sound of your voice. The messenger speaks only to a creature matching the description you gave. If the messenger doesn't reach its destination before the spell ends, the message is lost, and the beast makes its way back to where you cast this spell.

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ANIMAL MESSENGER (2/2)

SPELL

Continued

When the messenger arrives, it delivers your message to the creature that you described, replicating the sound of your voice. The messenger speaks only to a creature matching the description you gave. If the messenger doesn't reach its destination before the spell ends, the message is lost, and the beast makes its way back to where you cast this spell.

At Higher Levels. If you cast this spell using a spell slot of 3rd level or higher, the duration of the spell increases by 48 hours for each slot level above 2nd.

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ALARM *(continued)* SPELL

A mental alarm alerts you with a ping in your mind if you are within 1 mile of the warded area. This ping awakens you if you are sleeping.
An audible alarm produces the sound of a hand bell for 10 seconds within 60 feet.

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ANIMAL MESSENGER SPELL *(continued)*

By means of this spell, you use an animal to deliver a message. Choose a Tiny beast you can see within range, such as a squirrel, a blue jay, or a bat. You specify a location, which you must have visited, and a recipient who matches a general description, such as “a man or woman dressed in the uniform of the town guard” or “a red-haired dwarf wearing a pointed hat.” You also speak a message of up to twenty-five words. The target beast travels for the duration of the spell toward the specified location, covering about 50 miles per 24 hours for a flying messenger, or 25 miles for other animals.

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ANIMAL FRIENDSHIP SPELL *(continued)*

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can affect one additional beast t level above 1st.

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ANIMAL SHAPES

SPELL

Level 8 · Transmutation



CAST
1 action

RANGE
30 feet

COMPONENTS
V, S

DURATION
Concentration, up to 24 hours

Your magic turns others into beasts. Choose any number of willing creatures that you can see within range. You transform each target into the form of a Large or smaller beast with a challenge rating of 4 or lower. On subsequent turns, you can use your action to transform affected creatures into new forms.

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ANIMAL SHAPES (2/2)

SPELL

Continued

The target's gear melds into the new form. The target can't activate, wield, or otherwise benefit from any of its equipment.

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BARKSKIN

SPELL

Level 2 · Transmutation



CAST
1 action

RANGE
Touch

COMPONENTS
V, S, M (a handful of oak bark)

DURATION
Concentration, up to 1 hour

You touch a willing creature. Until the spell ends, the target's skin has a rough, bark-like appearance, and the target's AC can't be less than 16, regardless of what kind of armor it is wearing.

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COMMUNE WITH NATURE

SPELL

Level 5 · Divination



CAST
1 minute (ritual)
COMPONENTS
V, S

RANGE
Self
DURATION
Instantaneous

You briefly become one with nature and gain knowledge of the surrounding territory. In the outdoors, the spell gives you knowledge of the land within 3 miles of you. In caves and other natural underground settings, the radius is limited to 300 feet. The spell doesn't function where nature has been replaced by construction, such as in dungeons and towns.

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CONJURE ANIMALS

SPELL

Level 3 · Conjuration



CAST
1 action

RANGE
60 feet

COMPONENTS
V, S

DURATION
Concentration, up to 1 hour

You summon fey spirits that take the form of beasts and appear in unoccupied spaces that you can see within range. Choose one of the following options for what appears:

- One beast of challenge rating 2 or lower
- Two beasts of challenge rating 1 or lower
- Four beasts of challenge rating 1/2 or lower

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CONJURE ANIMALS (2/2)

SPELL

Continued

At Higher Levels. When you cast this spell using certain higher-level spell slots, you choose one of the summoning options above, and more creatures appear: twice as many with a 5th-level slot, three times as many with a 7th-level slot, and four times as many with a 9th-level slot.

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DRUIDCRAFT

SPELL

Cantrip · Transmutation



CAST
1 action

RANGE
30 feet

COMPONENTS
V, S

DURATION
Instantaneous

Whispering to the spirits of nature, you create one of the following effects within range:

- You create a tiny, harmless sensory effect that predicts what the weather will be at your location for the next 24 hours. The effect might manifest as a golden orb for clear skies, a cloud for rain, falling snowflakes for snow, and so on. This effect persists for 1 round.
- You instantly make a flower blossom, a seed pod open, or a leaf bud bloom.

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ENTANGLE

SPELL

Level 1 · Conjuration



CAST
1 action

RANGE
90 feet

COMPONENTS
V, S

DURATION
Concentration, up to 1 minute

Grasping weeds and vines sprout from the ground in a 20-foot square starting from a point within range. For the duration, these plants turn the ground in the area into difficult terrain.

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EXPEDITIOUS RETREAT

SPELL

Level 1 · Transmutation



CAST
1 bonus action

RANGE
Self

COMPONENTS
V, S

DURATION
Concentration, up to 10 minutes

This spell allows you to move at an incredible pace. When you cast this spell, and then as a bonus action on each of your turns until the spell ends, you can take the Dash action.

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ANIMAL SHAPES

SPELL

(continued)

The transformation lasts for the duration for each target, or until the target drops to 0 hit points or dies. You can choose a different form for each target. A target's game statistics are replaced by the statistics of the chosen beast, though the target retains its alignment and Intelligence, Wisdom, and Charisma scores. The target assumes the hit points of its new form, and when it reverts to its normal form, it returns to the number of hit points it had before it transformed. If it reverts as a result of dropping to 0 hit points, any excess damage carries over to its normal form. As long as the excess damage doesn't reduce the creature's normal form to 0 hit points, it isn't knocked unconscious. The creature is limited in the actions it can perform by the nature of its new form, and it can't speak or cast spells.

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CONJURE ANIMALS

SPELL

(continued)

• Eight beasts of challenge rating 1/4 or lower Each beast is also considered fey, and it disappears when it drops to 0 hit points or when the spell ends. The summoned creatures are friendly to you and your companions. Roll initiative for the summoned creatures as a group, which has its own turns. They obey any verbal commands that you issue to them (no action required by you). If you don't issue any commands to them, they defend themselves from hostile creatures, but otherwise take no actions. The GM has the creatures' statistics.

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COMMUNE WITH

SPELL

NATURE (continued)

You instantly gain knowledge of up to three facts of your choice about any of the following subjects as they relate to the area:

- terrain and bodies of water
- prevalent plants, minerals, animals, or peoples
- powerful celestials, fey, fiends, elementals, or undead
- influence from other planes of existence
- buildings For example, you could determine the location of powerful undead in the area, the location of major sources of safe drinking water, and the location of any nearby towns.

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ENTANGLE (continued)

SPELL

A creature in the area when you cast the spell must succeed on a Strength saving throw or be restrained by the entangling plants until the spell ends. A creature restrained by the plants can use its action to make a Strength check against your spell save DC. On a success, it frees itself. When the spell ends, the conjured plants wilt away.

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DRUIDCRAFT

SPELL

(continued)

- You create an instantaneous, harmless sensory effect, such as falling leaves, a puff of wind, the sound of a small animal, or the faint odor of skunk. The effect must fit in a 5-foot cube.
- You instantly light or snuff out a candle, a torch, or a small campfire.

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FREEDOM OF MOVEMENT

SPELL

Level 4 · Abjuration



CAST
1 action

RANGE
Touch

COMPONENTS
V, S, M (a leather strap, bound around the arm or a similar appendage)

DURATION
1 hour

You touch a willing creature. For the duration, the target's movement is unaffected by difficult terrain, and spells and other magical effects can neither reduce the target's speed nor cause the target to be paralyzed or restrained.

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GOODBERRY

SPELL

Level 1 · Transmutation



CAST
1 action

RANGE
Touch

COMPONENTS
V, S, M (a sprig of mistletoe)

DURATION
Instantaneous

Up to ten berries appear in your hand and are infused with magic for the duration. A creature can use its action to eat one berry. Eating a berry restores 1 hit point, and the berry provides enough nourishment to sustain a creature for one day.

The berries lose their potency if they have not been consumed within 24 hours of the casting of this spell.

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HUNTER'S MARK

SPELL

Level 1 · Divination



CAST
1 bonus action

RANGE
90 feet

COMPONENTS
V

DURATION
Concentration, up to 1 hour

You choose a creature you can see within range and mystically mark it as your quarry. Until the spell ends, you deal an extra 1d6 damage to the target whenever you hit it with a weapon attack, and you have advantage on any Wisdom (Perception) or Wisdom (Survival) check you make to find it. If the target drops to 0 hit points before this spell ends, you can use a bonus action on a subsequent turn of yours to mark a new creature.

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JUMP

SPELL

Level 1 · Transmutation



CAST
1 action

RANGE
Touch

COMPONENTS
V, S, M (a grasshopper's hind leg)

DURATION
1 minute

You touch a creature. The creature's jump distance is tripled until the spell ends.

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LOCATE ANIMALS OR PLANTS

SPELL

Level 2 · Divination



CAST
1 action (ritual)

RANGE
Self

COMPONENTS
V, S, M (a bit of fur from a bloodhound)

DURATION
Instantaneous

Describe or name a specific kind of beast or plant. Concentrating on the voice of nature in your surroundings, you learn the direction and distance to the closest creature or plant of that kind within 5 miles, if any are present.

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LOCATE CREATURE

SPELL

Level 4 · Divination



CAST
1 action

RANGE
Self

COMPONENTS
V, S, M (a bit of fur from a bloodhound)

DURATION
Concentration, up to 1 hour

Describe or name a creature that is familiar to you. You sense the direction to the creature's location, as long as that creature is within 1,000 feet of you. If the creature is moving, you know the direction of its movement.

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LONGSTRIDER

SPELL

Level 1 · Transmutation



CAST
1 action

RANGE
Touch

COMPONENTS
V, S, M (a pinch of dirt)

DURATION
1 hour

You touch a creature. The target's speed increases by 10 feet until the spell ends.

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

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PHANTOM STEED

SPELL

Level 3 · Illusion



CAST
1 minute

RANGE
30 feet

COMPONENTS
V, S

DURATION
1 hour

A Large quasi-real, horselike creature appears on the ground in an unoccupied space of your choice within range. You decide the creature's appearance, but it is equipped with a saddle, bit, and bridle. Any of the equipment created by the spell vanishes in a puff of smoke if it is carried more than 10 feet away from the steed.

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PLANT GROWTH

SPELL

Level 3 · Transmutation



CAST
1 action or 8 hours

RANGE
150 feet

COMPONENTS
V, S

DURATION
Instantaneous

This spell channels vitality into plants within a specific area. There are two possible uses for the spell, granting either immediate or long-term benefits. If you cast this spell using 1 action, choose a point within range. All normal plants in a 100-foot radius centered on that point become thick and overgrown. A creature moving through the area must spend 4 feet of movement for every 1 foot it moves.

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HUNTER'S MARK

SPELL

(continued)

At Higher Levels. When you cast this spell using a spell slot of 3rd or 4th level, you can maintain your concentration on the spell for up to 8 hours. When you use a spell slot of 5th level or higher, you can maintain your concentration on the spell for up to 24 hours.

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FREEDOM OF

MOVEMENT (continued)

SPELL

The target can also spend 5 feet of movement to automatically escape from nonmagical restraints, such as manacles or a creature that has it grappled. Finally, being underwater imposes no penalties on the target's movement or attacks.

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LOCATE CREATURE

SPELL

(continued)

The spell can locate a specific creature known to you, or the nearest creature of a specific kind (such as a human or a unicorn), so long as you have seen such a creature up close-within 30 feet-at least once. If the creature you described or named is in a different form, such as being under the effects of a polymorph spell, this spell doesn't locate the creature. This spell can't locate a creature if running water at least 10 feet wide blocks a direct path between you and the creature.

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PLANT GROWTH

SPELL

(continued)

You can exclude one or more areas of any size within the spell's area from being affected. If you cast this spell over 8 hours, you enrich the land. All plants in a half-mile radius centered on a point within range become enriched for 1 year. The plants yield twice the normal amount of food when harvested.

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PHANTOM STEED

SPELL

(continued)

For the duration, you or a creature you choose can ride the steed. The creature uses the statistics for a riding horse, except it has a speed of 100 feet and can travel 10 miles in an hour, or 13 miles at a fast pace. When the spell ends, the steed gradually fades, giving the rider 1 minute to dismount. The spell ends if you use an action to dismiss it or if the steed takes any damage.

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REINCARNATE

SPELL

Level 5 · Transmutation



CAST

1 hour

RANGE

Touch

COMPONENTS

V, S, M (rare oils and unguents worth at least 1,000 gp, which the spell consumes)

DURATION

Instantaneous

You touch a dead humanoid or a piece of a dead humanoid. Provided that the creature has been dead no longer than 10 days, the spell forms a new adult body for it and then calls the soul to enter that body. If the target's soul isn't free or willing to do so, the spell fails.

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SHILLELAGH

SPELL

Cantrip · Transmutation



CAST

1 bonus action

RANGE

Touch

COMPONENTS

V, S, M (mistletoe, a shamrock leaf, and a club or quarterstaff)

DURATION

1 minute

The wood of a club or quarterstaff you are holding is imbued with nature's power. For the duration, you can use your spellcasting ability instead of Strength for the attack and damage rolls of melee attacks using that weapon, and the weapon's damage die becomes a d8. The weapon also becomes magical, if it isn't already. The spell ends if you cast it again or if you let go of the weapon.

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SPEAK WITH ANIMALS

SPELL

Level 1 · Divination



CAST

1 action

RANGE

Self

COMPONENTS

V, S

DURATION

10 minutes

You gain the ability to comprehend and verbally communicate with beasts for the duration. The knowledge and awareness of many beasts is limited by their intelligence, but at minimum, beasts can give you information about nearby locations and monsters, including whatever they can perceive or have perceived within the past day. You might be able to persuade a beast to perform a small favor for you, at the DM's discretion.

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SPEAK WITH PLANTS

SPELL

Level 3 · Transmutation



CAST

1 action

RANGE

Self (30-foot radius)

COMPONENTS

V, S

DURATION

10 minutes

You imbue plants within 30 feet of you with limited sentience and animation, giving them the ability to communicate with you and follow your simple commands. You can question plants about events in the spell's area within the past day, gaining information about creatures that have passed, weather, and other circumstances.

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SPEAK WITH PLANTS

SPELL

(2/2)

Continued

This spell can cause the plants created by the entangle spell to release a restrained creature.

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SPIKE GROWTH

SPELL

Level 2 · Transmutation



CAST

1 action

RANGE

150 feet

COMPONENTS

V, S, M (seven sharp thorns or seven small twigs, each sharpened to a point)

DURATION

Concentration, up to 10 minutes

The ground in a 20-foot radius centered on a point within range twists and sprouts hard spikes and thorns. The area becomes difficult terrain for the duration. When a creature moves into or within the area, it takes 2d4 piercing damage for every 5 feet it travels.

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TINY HUT

SPELL

Level 3 · Evocation



CAST

1 minute

RANGE

Self (10-foot-radius hemisphere)

COMPONENTS

V, S, M (a small crystal bead)

DURATION

8 hours

A 10-foot-radius immobile dome of force springs into existence around and above you and remains stationary for the duration. The spell ends if you leave its area.

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TRANSPORT VIA PLANTS

SPELL

Level 6 · Conjuration



CAST

1 action

RANGE

10 feet

COMPONENTS

V, S

DURATION

1 round

This spell creates a magical link between a Large or larger inanimate plant within range and another plant, at any distance, on the same plane of existence. You must have seen or touched the destination plant at least once before. For the duration, any creature can step into the target plant and exit from the destination plant by using 5 feet of movement.

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TREE STRIDE

SPELL

Level 5 · Conjuration



CAST

1 action

RANGE

Self

COMPONENTS

V, S

DURATION

Concentration, up to 1 minute

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REINCARNATE SPELL (continued)

The magic fashions a new body for the creature to inhabit, which likely causes the creature's race to change. The DM rolls a d100 and consults the following table to determine what form the creature takes when restored to life, or the DM chooses a form.

d100 Race	01-04 Dragonborn	05-13 Dwarf	hill 14-21 Dwarf	mountain 22-25 Elf	dark 26-34 Elf	high 35-42 Elf	wood 43-46 Gnome	forest 47-52 Gnome	rock 53-56 Half-elf	57-60 Half-orc	61-68 Halfling	lightfoot 69-76 Halfling	stout 77-96 Human	97-00 Tiefling
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The reincarnated creature recalls its former life and experiences. It retains the capabilities it had in its original form, except it exchanges its original race for the new one and changes its racial traits accordingly.

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SPIKE GROWTH SPELL (continued)

The transformation of the ground is camouflaged to look natural. Any creature that can't see the area at the time the spell is cast must make a Wisdom (Perception) check against your spell save DC to recognize the terrain as hazardous before entering it.

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SPEAK WITH PLANTS SPELL (continued)

You can also turn difficult terrain caused by plant growth (such as thickets and undergrowth) into ordinary terrain that lasts for the duration. Or you can turn ordinary terrain where plants are present into difficult terrain that lasts for the duration, causing vines and branches to hinder pursuers, for example.

Plants might be able to perform other tasks on your behalf, at the DM's discretion. The spell doesn't enable plants to uproot themselves and move about, but they can freely move branches, tendrils, and stalks.

If a plant creature is in the area, you can communicate with it as if you shared a common language, but you gain no magical ability to influence it.

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TREE STRIDE SPELL (continued)

You gain the ability to enter a tree and move from inside it to inside another tree of the same kind within 500 feet. Both trees must be living and at least the same size as you. You must use 5 feet of movement to enter a tree. You instantly know the location of all other trees of the same kind within 500 feet and, as part of the move used to enter the tree, can either pass into one of those trees or step out of the tree you're in. You appear in a spot of your choice within 5 feet of the destination tree, using another 5 feet of movement. If you have no movement left, you appear within 5 feet of the tree you entered. You can use this transportation ability once per round for the duration. You must end each turn outside a tree.

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TINY HUT (continued) SPELL

Nine creatures of Medium size or smaller can fit inside the dome with you. The spell fails if its area includes a larger creature or more than nine creatures. Creatures and objects within the dome when you cast this spell can move through it freely. All other creatures and objects are barred from passing through it. Spells and other magical effects can't extend through the dome or be cast through it. The atmosphere inside the space is comfortable and dry, regardless of the weather outside.

Until the spell ends, you can command the interior to become dimly lit or dark. The dome is opaque from the outside, of any color you choose, but it is transparent from the inside.

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WALL OF THORNS

SPELL

Level 6 · Conjuraton



CAST

1 action

RANGE

120 feet

COMPONENTS

V, S, M (a handful of thorns)

DURATION

Concentration, up to 10 minutes

You create a wall of tough, pliable, tangled brush bristling with needle-sharp thorns. The wall appears within range on a solid surface and lasts for the duration. You choose to make the wall up to 60 feet long, 10 feet high, and 5 feet thick or a circle that has a 20-foot diameter and is up to 20 feet high and 5 feet thick. The wall blocks line of sight.

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POTION OF HEALING

ITEM

potion · common · No attunement



Value 50 gp Weight 0.5 lb.

The common potion of healing restores 2d4 + 2 hit points.

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POTION OF CLIMBING

ITEM

potion · common · No attunement



Value 50 gp Weight 0.5 lb.

When you drink this potion, you gain a climbing speed equal to your walking speed for 1 hour. During this time, you have advantage on Strength (Athletics) checks you make to climb. The potion is separated into brown, silver, and gray layers resembling bands of stone. Shaking the bottle fails to mix the colors.

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BAG OF HOLDING

ITEM

wondrous · uncommon · No attunement



Value 4,000 gp Weight 15 lb.

This bag has an interior space considerably larger than its outside dimensions, roughly 2 feet in diameter at the mouth and 4 feet deep. The bag can hold up to 500 pounds, not exceeding a volume of 64 cubic feet. The bag weighs 15 pounds, regardless of its contents. Retrieving an item from the bag requires an action.

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BAG OF HOLDING (2/2)

ITEM

Continued

Placing a bag of holding inside an extradimensional space created by a handy haversack, portable hole, or similar item instantly destroys both items and opens a gate to the Astral Plane. The gate originates where the one item was placed inside the other. Any creature within 10 feet of the gate is sucked through it to a random location on the Astral Plane. The gate then closes. The gate is one-way only and can't be reopened.

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BOOTS OF ELVENKIND

ITEM

wondrous · uncommon · No attunement



Value 2,500 gp Weight 1 lb.

While you wear these boots, your steps make no sound, regardless of the surface you are moving across. You also have advantage on Dexterity (Stealth) checks that rely on moving silently.

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CLOAK OF ELVENKIND

ITEM

wondrous · uncommon · Attunement



Value 5,000 gp Weight 1 lb.

While you wear this cloak with its hood up, Wisdom (Perception) checks made to see you have disadvantage, and you have advantage on Dexterity (Stealth) checks made to hide, as the cloak's color shifts to camouflage you. Pulling the hood up or down requires an action.

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RING OF JUMPING

ITEM

ring · uncommon · Attunement



Value 2,500 gp

While wearing this ring, you can cast the jump spell from it as a bonus action at will, but can target only yourself when you do so.

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WINGED BOOTS

ITEM

wondrous · uncommon · Attunement



While you wear these boots, you have a flying speed equal to your walking speed. You can use the boots to fly for up to 4 hours, all at once or in several shorter flights, each one using a minimum of 1 minute from the duration. If you are flying when the duration expires, you descend at a rate of 30 feet per round until you land. The boots regain 2 hours of flying capability for every 12 hours they aren't in use.

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WALL OF THORNS

SPELL

(continued)

When the wall appears, each creature within its area must make a Dexterity saving throw. On a failed save, a creature takes 7d8 piercing damage, or half as much damage on a successful save.

A creature can move through the wall, albeit slowly and painfully. For every 1 foot a creature moves through the wall, it must spend 4 feet of movement. Furthermore, the first time a creature enters the wall on a turn or ends its turn there, the creature must make a Dexterity saving throw. It takes 7d8 slashing damage on a failed save, or half as much damage on a successful one.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, both types of damage increase by 1d8 for each slot level above 6th.

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BAG OF HOLDING

ITEM

(continued)

If the bag is overloaded, pierced, or torn, it ruptures and is destroyed, and its contents are scattered in the Astral Plane. If the bag is turned inside out, its contents spill forth, unharmed, but the bag must be put right before it can be used again. Breathing creatures inside the bag can survive up to a number of minutes equal to 10 divided by the number of creatures (minimum 1 minute), after which time they begin to suffocate.

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HANDY HAVERSACK

ITEM

wondrous · rare · No attunement



Value 20,000 gp Weight 5 lb.

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HANDY HAVERSACK

ITEM

(2/2)

Continued

Full text on dexarcana.com/repository/magic-items/handy-haversack.

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GOGGLES OF NIGHT

ITEM

wondrous · uncommon · No attunement



Value 1,500 gp

While wearing these dark lenses, you have darkvision out to a range of 60 feet. If you already have darkvision, wearing the goggles increases its range by 60 feet.

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AMMUNITION, +1, +2, OR +3

ITEM

weapon · uncommon (+1), rare (+2), or very rare (+3) · No attunement



You have a bonus to attack and damage rolls made with this piece of magic ammunition. The bonus is determined by the rarity of the ammunition. Once it hits a target, the ammunition is no longer magical.

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ARROW OF SLAYING

ITEM

weapon · very rare · No attunement



An arrow of slaying is a magic weapon meant to slay a particular kind of creature. Some are more focused than others; for example, there are both arrows of dragon slaying and arrows of blue dragon slaying. If a creature belonging to the type, race, or group associated with an arrow of slaying takes damage from the arrow, the creature must make a DC 17 Constitution saving throw, taking an extra 6d10 piercing damage on a failed save, or half as much extra damage on a successful one. Once an arrow of slaying deals its extra damage to a creature, it becomes a nonmagical arrow. Other types of magic ammunition of this kind exist, such as bolts of slaying meant for a crossbow, though arrows are most common.

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BAG OF TRICKS

ITEM

wondrous · uncommon · No attunement



This ordinary bag, made from gray, rust, or tan cloth, appears empty. Reaching inside the bag, however, reveals the presence of a small, fuzzy object. The bag weighs 1/2 pound.

You can use an action to pull the fuzzy object from the bag and throw it up to 20 feet. When the object lands, it transforms into a creature you determine by rolling a d8 and consulting the table that corresponds to the bag's color. The creature vanishes at the next dawn or when it is reduced to 0 hit points.

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BAG OF TRICKS (2/2)

ITEM

Continued

Gray Bag of Tricks d8 Creature 1 Weasel 2 Giant rat 3 Badger 4 Boar 5 Panther 6 Giant badger 7 Dire wolf 8 Giant elk Rust Bag of Tricks d8 Creature 1 Rat 2 Owl 3 Mastiff 4 Goat 5 Giant goat 6 Giant boar 7 Lion 8 Brown bear Tan Bag of Tricks d8 Creature 1 Jackal 2 Ape 3 Baboon 4 Axe beak 5 Black bear 6 Giant weasel 7 Giant hyena 8 Tiger

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BOOTS OF STRIDING AND SPRINGING

ITEM

wondrous · uncommon · Attunement



While you wear these boots, your walking speed becomes 30 feet, unless your walking speed is higher, and your speed isn't reduced if you are encumbered or wearing heavy armor. In addition, you can jump three times the normal distance, though you can't jump farther than your remaining movement would allow.

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BRACERS OF ARCHERY

ITEM

wondrous · uncommon · Attunement



While wearing these bracers, you have proficiency with the longbow and shortbow, and you gain a +2 bonus to damage rolls on ranged attacks made with such weapons.

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BAG OF TRICKS (continued)

ITEM

The creature is friendly to you and your companions, and it acts on your turn. You can use a bonus action to command how the creature moves and what action it takes on its next turn, or to give it general orders, such as to attack your enemies. In the absence of such orders, the creature acts in a fashion appropriate to its nature. Once three fuzzy objects have been pulled from the bag, the bag can't be used again until the next dawn.

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EFFICIENT QUIVER

ITEM

wondrous · uncommon · No attunement



Each of the quiver's three compartments connects to an extradimensional space that allows the quiver to hold numerous items while never weighing more than 2 pounds. The shortest compartment can hold up to sixty arrows, bolts, or similar objects. The midsize compartment holds up to eighteen javelins or similar objects. The longest compartment holds up to six long objects, such as bows, quarterstaves, or spears.

You can draw any item the quiver contains as if doing so from a regular quiver or scabbard.

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ELVEN CHAIN

ITEM

armor · rare · No attunement



You gain a +1 bonus to AC while you wear this armor. You are considered proficient with this armor even if you lack proficiency with medium armor.

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EYES OF THE EAGLE

ITEM

wondrous · uncommon · Attunement



These crystal lenses fit over the eyes. While wearing them, you have advantage on Wisdom (Perception) checks that rely on sight. In conditions of clear visibility, you can make out details of even extremely distant creatures and objects as small as 2 feet across.

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FIGURINE OF WONDROUS POWER

ITEM

wondrous · rarity by figurine · No attunement



A figurine of wondrous power is a statuette of a beast small enough to fit in a pocket. If you use an action to speak the command word and throw the figurine to a point on the ground within 60 feet of you, the figurine becomes a living creature. If the space where the creature would appear is occupied by other creatures or objects, or if there isn't enough space for the creature, the figurine doesn't become a creature.

The creature is friendly to you and your companions. It understands your languages and obeys your spoken commands. If you issue no commands, the creature defends itself but takes no other actions.

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FIGURINE OF WONDROUS POWER (2/3)

ITEM

Continued

Ebony Fly (Rare). This ebony statuette is carved in the likeness of a horsefly. It can become a giant fly for up to 12 hours and can be ridden as a mount. Once it has been used, it can't be used again until 2 days have passed.

Giant Fly Large beast, unaligned Armor Class 11 Hit Points 19 (3d10 + 3) Speed 30 ft., fly 60 ft.

STR DEX CON INT WIS CHA 14 (+2) 13 (+1) 13 (+1) 2 (-4) 10 (+0) 3 (-4) Senses darkvision 60 ft., passive Perception 10 Languages - Golden Lions (Rare). These gold statuettes of lions are always created in pairs. You can use one figurine or both simultaneously. Each can become a lion for up to 1 hour. Once a lion has been used, it can't be used again until 7 days have passed.

Ivory Goats (Rare). These ivory statuettes of goats are always created in sets of three. Each goat looks unique and functions differently from the others. Their properties are as follows:

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FIGURINE OF WONDROUS POWER (3/3)

ITEM

Continued

- The goat of terror becomes a giant goat for up to 3 hours. The goat can't attack, but you can remove its horns and use them as weapons. One horn becomes a +1 lance, and the other becomes a +2 longsword. Removing a horn requires an action, and the weapons disappear and the horns return when the goat reverts to figurine form. In addition, the goat radiates a 30-foot-radius aura of terror while you are riding it. Any creature hostile to you that starts its turn in the aura must succeed on a DC 15 Wisdom saving throw or be frightened of the goat for 1 minute, or until the goat reverts to figurine form. The frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Once it successfully saves against the effect, a creature is immune to the goat's aura for the next 24 hours. Once the figurine has been used, it can't be used again until 15 days have passed.

Marble Elephant (Rare). This marble statuette is about 4 inches high and long. It can become an elephant for up to 24 hours. Once it has been used, it can't be used again until 7 days have passed.

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HORSESHOES OF A ZEPHYR

ITEM

wondrous · very rare · No attunement



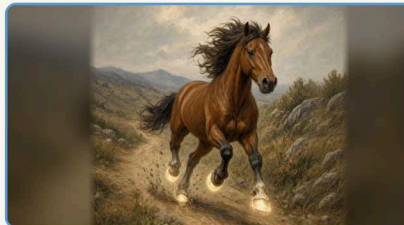
These iron horseshoes come in a set of four. While all four shoes are affixed to the hooves of a horse or similar creature, they allow the creature to move normally while floating 4 inches above the ground. This effect means the creature can cross or stand above nonsolid or unstable surfaces, such as water or lava. The creature leaves no tracks and ignores difficult terrain. In addition, the creature can move at normal speed for up to 12 hours a day without suffering exhaustion from a forced march.

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HORSESHOES OF SPEED

ITEM

wondrous · rare · No attunement



These iron horseshoes come in a set of four. While all four shoes are affixed to the hooves of a horse or similar creature, they increase the creature's walking speed by 30 feet.

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OATHBOW

ITEM

weapon · very rare · Attunement



When you nock an arrow on this bow, it whispers in Elvish, "Swift defeat to my enemies." When you use this weapon to make a ranged attack, you can, as a command phrase, say, "Swift death to you who have wronged me." The target of your attack becomes your sworn enemy until it dies or until dawn seven days later. You can have only one such sworn enemy at a time. When your sworn enemy dies, you can choose a new one after the next dawn.

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FIGURINE OF WONDROUS POWER (continued)

ITEM

Obsidian Steed (Very Rare). This polished obsidian horse can become a nightmare for up to 24 hours. The nightmare fights only to defend itself. Once it has been used, it can't be used again until 5 days have passed.
Full text on dexarcana.com/repository/magic-items/figurine-of-wondrous-power.

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FIGURINE OF WONDROUS POWER (continued)

ITEM

- The goat of traveling can become a Large goat with the same statistics as a riding horse. It has 24 charges, and each hour or portion thereof it spends in beast form costs 1 charge. While it has charges, you can use it as often as you wish. When it runs out of charges, it reverts to a figurine and can't be used again until 7 days have passed, when it regains all its charges.
- The goat of travail becomes a giant goat for up to 3 hours. Once it has been used, it can't be used again until 30 days have passed.

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FIGURINE OF WONDROUS POWER (continued)

ITEM

The creature exists for a duration specific to each figurine. At the end of the duration, the creature reverts to its figurine form. It reverts to a figurine early if it drops to 0 hit points or if you use an action to speak the command word again while touching it. When the creature becomes a figurine again, its property can't be used again until a certain amount of time has passed, as specified in the figurine's description.
Bronze Griffon (Rare). This bronze statuette is of a griffon rampant. It can become a griffon for up to 6 hours. Once it has been used, it can't be used again until 5 days have passed.

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OATHBOW (continued)

ITEM

When you make a ranged attack roll with this weapon against your sworn enemy, you have advantage on the roll. In addition, your target gains no benefit from cover, other than total cover, and you suffer no disadvantage due to long range. If the attack hits, your sworn enemy takes an extra 3d6 piercing damage.
While your sworn enemy lives, you have disadvantage on attack rolls with all other weapons.

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POTION OF ANIMAL FRIENDSHIP

ITEM

potion · uncommon · No attunement



When you drink this potion, you can cast the animal friendship spell (save DC 13) for 1 hour at will. Agitating this muddy liquid brings little bits into view: a fish scale, a hummingbird tongue, a cat claw, or a squirrel hair.

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POTION OF GROWTH

ITEM

potion · uncommon · No attunement



When you drink this potion, you gain the "enlarge" effect of the enlarge/reduce spell for 1d4 hours (no concentration required). The red in the potion's liquid continuously expands from a tiny bead to color the clear liquid around it and then contracts. Shaking the bottle fails to interrupt this process.

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RING OF ANIMAL INFLUENCE

ITEM

ring · rare · No attunement



This ring has 3 charges, and it regains 1d3 expended charges daily at dawn. While wearing the ring, you can use an action to expend 1 of its charges to cast one of the following spells:

- Animal friendship (save DC 13) • Fear (save DC 13), targeting only beasts that have an Intelligence of 3 or lower
- Speak with animals

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ROPE OF CLIMBING

ITEM

wondrous · uncommon · No attunement



This 60-foot length of silk rope weighs 3 pounds and can hold up to 3,000 pounds. If you hold one end of the rope and use an action to speak the command word, the rope animates. As a bonus action, you can command the other end to move toward a destination you choose. That end moves 10 feet on your turn when you first command it and 10 feet on each of your turns until reaching its destination, up to its maximum length away, or until you tell it to stop. You can also tell the rope to fasten itself securely to an object or to unfasten itself, to knot or unknot itself, or to coil itself for carrying.

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STAFF OF THE WOODLANDS

ITEM

staff · rare · Attunement



This staff can be wielded as a magic quarterstaff that grants a +2 bonus to attack and damage rolls made with it. While holding it, you have a +2 bonus to spell attack rolls. The staff has 10 charges for the following properties. It regains 1d6 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff loses its properties and becomes a nonmagical quarterstaff.

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STAFF OF THE WOODLANDS (2/2)

ITEM

Continued

Tree Form. You can use an action to plant one end of the staff in fertile earth and expend 1 charge to transform the staff into a healthy tree. The tree is 60 feet tall and has a 5-foot-diameter trunk, and its branches at the top spread out in a 20-foot radius. The tree appears ordinary but radiates a faint aura of transmutation magic if targeted by detect magic. While touching the tree and using another action to speak its command word, you return the staff to its normal form. Any creature in the tree falls when it reverts to a staff.

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SHORTBOW

GEAR

weapon



Value 25 gp **Weight** 2 lb. **Damage** 1d6 piercing
Simple ranged weapon. Ammunition (range 80/320), two-handed.

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LEATHER ARMOR

GEAR

armor



Value 10 gp **Weight** 10 lb.
Light armor. Armor Class 11 + Dexterity modifier.

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BACKPACK

GEAR

gear



Value 2 gp **Weight** 5 lb.
A backpack can hold 1 cubic foot / 30 pounds of gear. You can also strap items, such as a bedroll or a coil of rope, to the outside of a backpack.

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STAFF OF THE WOODLANDS *(continued)* ITEM

Spells. You can use an action to expend 1 or more of the staff's charges to cast one of the following spells from it, using your spell save DC: animal friendship (1 charge), awaken (5 charges), barkskin (2 charges), locate animals or plants (2 charges), speak with animals (1 charge), speak with plants (3 charges), or wall of thorns (6 charges). You can also use an action to cast the pass without trace spell from the staff without using any charges.

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ROPE OF CLIMBING *(continued)* ITEM

If you tell the rope to knot, large knots appear at 1--- foot intervals along the rope. While knotted, the rope shortens to a 50-foot length and grants advantage on checks made to climb it. The rope has AC 20 and 20 hit points. It regains 1 hit point every 5 minutes as long as it has at least 1 hit point. If the rope drops to 0 hit points, it is destroyed.

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BEDROLL

GEAR

gear



Value 1 gp **Weight** 7 lb.

A bedroll is bedding for a long rest outdoors or in rough quarters. You can strap it to the outside of a backpack.

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GRAPPLING HOOK

GEAR

gear



Value 2 gp **Weight** 4 lb.

When used with a rope, a grappling hook can secure the rope to a battlement, window ledge, tree limb, or other protrusion. Throwing and securing the hook is a Strength (Athletics) check at a DC set by the table.

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WATERSKIN

GEAR

gear



Value 2 sp **Weight** 5 lb. (full)

A waterskin holds 4 pints of liquid. Weight listed is for a full waterskin.

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ROPE (50 FEET)

GEAR

gear



Value 1 gp **Weight** 10 lb.

Rope, whether made of hemp or silk, has 2 hit points and can be burst with a DC 17 Strength check. Hemp rope costs 1 gp and weighs 10 lb.

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HANDAXE

GEAR

weapon



Value 5 gp **Weight** 2 lb. **Damage** 1d6 slashing
Simple melee weapon. Light, thrown (range 20/60).

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LONGBOW

GEAR

weapon



Value 50 gp **Weight** 2 lb. **Damage** 1d8 piercing
Martial ranged weapon. Ammunition (range 150/600), heavy, two-handed.

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STUDED LEATHER

GEAR

armor



Value 45 gp **Weight** 13 lb.

Light armor. Armor Class 12 + Dexterity modifier.

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HIDE ARMOR

GEAR

armor



Value 10 gp **Weight** 12 lb.

Medium armor. Armor Class 12 + Dexterity modifier (max 2).

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SLING

GEAR

weapon



Value 1 sp **Damage** 1d4 bludgeoning

Simple Ranged Weapons. 1d4 bludgeoning. Ammunition (range 30/120).

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HUNTING TRAP

GEAR

gear



Value 5 gp **Weight** 25 lb.
Adventuring gear. 5 gp. Weight 25 lb..

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ARROWS (20)

GEAR

gear



Value 1 gp **Weight** 1 lb.
Adventuring gear. 1 gp. Weight 1 lb..

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SLING BULLETS (20)

GEAR

gear



Value 4 cp **Weight** 1½ lb.
Adventuring gear. 4 cp. Weight 1½ lb..

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MESS KIT

GEAR

gear



Value 2 sp **Weight** 1 lb.
Mess Kit. This tin box contains a cup and simple cutlery. The box clamps together, and one side can be used as a cooking pan and the other as a plate or shallow bowl.

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BLANKET

GEAR

gear



Value 5 sp **Weight** 3 lb.
Adventuring gear. 5 sp. Weight 3 lb..

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POUCH

GEAR

gear



Value 5 sp **Weight** 1 lb.
Pouch. A cloth or leather pouch can hold up to 20 sling bullets or 50 blowgun needles, among other things. A compartmentalized pouch for holding spell components is called a component pouch (described earlier in this section).

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QUIVER

GEAR

gear



Value 1 gp **Weight** 1 lb.
Quiver. A quiver can hold up to 20 arrows.

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RATIONS (1 DAY)

GEAR

gear



Value 5 sp **Weight** 2 lb.
Rations. Rations consist of dry foods suitable for extended travel, including jerky, dried fruit, hardtack, and nuts.

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ROPE, SILK (50 FEET)

GEAR

gear



Value 10 gp **Weight** 5 lb.
Adventuring gear. 10 gp. Weight 5 lb..

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SACK

GEAR

gear



Value 1 cp **Weight** 1/2 lb.
Adventuring gear. 1 cp. Weight 1/2 lb..

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CLIMBER'S KIT

GEAR

gear



Value 25 gp **Weight** 12 lb.
Climber's Kit. A climber's kit includes special pitons, boot tips, gloves, and a harness. You can use the climber's kit as an action to anchor yourself; when you do, you can't fall more than 25 feet from the point where you anchored yourself, and you can't climb more than 25 feet away from that point without undoing the anchor.

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SIGNAL WHISTLE

GEAR

gear



Value 5 cp
Adventuring gear. 5 cp. Weight -.

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CLOTHES, TRAVELER'S

GEAR

gear



Value 2 gp **Weight** 4 lb.
Adventuring gear. 2 gp. Weight 4 lb..

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TENT, TWO-PERSON

GEAR

gear



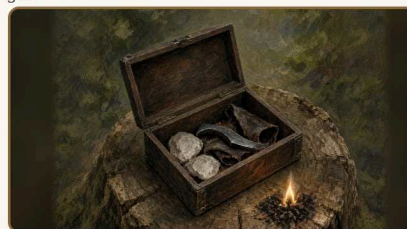
Value 2 gp **Weight** 20 lb.
Adventuring gear. 2 gp. Weight 20 lb..

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TINDERBOX

GEAR

gear



Value 5 sp **Weight** 1 lb.
Tinderbox. This small container holds flint, fire steel, and tinder (usually dry cloth soaked in light oil) used to kindle a fire. Using it to light a torch - or anything else with abundant, exposed fuel - takes an action. Lighting any other fire takes 1 minute.
Torch. A torch burns for 1 hour, providing bright light in a 20-foot radius and dim light for an additional 20 feet. If you make a melee attack with a burning torch and hit, it deals 1 fire damage.

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SPRIG OF MISTLETOE

GEAR

gear



Value 1 gp
Adventuring gear. 1 gp. Weight -.

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TOTEM

GEAR

gear



Value 1 gp
Adventuring gear. 1 gp. Weight -.

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WOODEN STAFF

GEAR

gear



Value 5 gp **Weight** 4 lb.
Adventuring gear. 5 gp. Weight 4 lb..

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YEW WAND

GEAR

gear



Value 10 gp **Weight** 1 lb.
Adventuring gear. 10 gp. Weight 1 lb..

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CARTOGRAPHER'S TOOLS

GEAR

gear



Value 15 gp **Weight** 6 lb.
Adventuring gear. 15 gp. Weight 6 lb..

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BIT AND BRIDLE

GEAR

gear



Value 2 gp **Weight** 1 lb.
Adventuring gear. 2 gp. Weight 1 lb..

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FEED (PER DAY)

GEAR

gear



Value 5 cp **Weight** 10 lb.
Adventuring gear. 5 cp. Weight 10 lb..

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SADDLE, PACK

GEAR

gear



Value 5 gp **Weight** 15 lb.
Saddle. Adventuring gear. 5 gp. Weight 15 lb..

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SADDLE, RIDING

GEAR

gear



Value 10 gp **Weight** 25 lb.
Saddle. Adventuring gear. 10 gp. Weight 25 lb..

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SADDLEBAGS

GEAR

gear



Value 4 gp **Weight** 8 lb.
Adventuring gear. 4 gp. Weight 8 lb..

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EXHAUSTION

CONDITION

Condition

- Some special abilities and environmental hazards, such as starvation and the long-term effects of freezing or scorching temperatures, can lead to a special condition called exhaustion. Exhaustion is measured in six levels. An effect can give a creature one or more levels of exhaustion, as specified in the effect's description.

Level	Effect
1	Disadvantage on ability checks
2	Speed halved
3	Disadvantage on attack rolls and saving throws
4	Hit point maximum halved
5	Speed reduced to 0
6	Death

If an already exhausted creature suffers another effect that causes exhaustion, its current level of exhaustion increases by the amount specified in the effect's description.

A creature suffers the effect of its current level of exhaustion as well as all lower levels. For example, a creature suffering level 2 exhaustion has its speed halved and has disadvantage on ability checks.

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GRAPPLED

CONDITION

Condition

- A grappled creature's speed becomes 0, and it can't benefit from any bonus to its speed.
- The condition ends if the grappler is incapacitated (see the condition).
- The condition also ends if an effect removes the grappled creature from the reach of the grappler or grappling effect, such as when a creature is hurled away by the *thunder-wave* spell.

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EXHAUSTION CONDITION (continued)

An effect that removes exhaustion reduces its level as specified in the effect's description, with all exhaustion effects ending if a creature's exhaustion level is reduced below 1.

Finishing a long rest reduces a creature's exhaustion level by 1, provided that the creature has also ingested some food and drink.

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PRONE

CONDITION

Condition

- A prone creature's only movement option is to crawl, unless it stands up and thereby ends the condition.
- The creature has disadvantage on attack rolls.
- An attack roll against the creature has advantage if the attacker is within 5 feet of the creature. Otherwise, the attack roll has disadvantage.

DEXARCANADiamond

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