



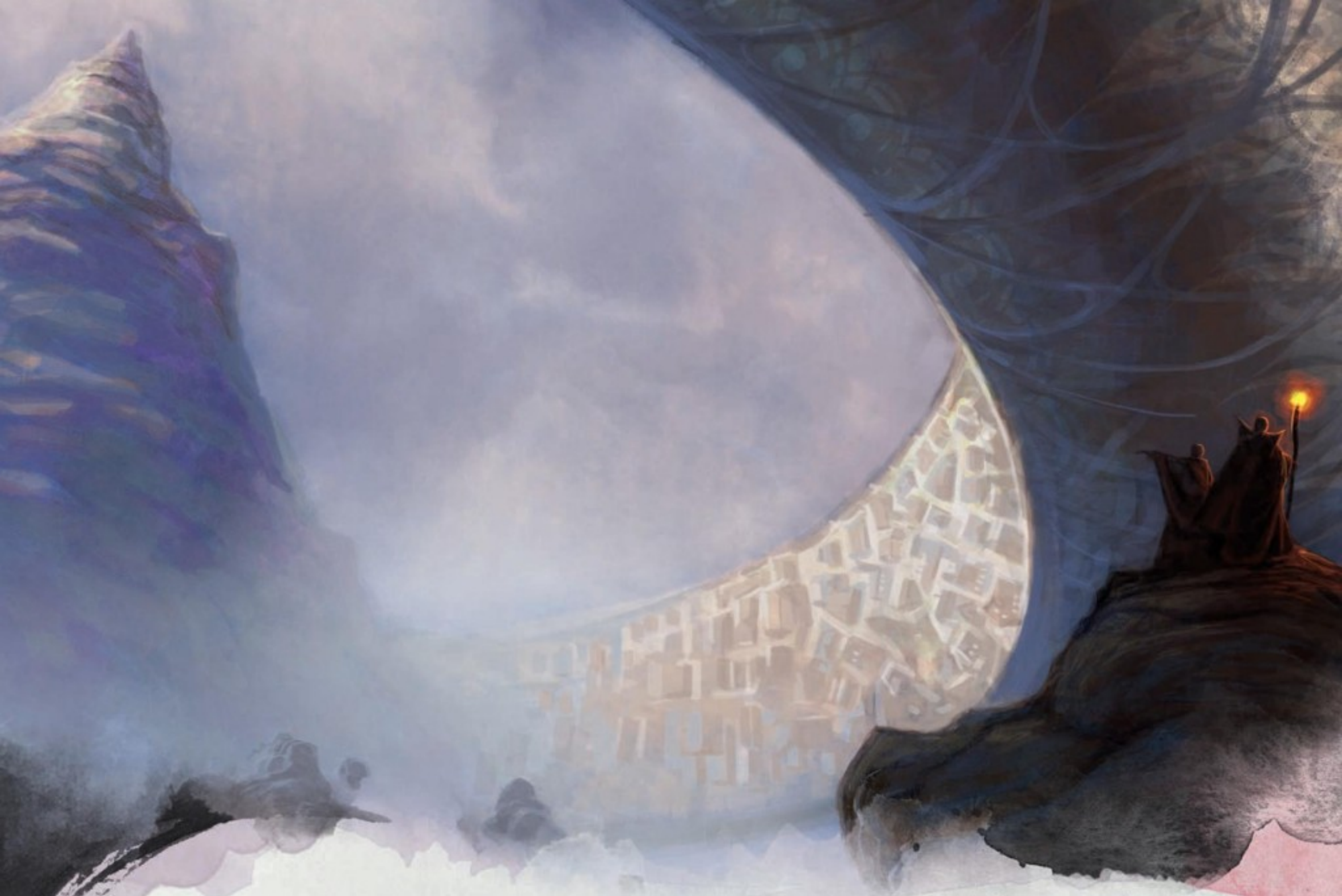
DUNGEON MASTER'S GUIDE®

DUNGEONS & DRAGONS®

Everything Dungeon Masters need to weave legendary stories
for the world's greatest roleplaying game

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have the celestial type and are always brave and kindhearted, but otherwise they look and behave like normal dwarves.

OPTIONAL RULE: PLANAR VITALITY

While on this plane, creatures can't be frightened or poisoned, and they are immune to disease and poison.

OTHER PLANES

A variety of realms exist between or beyond the other planes.

THE OUTLANDS AND SIGIL

The Outlands is the plane between the Outer Planes. It is the plane of neutrality, incorporating a little of everything and keeping all aspects in a paradoxical balance—simultaneously concordant and in opposition. The plane has varied terrain, with prairies, mountains, and shallow rivers.

The Outlands is circular, like a great disk. In fact, those who envision the Outer Planes as a wheel point to the Outlands as proof, calling it a microcosm of the planes. That argument might be circular, since the arrangement of the Outlands inspired the idea of the Great Wheel in the first place.

Around the outside edge of the circle, evenly spaced, are the gate-towns: sixteen settlements, each built around a portal leading to one of the Outer Planes. Each town shares many of the characteristics of the plane

where its gate leads. Planar emissaries often meet in these towns, so it isn't unusual to see strange pairings, such as a celestial and a fiend arguing in a tavern while sharing a fine bottle of wine.

Given the fact that you can ride a horse in the Outlands from a heaven to a hell, a planar-themed campaign can be set there without the need for planar travel. The Outlands is the closest the Outer Planes come to being like a world on the Material Plane.

GATE-TOWNS OF THE OUTLANDS

Town	Gate Destination
Excelsior	The Seven Heavens of Mount Celestia
Tradegate	The Twin Paradises of Bytopia
Ecstasy	The Blessed Fields of Elysium
Faunel	The Wilderness of the Beastlands
Sylvania	The Olympian Glades of Arborea
Glorium	The Heroic Domains of Ysgard
Xaos	The Ever-Changing Chaos of Limbo
Bedlam	The Windswept Depths of Pandemonium
Plague-Mort	The Infinite Layers of the Abyss
Curst	The Tarterian Depths of Carceri
Hopeless	The Gray Waste of Hades
Torch	The Bleak Eternity of Gehenna
Ribcage	The Nine Hells of Baator
Rigus	The Infinite Battlefield of Acheron
Automata	The Clockwork Nirvana of Mechanus
Fortitude	The Peaceable Kingdoms of Arcadia

SIGIL, CITY OF DOORS

At the center of the Outlands, like the axle of a great wheel, is the Spire—a needle-shaped mountain that rises high into the sky. Above this mountain's narrow peak floats the ring-shaped city of Sigil, its myriad structures built on the ring's inner rim. Creatures standing on one of Sigil's streets can see the city curve up over their heads and—most disconcerting of all—the far side of the city directly overhead. Called the City of Doors, this bustling planar metropolis holds countless portals to other planes and worlds.

Sigil is a trader's paradise. Goods, merchandise, and information come here from across the planes. The city sustains a brisk trade in information about the planes, particularly the command words or items required for the operation of particular portals. Portal keys of all kinds are bought and sold here.

The city is the domain of the inscrutable Lady of Pain, a being as old as gods and with purposes unknown to even the sages of her city. Is Sigil her prison? Is she the fallen creator of the multiverse? No one knows. Or if they do, they aren't telling.

DEMIPLANES

Demiplanes are extradimensional spaces that come into being by a variety of means and boast their own physical laws. Some are created by spells. Others exist naturally, as folds of reality pinched off from the rest of the multiverse. Theoretically, a *plane shift* spell can carry travelers to a demiplane, but the proper frequency required for the tuning fork would be extremely hard to acquire. The *gate* spell is more reliable, assuming the caster knows of the demiplane.

A demiplane can be as small as a single chamber or large enough to contain an entire realm. For example, a *Mordenkainen's magnificent mansion* spell creates a demiplane consisting of a foyer with multiple adjoining rooms, while the land of Barovia (in the Ravenloft setting) exists entirely within a demiplane under the sway of its vampire lord, Strahd von Zarovich. When a demiplane is connected to the Material Plane or some other plane, entering it can be as simple as stepping through a portal or passing through a wall of mist.

THE FAR REALM

The Far Realm is outside the known multiverse. In fact, it might be an entirely separate universe with its own physical and magical laws. Where stray energies from the Far Realm leak onto another plane, matter is warped into alien shapes that defy understandable geometry and biology. Aberrations such as mind flayers and beholders are either from this plane or shaped by its strange influence.

The entities that abide in the Far Realm itself are too alien for a normal mind to accept without strain. Titanic creatures swim through nothingness there, and unspeakable things whisper awful truths to those who dare listen. For mortals, knowledge of the Far Realm is a struggle of the mind to overcome the boundaries of matter, space, and sanity. Some warlocks embrace this struggle by forming pacts with entities there. Anyone

who has seen the Far Realm mutters about eyes, tentacles, and horror.

The Far Realm has no well-known portals, or at least none that are still viable. Ancient elves once opened a vast portal to the Far Realm within a mountain called Firestorm Peak, but their civilization imploded in bloody terror and the portal's location—even its home world—is long forgotten. Lost portals might still exist, marked by an alien magic that mutates the area around them.

KNOWN WORLDS OF THE MATERIAL PLANE

Worlds of the Material Plane are infinitely diverse. The most widely known worlds are the ones that have been published as official campaign settings for the D&D game over the years. If your campaign takes place on one of these worlds, that world belongs to you in your campaign. Your version of the world can diverge wildly from what's in print.

On **Toril** (the heroic-fantasy world of the Forgotten Realms setting), fantastic cities and kingdoms stand amid the remains of ancient empires and realms long forgotten. The world is vast, its dungeons rich with history. Beyond the central continent of Faerûn, Toril includes the regions of Al-Qadim, Kara-Tur, and Maztica.

On **Oerth** (the sword-and-sorcery world of the Greyhawk setting), heroes such as Bigby and Mordenkainen are driven by greed or ambition. The hub of the region called the Flanaess is the Free City of Greyhawk, a city of scoundrels and archmagi, rife with adventure. An evil demigod, Iuz, rules a nightmarish realm in the north, threatening all civilization.

On **Krynn** (the epic-fantasy world of the Dragonlance setting), the return of the gods is overshadowed by the rise of the evil dragon queen Takhisis and her dragons and dragonarmies, which plunge the continent of Ansalon into war.

On **Athas** (the sword-and-sorcery world of the Dark Sun setting), a drop of water can be worth more than a human life. The gods have abandoned this desert world, where powerful sorcerer-kings rule as tyrants, and metal is a scarce and precious commodity.

On **Eberron** (the heroic-fantasy world of the Eberron setting), a terrible war has ended, giving rise to a cold war fueled by political intrigue. On the continent of Khorvaire, magic is commonplace, dragonmarked houses rival kingdoms in power, and elemental vehicles make travel to the far corners of the world possible.

On **Aebrynis** (the heroic-fantasy world of the Birthright setting), scions born from divine bloodlines carve up the continent of Cerilia. Monarchs, prelates, guildmasters, and great wizards balance the demands of rulership against the threat of horrible abominations born from the blood of an evil god.

On **Mystara** (a heroic-fantasy world born out of the earliest editions of the D&D game), diverse cultures, savage monsters, and warring empires collide. The world is further shaped by the meddling of the Immortals—former adventurers raised to nearly divine status.

TALENT

In one sentence, describe something that your NPC can do that is special, if anything. Roll on the NPC Talents table or use it to spur your own ideas.

NPC TALENTS

d20	Talent
1	Plays a musical instrument
2	Speaks several languages fluently
3	Unbelievably lucky
4	Perfect memory
5	Great with animals
6	Great with children
7	Great at solving puzzles
8	Great at one game
9	Great at impersonations
10	Draws beautifully
11	Paints beautifully
12	Sings beautifully
13	Drinks everyone under the table
14	Expert carpenter
15	Expert cook
16	Expert dart thrower and rock skipper
17	Expert juggler
18	Skilled actor and master of disguise
19	Skilled dancer
20	Knows thieves' cant

MANNERISM

In one sentence, describe one mannerism that will help players remember the NPC. Roll on the NPC Mannerisms and Quirks table or use it to generate your own ideas.

NPC MANNERISMS

d20	Mannerism
1	Prone to singing, whistling, or humming quietly
2	Speaks in rhyme or some other peculiar way
3	Particularly low or high voice
4	Slurs words, lisps, or stutters
5	Enunciates overly clearly
6	Speaks loudly
7	Whispers
8	Uses flowery speech or long words
9	Frequently uses the wrong word
10	Uses colorful oaths and exclamations
11	Makes constant jokes or puns
12	Prone to predictions of doom
13	Fidgets
14	Squints
15	Stares into the distance
16	Chews something
17	Paces
18	Taps fingers
19	Bites fingernails
20	Twirls hair or tugs beard

INTERACTIONS WITH OTHERS

In one sentence, describe how the NPC interacts with others, using the NPC Interaction Traits table if necessary. An NPC's behavior can change depending on who he or she is interacting with. For example, an innkeeper might be friendly toward guests and rude to her staff.

NPC INTERACTION TRAITS

d12	Trait	d12	Trait
1	Argumentative	7	Honest
2	Arrogant	8	Hot tempered
3	Blustering	9	Irritable
4	Rude	10	Ponderous
5	Curious	11	Quiet
6	Friendly	12	Suspicious

USEFUL KNOWLEDGE

In a sentence, describe one bit of knowledge the NPC possesses that might be of use to the player characters. The NPC might know something as banal as the best inn in town or as important as a clue needed to solve a murder.

IDEAL

In a sentence, describe one ideal that the NPC holds dear and which governs his or her greater actions. Player characters who uncover an NPC's ideal can use what they've learned to influence the NPC in a social interaction (as discussed in chapter 8, "Running the Game").

Ideals can connect to alignment, as shown on the NPC Ideals table. The alignment connections here are suggestions only; an evil character could have beauty as an ideal, for instance.

NPC IDEALS

d6	Good Ideal	Evil Ideal
1	Beauty	Domination
2	Charity	Greed
3	Greater good	Might
4	Life	Pain
5	Respect	Retribution
6	Self-sacrifice	Slaughter
d6	Lawful Ideal	Chaotic Ideal
1	Community	Change
2	Fairness	Creativity
3	Honor	Freedom
4	Logic	Independence
5	Responsibility	No limits
6	Tradition	Whimsy
d6	Neutral Ideal	Other Ideals
1	Balance	Aspiration
2	Knowledge	Discovery
3	Live and let live	Glory
4	Moderation	Nation
5	Neutrality	Redemption
6	People	Self-knowledge

BOND

In a sentence, summarize the people, places, or things that are especially important to the NPC. The NPC Bonds table offers suggestions in broad categories.

The character backgrounds in the *Player's Handbook* explore bonds in more detail, and player characters who uncover an NPC's bond can use what they've learned to influence the NPC in a social interaction (as discussed in chapter 8).

NPC BONDS

d10	Bond
1	Dedicated to fulfilling a personal life goal
2	Protective of close family members
3	Protective of colleagues or compatriots
4	Loyal to a benefactor, patron, or employer
5	Captivated by a romantic interest
6	Drawn to a special place
7	Protective of a sentimental keepsake
8	Protective of a valuable possession
9	Out for revenge
10	Roll twice, ignoring results of 10

FLAW OR SECRET

In one sentence, describe the NPC's flaw—some element of the character's personality or history that could potentially undermine the character—or a secret that the NPC is trying to hide.

The NPC Flaws and Secrets table provides several ideas. The backgrounds in the *Player's Handbook* can be used to create more detailed flaws. Player characters who uncover an NPC's flaw or secret can use what they've learned to influence the NPC in a social interaction (as discussed in chapter 8).

NPC FLAWS AND SECRETS

d12	Flaw or Secret
1	Forbidden love or susceptibility to romance
2	Enjoys decadent pleasures
3	Arrogance
4	Envy another creature's possessions or station
5	Overpowering greed
6	Prone to rage
7	Has a powerful enemy
8	Specific phobia
9	Shameful or scandalous history
10	Secret crime or misdeed
11	Possession of forbidden lore
12	Foolhardy bravery

MONSTERS AS NPCs

Named monsters that play a significant role in an adventure deserve the same attention you would give to a humanoid NPC, with mannerisms as well as ideals, bonds, flaws, and secrets. If a beholder mastermind is behind the criminal activities in a city, don't rely solely on the entry in the *Monster Manual* to describe the creature's appearance and personality. Take the





VILLAIN'S SECRET WEAKNESS

Finding and exploiting a villain's weakness can be very gratifying for players, although a smart villain tries to conceal its weakness. A lich, for example, has a phylactery—a magical receptacle for its soul—that it keeps well hidden. Only by destroying the phylactery can the characters ensure the lich's destruction.

VILLAIN'S WEAKNESS

d8	Weakness
1	A hidden object holds the villain's soul.
2	The villain's power is broken if the death of its true love is avenged.
3	The villain is weakened in the presence of a particular artifact.
4	A special weapon deals extra damage when used against the villain.
5	The villain is destroyed if it speaks its true name.
6	An ancient prophecy or riddle reveals how the villain can be overthrown.
7	The villain falls when an ancient enemy forgives its past actions.
8	The villain loses its power if a mystic bargain it struck long ago is completed.

VILLAINOUS CLASS OPTIONS

You can use the rules in the *Player's Handbook* to create NPCs with classes and levels, the same way you create player characters. The class options below let you create two specific villainous archetypes: the evil high priest and the evil knight or antipaladin.

The Death Domain is an additional domain choice for evil clerics, and the Oathbreaker offers an alternative path for paladins who fall from grace. A player can choose one of these options with your approval.

CLERIC: DEATH DOMAIN

The Death domain is concerned with the forces that cause death, as well as the negative energy that gives rise to undead creatures. Deities such as Chemosh, Myrkul, and Wee Jas are patrons of necromancers, death knights, liches, mummy lords, and vampires. Gods of the Death domain also embody murder (Anubis, Bhaal, and Pyremius), pain (Iuz or Loviatar), disease or poison (Incabulos, Talona, or Morgion), and the underworld (Hades and Hel).

DEATH DOMAIN SPELLS

Cleric Level	Spells
1st	<i>false life</i> , <i>ray of sickness</i>
3rd	<i>blindness/deafness</i> , <i>ray of enfeeblement</i>
5th	<i>animate dead</i> , <i>vampiric touch</i>
7th	<i>blight</i> , <i>death ward</i>
9th	<i>antilife shell</i> , <i>cloudkill</i>

BONUS PROFICIENCY

When the cleric chooses this domain at 1st level, he or she gains proficiency with martial weapons.

REAPER

At 1st level, the cleric learns one necromancy cantrip of his or her choice from any spell list. When the cleric casts a necromancy cantrip that normally targets only a single creature, the spell can instead target two creatures within range and within 5 feet of each other.

CHANNEL DIVINITY: TOUCH OF DEATH

Starting at 2nd level, the cleric can use Channel Divinity to destroy another creature's life force by touch.

When the cleric hits a creature with a melee attack, the cleric can use Channel Divinity to deal extra necrotic damage to the target. The damage equals 5 + twice his or her cleric level.

INESCAPABLE DESTRUCTION

Starting at 6th level, the cleric's ability to channel negative energy becomes more potent. Necrotic damage dealt by the character's cleric spells and Channel Divinity options ignores resistance to necrotic damage.

DIVINE STRIKE

At 8th level, the cleric gains the ability to infuse his or her weapon strikes with necrotic energy. Once on each of the cleric's turns when he or she hits a creature with a weapon attack, the cleric can cause the attack to deal an extra 1d8 necrotic damage to the target. When the cleric reaches 14th level, the extra damage increases to 2d8.

IMPROVED REAPER

Starting at 17th level, when the cleric casts a necromancy spell of 1st through 5th level that targets only one creature, the spell can instead target two creatures within range and within 5 feet of each other. If the spell consumes its material components, the cleric must provide them for each target.

PALADIN: OATHBREAKER

An Oathbreaker is a paladin who breaks his or her sacred oaths to pursue some dark ambition or serve an evil power. Whatever light burned in the paladin's heart has been extinguished. Only darkness remains.

A paladin must be evil and at least 3rd level to become an Oathbreaker. The paladin replaces the features specific to his or her Sacred Oath with Oathbreaker features.

OATHBREAKER SPELLS

An Oathbreaker paladin loses previously gained oath spells and instead gains the following Oathbreaker spells at the paladin levels listed.

OATHBREAKER SPELLS

Paladin Level	Spells
3rd	<i>hellish rebuke, inflict wounds</i>
5th	<i>crown of madness, darkness</i>
9th	<i>animate dead, bestow curse</i>
13th	<i>blight, confusion</i>
17th	<i>contagion, dominate person</i>

CHANNEL DIVINITY

An Oathbreaker paladin of 3rd level or higher gains the following two Channel Divinity options.

Control Undead. As an action, the paladin targets one undead creature he or she can see within 30 feet of him or her. The target must make a Wisdom saving throw. On a failed save, the target must obey the paladin's commands for the next 24 hours, or until the paladin

uses this Channel Divinity option again. An undead whose challenge rating is equal to or greater than the paladin's level is immune to this effect.

Dreadful Aspect. As an action, the paladin channels the darkest emotions and focuses them into a burst of magical menace. Each creature of the paladin's choice within 30 feet of the paladin must make a Wisdom saving throw if it can see the paladin. On a failed save, the target is frightened of the paladin for 1 minute. If a creature frightened by this effect ends its turn more than 30 feet away from the paladin, it can attempt another Wisdom saving throw to end the effect on it.

AURA OF HATE

Starting at 7th level, the paladin, as well any fiends and undead within 10 feet of the paladin, gains a bonus to melee weapon damage rolls equal to the paladin's Charisma modifier (minimum of +1). A creature can benefit from this feature from only one paladin at a time.

At 18th level, the range of this aura increases to 30 feet.

SUPERNATURAL RESISTANCE

At 15th level, the paladin gains resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons.

DREAD LORD

At 20th-level, the paladin can, as an action, surround himself or herself with an aura of gloom that lasts for 1 minute. The aura reduces any bright light in a 30-foot radius around the paladin to dim light. Whenever an enemy that is frightened by the paladin starts its turn in the aura, it takes 4d10 psychic damage. Additionally, the paladin and creatures he or she chooses in the aura are draped in deeper shadow. Creatures that rely on sight have disadvantage on attack rolls against creatures draped in this shadow.

While the aura lasts, the paladin can use a bonus action on his or her turn to cause the shadows in the aura to attack one creature. The paladin makes a melee spell attack against the target. If the attack hits, the target takes necrotic damage equal to 3d10 + the paladin's Charisma modifier.

After activating the aura, the paladin can't do so again until he or she finishes a long rest.

OATHBREAKER ATONEMENT

If you allow a player to choose the Oathbreaker option, you can later allow the paladin to atone and become a true paladin once more.

The paladin who wishes to atone must first shed his or her evil alignment and demonstrate this alignment change through words and deeds. Having done so, the paladin loses all Oathbreaker features and must choose a deity and a sacred oath. (With your permission, the player can select a different deity or sacred oath than the character had previously.) However, the paladin doesn't gain the class features specific to that sacred oath until he or she completes some kind of dangerous quest or trial, as determined by the DM.

A paladin who breaks his or her sacred oath a second time can become an oathbreaker once more, but can't atone.



As adventurers travel through the air, check for random encounters as you normally would. Ignore any result that indicates a non-flying monster, unless the characters are flying close enough to the ground to be targeted by non-flying creatures making ranged attacks. Characters have normal chances to spot creatures on the ground and can decide whether to engage them.

TRAPS

Traps can be found almost anywhere. One wrong step in an ancient tomb might trigger a series of scything blades, which cleave through armor and bone. The seemingly innocuous vines that hang over a cave entrance might grasp and choke anyone who pushes through them. A net hidden among the trees might drop on travelers who pass underneath. In the D&D game, unwary adventurers can fall to their deaths, be burned alive, or fall under a fusillade of poisoned darts.

A trap can be either mechanical or magical in nature. **Mechanical traps** include pits, arrow traps, falling blocks, water-filled rooms, whirling blades, and anything else that depends on a mechanism to operate. **Magic traps** are either magical device traps or spell traps. Magical device traps initiate spell effects when activated. Spell traps are spells such as *glyph of warding* and *symbol* that function as traps.

TRAPS IN PLAY

When adventurers come across a trap, you need to know how the trap is triggered and what it does, as well as the possibility for the characters to detect the trap and to disable or avoid it.

TRIGGERING A TRAP

Most traps are triggered when a creature goes somewhere or touches something that the trap's creator wanted to protect. Common triggers include stepping on a pressure plate or a false section of floor, pulling a trip wire, turning a doorknob, and using the wrong key in a lock. Magic traps are often set to go off when a creature enters an area or touches an object. Some magic traps (such as the *glyph of warding* spell) have more complicated trigger conditions, including a password that prevents the trap from activating.

DETECTING AND DISABLING A TRAP

Usually, some element of a trap is visible to careful inspection. Characters might notice an uneven flagstone that conceals a pressure plate, spot the gleam of light off a trip wire, notice small holes in the walls from which jets of flame will erupt, or otherwise detect something that points to a trap's presence.

A trap's description specifies the checks and DCs needed to detect it, disable it, or both. A character

actively looking for a trap can attempt a Wisdom (Perception) check against the trap's DC. You can also compare the DC to detect the trap with each character's passive Wisdom (Perception) score to determine whether anyone in the party notices the trap in passing. If the adventurers detect a trap before triggering it, they might be able to disarm it, either permanently or long enough to move past it. You might call for an Intelligence (Investigation) check for a character to deduce what needs to be done, followed by a Dexterity check using thieves' tools to perform the necessary sabotage.

Any character can attempt an Intelligence (Arcana) check to detect or disarm a magic trap, in addition to any other checks noted in the trap's description. The DCs are the same regardless of the check used. In addition, *dispel magic* has a chance of disabling most magic traps. A magic trap's description provides the DC for the ability check made when you use *dispel magic*.

In most cases, a trap's description is clear enough that you can adjudicate whether a character's actions locate or foil the trap. As with many situations, you shouldn't allow die rolling to override clever play and good planning. Use your common sense, drawing on the trap's description to determine what happens. No trap's design can anticipate every possible action that the characters might attempt.

You should allow a character to discover a trap without making an ability check if an action would clearly reveal the trap's presence. For example, if a character lifts a rug that conceals a pressure plate, the character has found the trigger and no check is required.

Foiling traps can be a little more complicated. Consider a trapped treasure chest. If the chest is opened without first pulling on the two handles set in its sides, a mechanism inside fires a hail of poison needles toward anyone in front of it. After inspecting the chest and making a few checks, the characters are still unsure if it's trapped. Rather than simply open the chest, they prop a shield in front of it and push the chest open at a distance with an iron rod. In this case, the trap still triggers, but the hail of needles fires harmlessly into the shield.

Traps are often designed with mechanisms that allow them to be disarmed or bypassed. Intelligent monsters that place traps in or around their lairs need ways to get past those traps without harming themselves. Such traps might have hidden levers that disable their triggers, or a secret door might conceal a passage that goes around the trap.

TRAP EFFECTS

The effects of traps can range from inconvenient to deadly, making use of elements such as arrows, spikes, blades, poison, toxic gas, blasts of fire,

and deep pits. The deadliest traps combine multiple elements to kill, injure, contain, or drive off any creature unfortunate enough to trigger them. A trap's description specifies what happens when it is triggered.

The attack bonus of a trap, the save DC to resist its effects, and the damage it deals can vary depending on the trap's severity. Use the Trap Save DCs and Attack Bonuses table and the Damage Severity by Level table for suggestions based on three levels of trap severity.

A trap intended to be a **setback** is unlikely to kill or seriously harm characters of the indicated levels, whereas a **dangerous** trap is likely to seriously injure (and potentially kill) characters of the indicated levels. A **deadly** trap is likely to kill characters of the indicated levels.

TRAP SAVE DCs AND ATTACK BONUSES

Trap Danger	Save DC	Attack Bonus
Setback	10–11	+3 to +5
Dangerous	12–15	+6 to +8
Deadly	16–20	+9 to +12

DAMAGE SEVERITY BY LEVEL

Character Level	Setback	Dangerous	Deadly
1st–4th	1d10	2d10	4d10
5th–10th	2d10	4d10	10d10
11th–16th	4d10	10d10	18d10
17th–20th	10d10	18d10	24d10

COMPLEX TRAPS

Complex traps work like standard traps, except once activated they execute a series of actions each round. A complex trap turns the process of dealing with a trap into something more like a combat encounter.

When a complex trap activates, it rolls initiative. The trap's description includes an initiative bonus. On its turn, the trap activates again, often taking an action. It might make successive attacks against intruders, create



MORE DOWNTIME ACTIVITIES

Chapter 8, "Adventuring," of the *Player's Handbook* describes a few downtime activities to fill the void between adventures. Depending on the style of your campaign and the particular backgrounds and interests of the adventurers, you can make some or all of the following additional activities available as options.

BUILDING A STRONGHOLD

A character can spend time between adventures building a stronghold. Before work can begin, the character must acquire a plot of land. If the estate lies within a kingdom or similar domain, the character will need a royal charter (a legal document granting permission to oversee the estate in the name of the crown), a land grant (a legal document bequeathing custody of the land to the character for as long as he or she remains loyal to the crown), or a deed (a legal document that serves as proof of ownership). Land can also be acquired by inheritance or other means.

Royal charters and land grants are usually given by the crown as a reward for faithful service, although they can also be bought. Deeds can be bought or inherited. A small estate might sell for as little as 100 gp or as much as 1,000 gp. A large estate might cost 5,000 gp or more, if it can be bought at all.

Once the estate is secured, a character needs access to building materials and laborers. The Building a Stronghold table shows the cost of building the stronghold (including materials and labor) and the amount of time it takes, provided that the character is using downtime to oversee construction. Work can continue while the character is away, but each day the character is away adds 3 days to the construction time.

BUILDING A STRONGHOLD

Stronghold	Construction Cost	Construction Time
Abbey	50,000 gp	400 days
Guildhall, town or city	5,000 gp	60 days
Keep or small castle	50,000 gp	400 days
Noble estate with manor	25,000 gp	150 days
Outpost or fort	15,000 gp	100 days
Palace or large castle	500,000 gp	1,200 days
Temple	50,000 gp	400 days
Tower, fortified	15,000 gp	100 days
Trading post	5,000 gp	60 days

CAROUSING

Characters can spend their downtime engaged in a variety of hedonistic activities such as attending parties, binge drinking, gambling, or anything else that helps them cope with the perils they face on their adventures.

A carousing character spends money as though maintaining a wealthy lifestyle (see chapter 5, "Equipment," of the *Player's Handbook*). At the end of the period spent carousing, the player rolls percentile dice and adds the character's level, then compares the total to the Carousing table to determine what happens to the character, or you choose.

CAROUSING

d100 + Level	Result
01–10	You are jailed for 1d4 days at the end of the downtime period on charges of disorderly conduct and disturbing the peace. You can pay a fine of 10 gp to avoid jail time, or you can try to resist arrest.
11–20	You regain consciousness in a strange place with no memory of how you got there, and you have been robbed of 3d6 × 5 gp.
21–30	You make an enemy. This person, business, or organization is now hostile to you. The DM determines the offended party. You decide how you offended them.
31–40	You are caught up in a whirlwind romance. Roll a d20. On a 1–5, the romance ends badly. On a 6–10, the romance ends amicably. On an 11–20, the romance is ongoing. You determine the identity of the love interest, subject to your DM's approval. If the romance ends badly, you might gain a new flaw. If it ends well or is ongoing, your new love interest might represent a new bond.
41–80	You earn modest winnings from gambling and recuperate your lifestyle expenses for the time spent carousing.
81–90	You earn modest winnings from gambling. You recuperate your lifestyle expenses for the time spent carousing and gain 1d20 × 4 gp.
91 or higher	You make a small fortune gambling. You recuperate your lifestyle expenses for the time spent carousing and gain 4d6 × 10 gp. Your carousing becomes the stuff of local legend.

CRAFTING A MAGIC ITEM

Magic items are the DM's purview, so you decide how they fall into the party's possession. As an option, you can allow player characters to craft magic items.

The creation of a magic item is a lengthy, expensive task. To start, a character must have a formula that describes the construction of the item. The character must also be a spellcaster with spell slots and must be able to cast any spells that the item can produce. Moreover, the character must meet a level minimum determined by the item's rarity, as shown in the Crafting Magic Items table. For example, a 3rd-level character could create a *wand of magic missiles* (an uncommon item), as long as the character has spell slots and can



MAGIC ITEM TABLE C

d100	Magic Item
01–15	Potion of superior healing
16–22	Spell scroll (4th level)
23–27	Ammunition, +2
28–32	Potion of clairvoyance
33–37	Potion of diminution
38–42	Potion of gaseous form
43–47	Potion of frost giant strength
48–52	Potion of stone giant strength
53–57	Potion of heroism
58–62	Potion of invulnerability
63–67	Potion of mind reading
68–72	Spell scroll (5th level)
73–75	Elixir of health
76–78	Oil of etherealness
79–81	Potion of fire giant strength
82–84	Quaal's feather token
85–87	Scroll of protection
88–89	Bag of beans
90–91	Bead of force
92	Chime of opening
93	Decanter of endless water
94	Eyes of minute seeing
95	Folding boat
96	Heward's handy haversack
97	Horseshoes of speed
98	Necklace of fireballs
99	Periapt of health
00	Sending stones

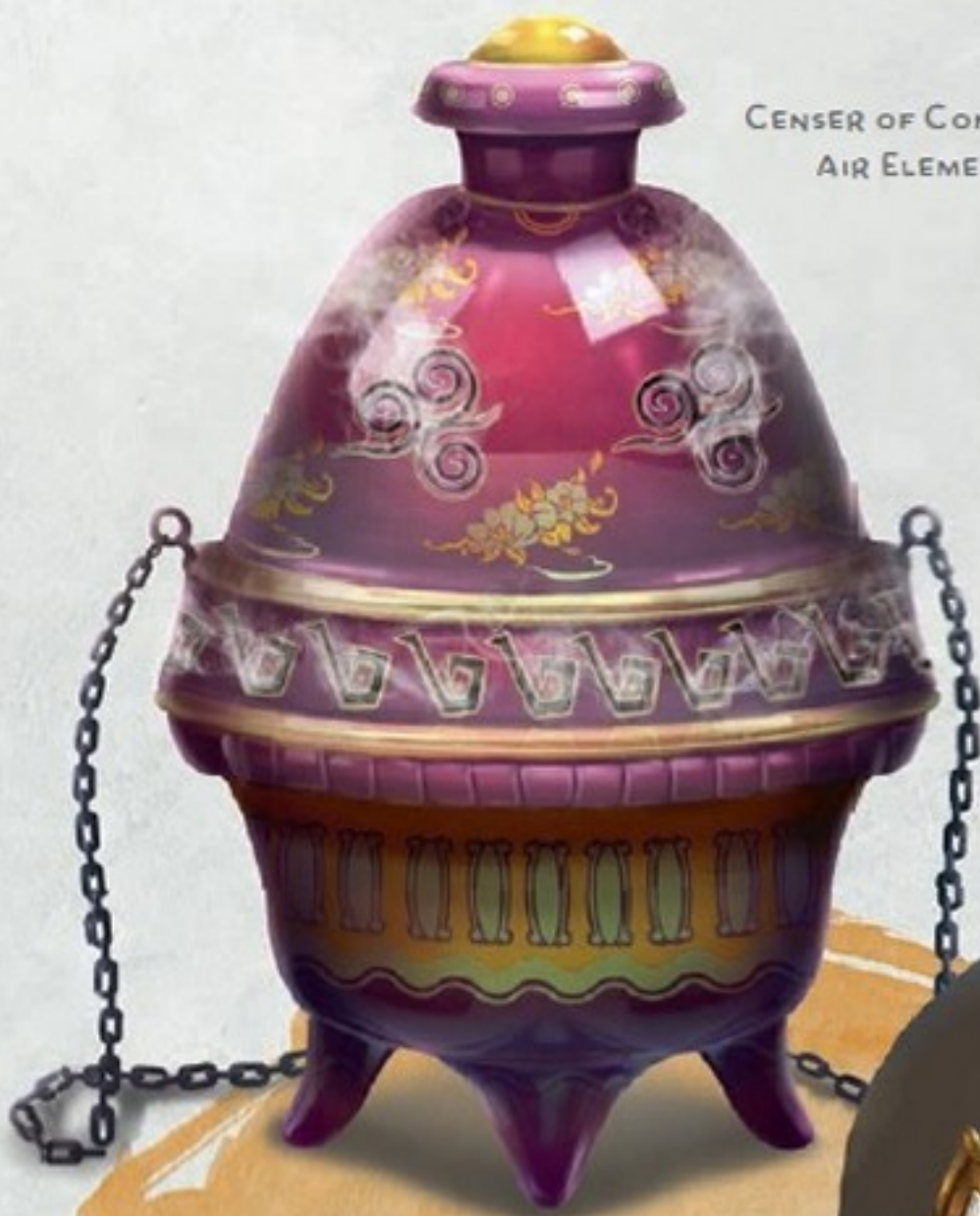
MAGIC ITEM TABLE D

d100	Magic Item
01–20	Potion of supreme healing
21–30	Potion of invisibility
31–40	Potion of speed
41–50	Spell scroll (6th level)
51–57	Spell scroll (7th level)
58–62	Ammunition, +3
63–67	Oil of sharpness
68–72	Potion of flying
73–77	Potion of cloud giant strength
78–82	Potion of longevity
83–87	Potion of vitality
88–92	Spell scroll (8th level)
93–95	Horseshoes of a zephyr
96–98	Nolzur's marvelous pigments
99	Bag of devouring
00	Portable hole

MAGIC ITEM TABLE E

d100	Magic Item
01–30	Spell scroll (8th level)
31–55	Potion of storm giant strength
56–70	Potion of supreme healing
71–85	Spell scroll (9th level)
86–93	Universal solvent
94–98	Arrow of slaying
99–00	Sovereign glue

CENSER OF CONTROLLING
AIR ELEMENTALS



NOLZUR'S MARVELOUS
PIGMENTS



HEADBAND
OF INTELLECT





MAGIC ITEMS A–Z

Magic items are presented in alphabetical order. A magic item's description gives the item's name, its category, its rarity, and its magical properties.

ADAMANTINE ARMOR

Armor (medium or heavy, but not hide), uncommon

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

ALCHEMY JUG

Wondrous item, uncommon

This ceramic jug appears to be able to hold a gallon of liquid and weighs 12 pounds whether full or empty. Sloshing sounds can be heard from within the jug when it is shaken, even if the jug is empty.

You can use an action and name one liquid from the table below to cause the jug to produce the chosen liquid. Afterward, you can uncork the jug as an action and pour that liquid out, up to 2 gallons per minute. The maximum amount of liquid the jug can produce depends on the liquid you named.

Once the jug starts producing a liquid, it can't produce a different one, or more of one that has reached its maximum, until the next dawn.

Liquid	Max Amount	Liquid	Max Amount
Acid	8 ounces	Oil	1 quart
Basic poison	1/2 ounce	Vinegar	2 gallons
Beer	4 gallons	Water, fresh	8 gallons
Honey	1 gallon	Water, salt	12 gallons
Mayonnaise	2 gallons	Wine	1 gallon

AMMUNITION, +1, +2, OR +3

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

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.

AMULET OF HEALTH

Wondrous item, rare (requires attunement)

Your Constitution score is 19 while you wear this amulet. It has no effect on you if your Constitution is already 19 or higher.

AMULET OF PROOF AGAINST DETECTION AND LOCATION

Wondrous item, uncommon (requires attunement)

While wearing this amulet, you are hidden from divination magic. You can't be targeted by such magic or perceived through magical scrying sensors.

AMULET OF THE PLANES

Wondrous item, very rare (requires attunement)

While wearing this amulet, you can use an action to name a location that you are familiar with on another plane of existence. Then make a DC 15 Intelligence check. On a successful check, you cast the *plane shift* spell. On a failure, you and each creature and object within 15 feet of you travel to a random destination. Roll a d100. On a 1–60, you travel to a random location on the plane you named. On a 61–100, you travel to a randomly determined plane of existence.



ANIMATED SHIELD

ANIMATED SHIELD

Armor (shield), very rare (requires attunement)

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

APPARATUS OF KWALISH

Wondrous item, legendary

This item first appears to be a Large sealed iron barrel weighing 500 pounds. The barrel has a hidden catch, which can be found with a successful DC 20 Intelligence (Investigation) check. Releasing the catch unlocks a hatch at one end of the barrel, allowing two Medium or smaller creatures to crawl inside. Ten levers are set in a row at the far end, each in a neutral position, able to move either up or down. When certain levers are used, the apparatus transforms to resemble a giant lobster.

The apparatus of Kwalish is a Large object with the following statistics:

Armor Class: 20

Hit Points: 200

Speed: 30 ft., swim 30 ft. (or 0 ft. for both if the legs and tail aren't extended)

Damage Immunities: poison, psychic

To be used as a vehicle, the apparatus requires one pilot. While the apparatus's hatch is closed, the compartment is airtight and watertight. The compartment holds enough air for 10 hours of breathing, divided by the number of breathing creatures inside.

The apparatus floats on water. It can also go underwater to a depth of 900 feet. Below that, the vehicle takes 2d6 bludgeoning damage per minute from pressure.

APPARATUS OF KWALISH



A creature in the compartment can use an action to move as many as two of the apparatus's levers up or down. After each use, a lever goes back to its neutral position. Each lever, from left to right, functions as shown in the Apparatus of Kwalish Levers table.

APPARATUS OF KWALISH LEVERS

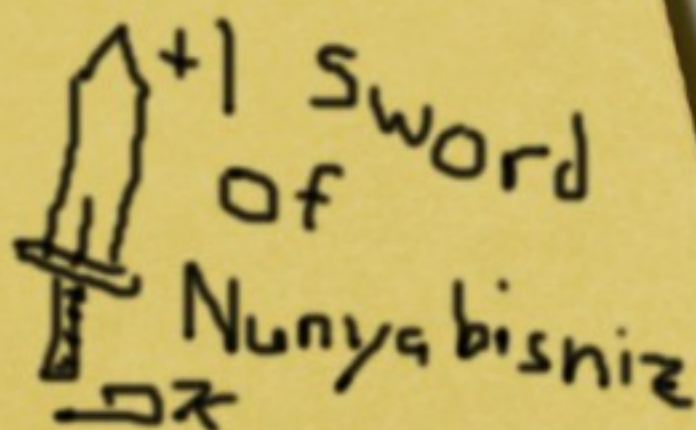
Lever	Up	Down
1	Legs and tail extend, allowing the apparatus to walk and swim.	Legs and tail retract, reducing the apparatus's speed to 0 and making it unable to benefit from bonuses to speed.
2	Forward window shutter opens.	Forward window shutter closes.
3	Side window shutters open (two per side).	Side window shutters close (two per side).
4	Two claws extend from the front sides of the apparatus.	The claws retract.
5	Each extended claw makes the following melee weapon attack: +8 to hit, reach 5 ft., one target. <i>Hit:</i> 7 (2d6) bludgeoning damage.	Each extended claw makes the following melee weapon attack: +8 to hit, reach 5 ft., one target. <i>Hit:</i> The target is grappled (escape DC 15).
6	The apparatus walks or swims forward.	The apparatus walks or swims backward.
7	The apparatus turns 90 degrees left.	The apparatus turns 90 degrees right.
8	Eyelike fixtures emit bright light in a 30-foot radius and dim light for an additional 30 feet.	The light turns off.
9	The apparatus sinks as much as 20 feet in liquid.	The apparatus rises up to 20 feet in liquid.
10	The rear hatch unseals and opens.	The rear hatch closes and seals.

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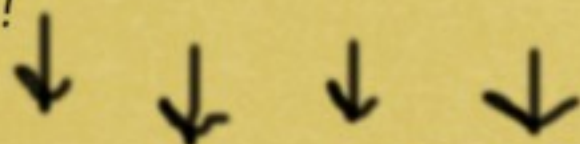
NOPE!

Nothing to
see here

You want
magic items?
Well here's
one for
you!



Alright, we promised. Here's
the magic item gaurunteed to
add a touch of chaos to your
game!



DECK OF MANY THINGS

Wondrous item, legendary

Usually found in a box or pouch, this deck contains a number of cards made of ivory or vellum. Most (75 percent) of these decks have only thirteen cards, but the rest have twenty-two.

Before you draw a card, you must declare how many cards you intend to draw and then draw them randomly (you can use an altered deck of playing cards to simulate the deck). Any cards drawn in excess of this number have no effect. Otherwise, as soon as you draw a card from the deck, its magic takes effect. You must draw each card no more than 1 hour after the previous draw. If you fail to draw the chosen number, the remaining

number of cards fly from the deck on their own and take effect all at once.

Once a card is drawn, it fades from existence. Unless the card is the Fool or the Jester, the card reappears in the deck, making it possible to draw the same card twice.

Playing Card	Card
Ace of diamonds	Vizier*
King of diamonds	Sun
Queen of diamonds	Moon
Jack of diamonds	Star
Two of diamonds	Comet*
Ace of hearts	The Fates*
King of hearts	Throne
Queen of hearts	Key
Jack of hearts	Knight
Two of hearts	Gem*
Ace of clubs	Talons*
King of clubs	The Void
Queen of clubs	Flames
Jack of clubs	Skull
Two of clubs	Idiot*
Ace of spades	Donjon*
King of spades	Ruin
Queen of spades	Euryale
Jack of spades	Rogue
Two of spades	Balance*
Joker (with TM)	Fool*
Joker (without TM)	Jester

*Found only in a deck with twenty-two cards

Balance. Your mind suffers a wrenching alteration, causing your alignment to change. Lawful becomes chaotic, good becomes evil, and vice versa. If you are true neutral or unaligned, this card has no effect on you.

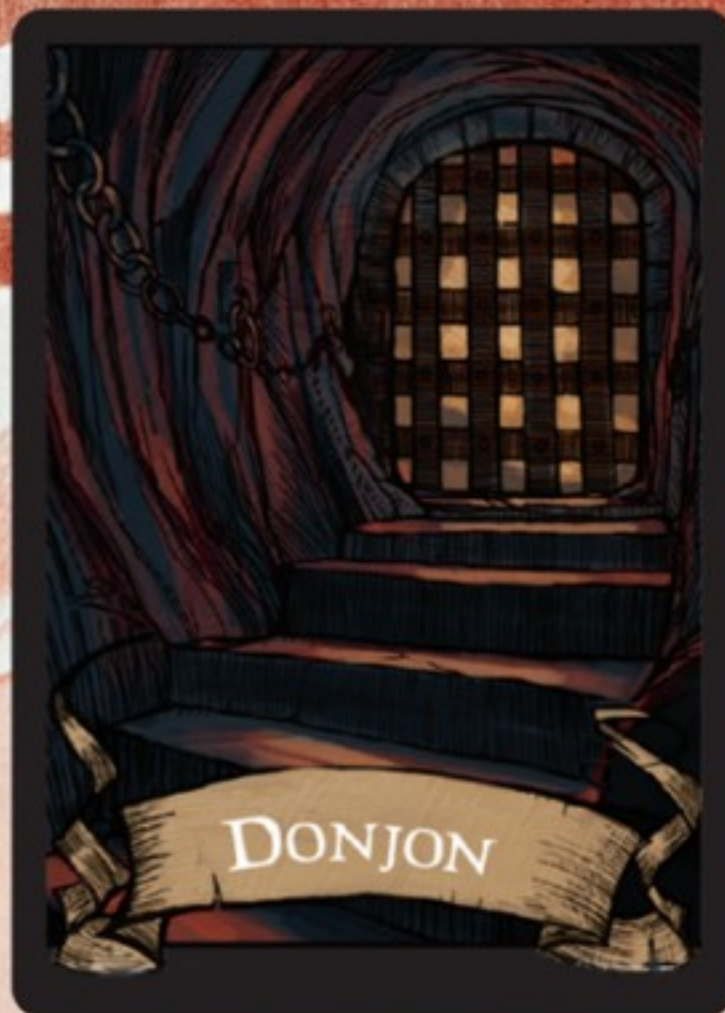
Comet. If you single-handedly defeat the next hostile monster or group of monsters you encounter, you gain experience points enough to gain one level. Otherwise, this card has no effect.

Donjon. You disappear and become entombed in a state of suspended animation in an extradimensional sphere. Everything you were wearing and carrying stays behind in the space you occupied when you disappeared. You remain imprisoned until you are found and removed from the sphere. You can't be located by

A QUESTION OF ENMITY

Two of the cards in a *deck of many things* can earn a character the enmity of another being. With the Flames card, the enmity is overt. The character should experience the devil's malevolent efforts on multiple occasions. Seeking out the fiend should not be a simple task, and the adventurer should clash with the devil's allies and followers a few times before being able to confront the devil itself.

In the case of the Rogue card, the enmity is secret and should come from someone thought to be a friend or an ally. As Dungeon Master, you should wait for a dramatically appropriate moment to reveal this enmity, leaving the adventurer guessing who is likely to become a betrayer.





FIGURINE OF WONDROUS POWER

Wondrous item, rarity by figurine

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. See the *Monster Manual* for the creature's statistics, except for the giant fly.

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.

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)

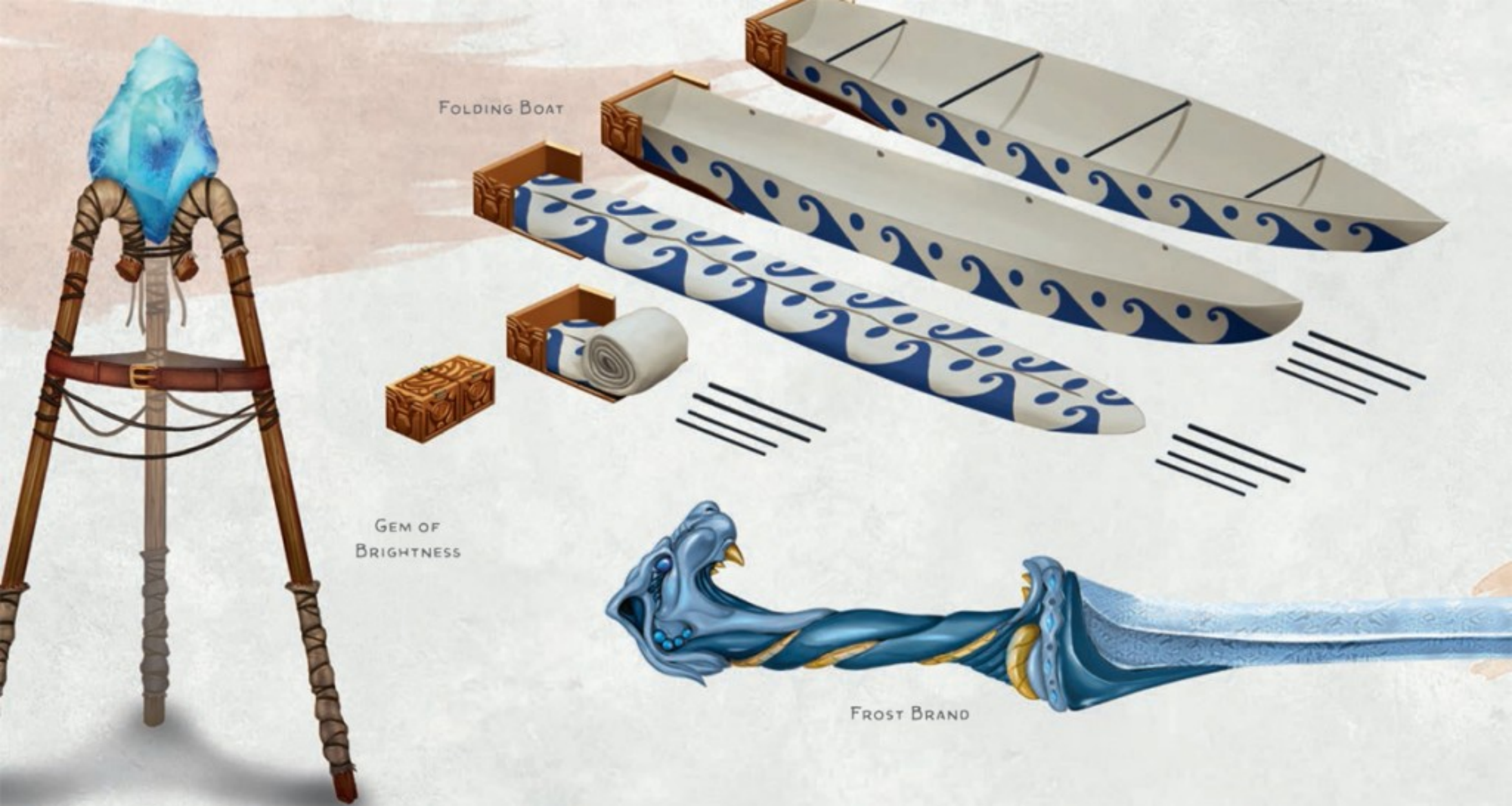
Senses darkvision 60 ft., passive Perception 10

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:

- 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.



- 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.

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.

If you have a good alignment, the figurine has a 10 percent chance each time you use it to ignore your orders, including a command to revert to figurine form. If you mount the nightmare while it is ignoring your orders, you and the nightmare are instantly transported to a random location on the plane of Hades, where the nightmare reverts to figurine form.

Onyx Dog (Rare). This onyx statuette of a dog can become a mastiff for up to 6 hours. The mastiff has

an Intelligence of 8 and can speak Common. It also has darkvision out to a range of 60 feet and can see invisible creatures and objects within that range. Once it has been used, it can't be used again until 7 days have passed.

Serpentine Owl (Rare). This serpentine statuette of an owl can become a giant owl for up to 8 hours. Once it has been used, it can't be used again until 2 days have passed. The owl can telepathically communicate with you at any range if you and it are on the same plane of existence.

Silver Raven (Uncommon). This silver statuette of a raven can become a raven for up to 12 hours. Once it has been used, it can't be used again until 2 days have passed. While in raven form, the figurine allows you to cast the *animal messenger* spell on it at will.

FLAME TONGUE

The title says it all - It's a tongue made of flame. What else do you need to know?



RING OF PROTECTION



RING OF
FIRE RESISTANCE



RING OF
SPELL STORING



RING OF
REGENERATION

RING OF
TELEKINESIS



RING OF RESISTANCE

Ring, rare (requires attunement)

You have resistance to one damage type while wearing this ring. The gem in the ring indicates the type, which the DM chooses or determines randomly.

d10	Damage Type	Gem
1	Acid	Pearl
2	Cold	Tourmaline
3	Fire	Garnet
4	Force	Sapphire
5	Lightning	Citrine
6	Necrotic	Jet
7	Poison	Amethyst
8	Psychic	Jade
9	Radiant	Topaz
10	Thunder	Spinel

RING OF SHOOTING STARS

Ring, very rare (requires attunement outdoors at night)

While wearing this ring in dim light or darkness, you can cast *dancing lights* and *light* from the ring at will. Casting either spell from the ring requires an action.

The ring has 6 charges for the following other properties. The ring regains 1d6 expended charges daily at dawn.

Faerie Fire. You can expend 1 charge as an action to cast *faerie fire* from the ring.

Ball Lightning. You can expend 2 charges as an action to create one to four 3-foot-diameter spheres of lightning. The more spheres you create, the less powerful each sphere is individually.

Each sphere appears in an unoccupied space you can see within 120 feet of you. The spheres last as long as you concentrate (as if concentrating on a spell), up to 1 minute. Each sphere sheds dim light in a 30-foot radius.

As a bonus action, you can move each sphere up to 30 feet, but no farther than 120 feet away from you. When a creature other than you comes within 5 feet of a sphere, the sphere discharges lightning at that creature

and disappears. That creature must make a DC 15 Dexterity saving throw. On a failed save, the creature takes lightning damage based on the number of spheres you created.

Spheres	Lightning Damage
4	2d4
3	2d6
2	5d4
1	4d12

Shooting Stars. You can expend 1 to 3 charges as an action. For every charge you expend, you launch a glowing mote of light from the ring at a point you can see within 60 feet of you. Each creature within a 15-foot cube originating from that point is showered in sparks and must make a DC 15 Dexterity saving throw, taking 5d4 fire damage on a failed save, or half as much damage on a successful one.

RING OF SPELL STORING

Ring, rare (requires attunement)

This ring stores spells cast into it, holding them until the attuned wearer uses them. The ring can store up to 5 levels worth of spells at a time. When found, it contains 1d6 – 1 levels of stored spells chosen by the DM.

Any creature can cast a spell of 1st through 5th level into the ring by touching the ring as the spell is cast. The spell has no effect, other than to be stored in the ring. If the ring can't hold the spell, the spell is expended without effect. The level of the slot used to cast the spell determines how much space it uses.

While wearing this ring, you can cast any spell stored in it. The spell uses the slot level, spell save DC, spell attack bonus, and spellcasting ability of the original caster, but is otherwise treated as if you cast the spell. The spell cast from the ring is no longer stored in it, freeing up space.

STAFF OF THE PYTHON

Staff, uncommon (requires attunement by a cleric, druid, or warlock)

You can use an action to speak this staff's command word and throw the staff on the ground within 10 feet of you. The staff becomes a giant constrictor snake (see the *Monster Manual* for statistics) under your control and acts on its own initiative count. By using a bonus action to speak the command word again, you return the staff to its normal form in a space formerly occupied by the snake.

On your turn, you can mentally command the snake if it is within 60 feet of you and you aren't incapacitated. You decide what action the snake takes and where it moves during its next turn, or you can issue it a general command, such as to attack your enemies or guard a location.

If the snake is reduced to 0 hit points, it dies and reverts to its staff form. The staff then shatters and is destroyed. If the snake reverts to staff form before losing all its hit points, it regains all of them.

STAFF OF THE WOODLANDS

Staff, rare (requires attunement by a druid)

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.

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.

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.

STAFF OF THUNDER AND LIGHTNING

Staff, very rare (requires attunement)

This staff can be wielded as a magic quarterstaff that grants a +2 bonus to attack and damage rolls made with it. It also has the following additional properties. When one of these properties is used, it can't be used again until the next dawn.

STAFF OF THE PYTHON

STAFF OF THE ADDER

SUN BLADE

STONE OF GOOD LUCK



STAFF OF THE WOODLANDS



STAFF OF WITHERING



STAFF OF THUNDER AND LIGHTNING

STONE OF CONTROLLING
EARTH ELEMENTALS

Lightning. When you hit with a melee attack using the staff, you can cause the target to take an extra 2d6 lightning damage.

Thunder. When you hit with a melee attack using the staff, you can cause the staff to emit a crack of thunder, audible out to 300 feet. The target you hit must succeed on a DC 17 Constitution saving throw or become stunned until the end of your next turn.

Lightning Strike. You can use an action to cause a bolt of lightning to leap from the staff's tip in a line that is 5 feet wide and 120 feet long. Each creature in that line must make a DC 17 Dexterity saving throw, taking 9d6 lightning damage on a failed save, or half as much damage on a successful one.

Thunderclap. You can use an action to cause the staff to issue a deafening thunderclap, audible out to 600 feet. Each creature within 60 feet of you (not including you) must make a DC 17 Constitution saving throw. On a failed save, a creature takes 2d6 thunder damage and becomes deafened for 1 minute. On a successful save, a creature takes half damage and isn't deafened.

Thunder and Lightning. You can use an action to use the Lightning Strike and Thunderclap properties at the same time. Doing so doesn't expend the daily use of those properties, only the use of this one.

STAFF OF WITHERING

Staff, rare (requires attunement by a cleric, druid, or warlock)

This staff has 3 charges and regains 1d3 expended charges daily at dawn.

The staff can be wielded as a magic quarterstaff. On a hit, it deals damage as a normal quarterstaff, and you can expend 1 charge to deal an extra 2d10 necrotic damage to the target. In addition, the target must succeed on a DC 15 Constitution saving throw or have disadvantage for 1 hour on any ability check or saving throw that uses Strength or Constitution.

STONE OF CONTROLLING EARTH ELEMENTALS

Wondrous item, rare

If the stone is touching the ground, you can use an action to speak its command word and summon an earth elemental, as if you had cast the *conjure elemental* spell. The stone can't be used this way again until the next dawn. The stone weighs 5 pounds.

STONE OF GOOD LUCK (LUCKSTONE)

Wondrous item, uncommon (requires attunement)

While this polished agate is on your person, you gain a +1 bonus to ability checks and saving throws.

SUN BLADE

Weapon (longsword), rare (requires attunement)

This item appears to be a longsword hilt. While grasping the hilt, you can use a bonus action to cause a blade of pure radiance to spring into existence, or make the blade disappear. While the blade exists, this magic longsword has the finesse property. If you are proficient with shortswords or longswords, you are proficient with the *sun blade*.



You're far too pure
and innocent to
peruse the Book of
Vile Darkness, so
we've covered it up
for you.
No need to thank us.

EYE AND HAND OF VECNA

Wondrous item, artifact (requires attunement)

Seldom is the name of Vecna spoken except in a hushed voice. Vecna was, in his time, one of the mightiest of all wizards. Through dark magic and conquest, he forged a terrible empire. For all his power, Vecna couldn't escape his own mortality. He began to fear death and take steps to prevent his end from ever coming about.

Orcus, the demon prince of undeath, taught Vecna a ritual that would allow him to live on as a lich. Beyond death, he became the greatest of all liches. Even though his body gradually withered and decayed, Vecna continued to expand his evil dominion. So formidable and hideous was his temper that his subjects feared to speak his name. He was the Whispered One, the Master of the Spider Throne, the Undying King, and the Lord of the Rotted Tower.

Some say that Vecna's lieutenant Kas coveted the Spider Throne for himself, or that the sword his lord made for him seduced him into rebellion. Whatever the reason, Kas brought the Undying King's rule to an end in a terrible battle that left Vecna's tower a heap of ash. Of Vecna, all that remained were one hand and one eye, grisly artifacts that still seek to work the Whispered One's will in the world.

The *Eye of Vecna* and the *Hand of Vecna* might be found together or separately. The eye looks like a bloodshot organ torn free from the socket. The hand is a mummified and shriveled left extremity.

To attune to the eye, you must gouge out your own eye and press the artifact into the empty socket. The eye grafts itself to your head and remains there until you die. Once in place, the eye transforms into a golden eye with a slit for a pupil, much like that of a cat. If the eye is ever removed, you die.

To attune to the hand, you must lop off your left hand at the wrist and press the artifact against the stump. The hand grafts itself to your arm and becomes a functioning appendage. If the hand is ever removed, you die.

Random Properties. The *Eye of Vecna* and the *Hand of Vecna* each have the following random properties:

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

Properties of the Eye. Your alignment changes to neutral evil, and you gain the following benefits:

- You have truesight.
- You can use an action to see as if you were wearing a *ring of X-ray vision*. You can end this effect as a bonus action.
- The eye has 8 charges. You can use an action and expend 1 or more charges to cast one of the following spells (save DC 18) from it: *clairvoyance* (2 charges), *crown of madness* (1 charge), *disintegrate* (4 charges), *dominate monster* (5 charges), or *eyebite* (4 charges). The eye regains 1d4 + 4 expended charges daily at dawn. Each time you cast a spell from the eye, there is a 5 percent chance that Vecna tears your soul from your body, devours it, and then takes control of the body like a puppet. If that happens, you become an NPC under the DM's control.

Properties of the Hand. Your alignment changes to neutral evil, and you gain the following benefits:

- Your Strength score becomes 20, unless it is already 20 or higher.
- Any melee spell attack you make with the hand, and any melee weapon attack made with a weapon held by it, deals an extra 2d8 cold damage on a hit.
- The hand has 8 charges. You can use an action and expend 1 or more charges to cast one of the following spells (save DC 18) from it: *finger of death* (5 charges), *sleep* (1 charge), *slow* (2 charges), or *teleport* (3 charges). The hand regains 1d4 + 4 expended charges daily at dawn. Each time you cast a spell from the hand, it casts the *suggestion* spell on you (save DC 18), demanding that you commit an evil act. The hand might have a specific act in mind or leave it up to you.

Properties of the Eye and Hand. If you are attuned to both the hand and eye, you gain the following additional benefits:

- You are immune to disease and poison.
- Using the eye's X-ray vision never causes you to suffer exhaustion.
- You experience premonitions of danger and, unless you are incapacitated, can't be surprised.
- If you start your turn with at least 1 hit point, you regain 1d10 hit points.
- If a creature has a skeleton, you can attempt to turn its bones to jelly with a touch of the *Hand of Vecna*. You can do so by using an action to make a melee attack against a creature you can reach, using your choice of your melee attack bonus for weapons or spells. On a hit, the target must succeed on a DC 18 Constitution saving throw or drop to 0 hit points.
- You can use an action to cast *wish*. This property can't be used again until 30 days have passed.

Destroying the Eye and Hand. If the *Eye of Vecna* and the *Hand of Vecna* are both attached to the same creature, and that creature is slain by the *Sword of Kas*, both the eye and the hand burst into flame, turn



ORB OF DRAGONKIND



EYE AND HAND
OF VECNA



to ash, and are destroyed forever. Any other attempt to destroy the eye or hand seems to work, but the artifact reappears in one of Vecna's many hidden vaults, where it waits to be rediscovered.

ORB OF DRAGONKIND

Wondrous item, artifact (requires attunement)

Ages past, on the world of Kryn, elves and humans waged a terrible war against evil dragons. When the world seemed doomed, the wizards of the Towers of High Sorcery came together and worked their greatest magic, forging five *Orbs of Dragonkind* (or *Dragon Orbs*) to help them defeat the dragons. One orb was taken to each of the five towers, and there they were used to speed the war toward a victorious end. The wizards used the orbs to lure dragons to them, then destroyed the dragons with powerful magic.

As the Towers of High Sorcery fell in later ages, the orbs were destroyed or faded into legend, and only three are thought to survive. Their magic has been warped and twisted over the centuries, so although their primary purpose of calling dragons still functions, they also allow some measure of control over dragons.

Each orb contains the essence of an evil dragon, a presence that resents any attempt to coax magic from it. Those lacking in force of personality might find themselves enslaved to an orb.

An orb is an etched crystal globe about 10 inches in diameter. When used, it grows to about 20 inches in diameter, and mist swirls inside it.

While attuned to an orb, you can use an action to peer into the orb's depths and speak its command word. You must then make a DC 15 Charisma check. On a successful check, you control the orb for as long as you remain attuned to it. On a failed check, you become charmed by the orb for as long as you remain attuned to it.

While you are charmed by the orb, you can't voluntarily end your attunement to it, and the orb casts *suggestion* on you at will (save DC 18), urging you to work toward the evil ends it desires. The dragon essence within the orb might want many things: the annihilation of a particular people, freedom from the orb, to spread suffering in the world, to advance the worship of Takhisis (Tiamat's name on Kryn), or something else the DM decides.

Random Properties. An *Orb of Dragonkind* has the following random properties:

- 2 minor beneficial properties
- 1 minor detrimental property
- 1 major detrimental property

Spells. The orb has 7 charges and regains 1d4 + 3 expended charges daily at dawn. If you control the orb, you can use an action and expend 1 or more charges to cast one of the following spells (save DC 18) from it: *cure wounds* (5th-level version, 3 charges), *daylight* (1 charge), *death ward* (2 charges), or *screaming* (3 charges).

You can also use an action to cast the *detect magic* spell from the orb without using any charges.

Call Dragons. While you control the orb, you can use an action to cause the artifact to issue a telepathic call that extends in all directions for 40 miles. Evil dragons in range feel compelled to come to the orb as soon as possible by the most direct route. Dragon deities such as Tiamat are unaffected by this call. Dragons drawn to the orb might be hostile toward you for compelling them against their will. Once you have used this property, it can't be used again for 1 hour.

Destroying an Orb. An *Orb of Dragonkind* appears fragile but is impervious to most damage, including the attacks and breath weapons of dragons. A *disintegrate* spell or one good hit from a +3 magic weapon is sufficient to destroy an orb, however.

CKLE FEVER

This disease targets humanoid, although gnomes are strangely immune. While in the grips of this disease, victims frequently succumb to fits of mad laughter, giving the disease its common name and its morbid nickname: "the shrieks."

Symptoms manifest 1d4 hours after infection and include fever and disorientation. The infected creature gains one level of exhaustion that can't be removed until the disease is cured.

Any event that causes the infected creature great stress—including entering combat, taking damage, experiencing fear, or having a nightmare—forces the creature to make a DC 13 Constitution saving throw. On a failed save, the creature takes 5 (1d10) psychic damage and becomes incapacitated with mad laughter for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the mad laughter and the incapacitated condition on a success.

Any humanoid creature that starts its turn within 10 feet of an infected creature in the throes of mad laughter must succeed on a DC 10 Constitution saving throw or also become infected with the disease. Once a creature succeeds on this save, it is immune to the mad laughter of that particular infected creature for 24 hours.

At the end of each long rest, an infected creature can make a DC 13 Constitution saving throw. On a successful save, the DC for this save and for the save to avoid an attack of mad laughter drops by 1d6. When the saving throw DC drops to 0, the creature recovers from the disease. A creature that fails three of these saving throws gains a randomly determined form of indefinite madness, as described later in this chapter.

SEWER PLAGUE

Sewer plague is a generic term for a broad category of illnesses that incubate in sewers, refuse heaps, and stagnant swamps, and which are sometimes transmitted by creatures that dwell in those areas, such as rats and ottyghs.

When a humanoid creature is bitten by a creature that carries the disease, or when it comes into contact with filth or offal contaminated by the disease, the creature must succeed on a DC 11 Constitution saving throw or become infected.

It takes 1d4 days for sewer plague's symptoms to manifest in an infected creature. Symptoms include fatigue and cramps. The infected creature suffers one level of exhaustion, and it regains only half the normal number of hit points from spending Hit Dice and no hit points from finishing a long rest.

At the end of each long rest, an infected creature must make a DC 11 Constitution saving throw. On a failed save, the character gains one level of exhaustion. On a successful save, the character's exhaustion level decreases by one level. If a successful saving throw reduces the infected creature's level of exhaustion below 1, the creature recovers from the disease.

SIGHT ROT

This painful infection causes bleeding from the eyes and eventually blinds the victim.

A beast or humanoid that drinks water tainted by sight rot must succeed on a DC 15 Constitution saving throw or become infected. One day after infection, the creature's vision starts to become blurry. The creature takes a -1 penalty to attack rolls and ability checks that rely on sight. At the end of each long rest after the symptoms appear, the penalty worsens by 1. When it reaches -5, the victim is blinded until its sight is restored by magic such as *lesser restoration* or *heal*.

Sight rot can be cured using a rare flower called Eyebright, which grows in some swamps. Given an hour, a character who has proficiency with an herbalism kit can turn the flower into one dose of ointment. Applied to the eyes before a long rest, one dose of it prevents the disease from worsening after that rest. After three doses, the ointment cures the disease entirely.

POISONS

Given their insidious and deadly nature, poisons are illegal in most societies but are a favorite tool among assassins, drow, and other evil creatures.

Poisons come in the following four types.

Contact. A creature that touches contact poison with exposed skin suffers its effects.

Ingested. A creature must swallow an entire dose of ingested poison to suffer its effects. You might decide that a partial dose has a reduced effect, such as allowing advantage on the saving throw or dealing only half damage on a failed save.

Inhaled. These poisons are powders or gases that take effect when they are inhaled. A single dose fills a 5-foot cube.

Injury. A creature that takes slashing or piercing damage from a weapon or piece of ammunition coated with injury poison is exposed to its effects.

POISONS

Item	Type	Price per Dose
Assassin's blood	Ingested	150 gp
Burnt othur fumes	Inhaled	500 gp
Carrion crawler mucus	Contact	200 gp
Drow poison	Injury	200 gp
Essence of ether	Inhaled	300 gp
Malice	Inhaled	250 gp
Midnight tears	Ingested	1,500 gp
Oil of taggit	Contact	400 gp
Pale tincture	Ingested	250 gp
Purple worm poison	Injury	2,000 gp
Serpent venom	Injury	200 gp
Torpor	Ingested	600 gp
Truth serum	Ingested	150 gp
Wyvern poison	Injury	1,200 gp

SAMPLE POISONS

Each type of poison has its own debilitating effects.

Assassin's Blood (Ingested). A creature subjected to this poison must make a DC 10 Constitution saving throw. On a failed save, it takes 6 (1d12) poison damage.

and is poisoned for 24 hours. On a successful save, the creature takes half damage and isn't poisoned.

Burnt Othur Fumes (Inhaled). A creature subjected to this poison must succeed on a DC 13 Constitution saving throw or take 10 (3d6) poison damage, and must repeat the saving throw at the start of each of its turns. On each successive failed save, the character takes 3 (1d6) poison damage. After three successful saves, the poison ends.

Carriion Crawler Mucus (Contact). This poison must be harvested from a dead or incapacitated carriion crawler. A creature subjected to this poison must succeed on a DC 13 Constitution saving throw or be poisoned for 1 minute. The poisoned creature is paralyzed. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Drow Poison (Injury). This poison is typically made only by the drow, and only in a place far removed from sunlight. A creature subjected to this poison must succeed on a DC 13 Constitution saving throw or be poisoned for 1 hour. If the saving throw fails by 5 or more, the creature is also unconscious while poisoned in this way. The creature wakes up if it takes damage or if another creature takes an action to shake it awake.

Essence of Ether (Inhaled). A creature subjected to this poison must succeed on a DC 15 Constitution saving throw or become poisoned for 8 hours. The poisoned creature is unconscious. The creature wakes up if it takes damage or if another creature takes an action to shake it awake.

Malice (Inhaled). A creature subjected to this poison must succeed on a DC 15 Constitution saving throw or become poisoned for 1 hour. The poisoned creature is blinded.

Midnight Tears (Ingested). A creature that ingests this poison suffers no effect until the stroke of midnight. If the poison has not been neutralized before then, the creature must succeed on a DC 17 Constitution saving throw, taking 31 (9d6) poison damage on a failed save, or half as much damage on a successful one.

Oil of Taggit (Contact). A creature subjected to this poison must succeed on a DC 13 Constitution saving throw or become poisoned for 24 hours. The poisoned creature is unconscious. The creature wakes up if it takes damage.

Pale Tincture (Ingested). A creature subjected to this poison must succeed on a DC 16 Constitution saving throw or take 3 (1d6) poison damage and become poisoned. The poisoned creature must repeat the saving throw every 24 hours, taking 3 (1d6) poison damage on a failed save. Until this poison ends, the damage the poison deals can't be healed by any means. After seven successful saving throws, the effect ends and the creature can heal normally.

Purple Worm Poison (Injury). This poison must be harvested from a dead or incapacitated purple worm. A creature subjected to this poison must make a DC 19 Constitution saving throw, taking 42 (12d6) poison damage on a failed save, or half as much damage on a successful one.

Serpent Venom (Injury). This poison must be harvested from a dead or incapacitated giant poisonous snake. A creature subjected to this poison must succeed on a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

Torpor (Ingested). A creature subjected to this poison must succeed on a DC 15 Constitution saving throw or become poisoned for 4d6 hours. The poisoned creature is incapacitated.

Truth Serum (Ingested). A creature subjected to this poison must succeed on a DC 11 Constitution saving throw or become poisoned for 1 hour. The poisoned creature can't knowingly speak a lie, as if under the effect of a *zone of truth* spell.

Wyvern Poison (Injury). This poison must be harvested from a dead or incapacitated wyvern. A creature subjected to this poison must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

PURCHASING POISON

In some settings, strict laws prohibit the possession and use of poison, but a black-market dealer or unscrupulous apothecary might keep a hidden stash. Characters with criminal contacts might be able to acquire poison relatively easily. Other characters might have to make extensive inquiries and pay bribes before they track down the poison they seek.

The Poisons table gives suggested prices for single doses of various poisons.

CRAFTING AND HARVESTING POISON

During downtime between adventures, a character can use the crafting rules in the *Player's Handbook* to create basic poison if the character has proficiency with a poisoner's kit. At your discretion, the character can craft other kinds of poison. Not all poison ingredients are available for purchase, and tracking down certain ingredients might form the basis of an entire adventure.

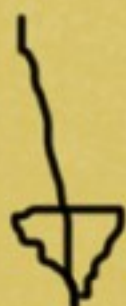
A character can instead attempt to harvest poison from a poisonous creature, such as a snake, wyvern, or carriion crawler. The creature must be incapacitated or dead, and the harvesting requires 1d6 minutes followed by a DC 20 Intelligence (Nature) check. (Proficiency with the poisoner's kit applies to this check if the character doesn't have proficiency in Nature.) On a successful check, the character harvests enough poison for a single dose. On a failed check, the character is unable to extract any poison. If the character fails the check by 5 or more, the character is subjected to the creature's poison.

MADNESS

In a typical campaign, characters aren't driven mad by the horrors they face and the carnage they inflict day after day, but sometimes the stress of being an adventurer can be too much to bear. If your campaign has a strong horror theme, you might want to use madness as a way to reinforce that theme, emphasizing

There are some pretty cool resting and healing variants here.

See?



REST VARIANTS

Oh hey, this one is neat.

Oh that one is cool too.

I'll have to use that one in my next campaign.

Enough rest!
Now for things that blow up and go pew!

FIREARMS

If you want to model the swashbuckling style of *The Three Musketeers* and similar tales, you can introduce gunpowder weapons to your campaign that are associated with the Renaissance. Similarly, in a campaign where a spaceship has crashed or elements of modern-day Earth are present, futuristic or modern

firearms might appear. The Firearms table provides examples of firearms from all three of those periods. The modern and futuristic items are priceless.

PROFICIENCY

It's up to you to decide whether a character has proficiency with a firearm. Characters in most D&D worlds wouldn't have such proficiency. During their downtime, characters can use the training rules in the *Player's Handbook* to acquire proficiency, assuming that they have enough ammunition to keep the weapons working while mastering their use.

PROPERTIES

Firearms use special ammunition, and some of them have the burst fire or reload property.

Ammunition. The ammunition of a firearm is destroyed upon use. Renaissance and modern firearms use bullets. Futuristic firearms are powered by a special type of ammunition called energy cells. An energy cell contains enough power for all the shots its firearm can make.

Burst Fire. A weapon that has the burst fire property can make a normal single-target attack, or it can spray a 10-foot-cube area within normal range with shots. Each creature in the area must succeed on a DC 15 Dexterity saving throw or take the weapon's normal damage. This action uses ten pieces of ammunition.

Reload. A limited number of shots can be made with a weapon that has the reload property. A character must then use an action or a bonus action to reload it.

EXPLOSIVES

A campaign might include explosives from the Renaissance or the modern world (the latter are priceless), as presented in the Explosives table.

BOMB

As an action, a character can light this bomb and throw it at a point up to 60 feet away. Each creature within 5 feet of that point must succeed on a DC 12 Dexterity saving throw or take 3d6 fire damage.

GUNPOWDER

Gunpowder is chiefly used to propel a bullet out of the barrel of a pistol or rifle, or it is formed into a bomb. Gunpowder is sold in small wooden kegs and in water-resistant powder horns.

Setting fire to a container full of gunpowder causes it to explode, dealing fire damage to creatures within 5 feet of it (3d6 for a powder horn, 7d6 for a keg). A successful DC 12 Dexterity saving throw halves the damage. Setting fire to an ounce of gunpowder causes it to flare for 1 round, shedding bright light in a 30-foot radius and dim light for an additional 30 feet.

DYNAMITE

As an action, a creature can light a stick of dynamite and throw it at a point up to 60 feet away. Each creature within 5 feet of that point must make a DC 12 Dexterity saving throw, taking 3d6 thunder damage on a failed save, or half as much damage on a successful one.

A character can bind sticks of dynamite together so they explode at the same time. Each additional stick increases the damage by 1d6 (to a maximum of 10d6) and the burst radius by 5 feet (to a maximum of 20 feet).

Dynamite can be rigged with a longer fuse to explode after a set amount of time, usually 1 to 6 rounds. Roll initiative for the dynamite. After the set number of rounds goes by, the dynamite explodes on that initiative.

GRENADES

As an action, a character can throw a grenade at a point up to 60 feet away. With a grenade launcher, the character can propel the grenade up to 120 feet away.

Each creature within 20 feet of an exploding **fragmentation grenade** must make a DC 15 Dexterity saving throw, taking 5d6 piercing damage on a failed save, or half as much damage on a successful one.

One round after a **smoke grenade** lands, it emits a cloud of smoke that creates a heavily obscured area in a 20-foot radius. A moderate wind (at least 10 miles per hour) disperses the smoke in 4 rounds; a strong wind (20 or more miles per hour) disperses it in 1 round.

FIGURING OUT ALIEN TECHNOLOGY

Int. Check Total	Result
9 or lower	One failure; one charge or use is wasted, if applicable; character has disadvantage on next check
10–14	One failure
15–19	One success
20 or higher	One success; character has advantage on next check

FIREARMS

Renaissance Item	Cost	Damage	Weight	Properties
<i>Martial Ranged Weapons</i>				
Pistol	250 gp	1d10 piercing	3 lb.	Ammunition (range 30/90), loading
Musket	500 gp	1d12 piercing	10 lb.	Ammunition (range 40/120), loading, two-handed
<i>Ammunition</i>				
Bullets (10)	3 gp	—	2 lb.	—
Modern Item	Cost	Damage	Weight	Properties
<i>Martial Ranged Weapons</i>				
Pistol, automatic	—	2d6 piercing	3 lb.	Ammunition (range 50/150), reload (15 shots)
Revolver	—	2d8 piercing	3 lb.	Ammunition (range 40/120), reload (6 shots)
Rifle, hunting	—	2d10 piercing	8 lb.	Ammunition (range 80/240), reload (5 shots), two-handed
Rifle, automatic	—	2d8 piercing	8 lb.	Ammunition (range 80/240), burst fire, reload (30 shots), two-handed
Shotgun	—	2d8 piercing	7 lb.	Ammunition (range 30/90), reload (2 shots), two-handed
<i>Ammunition</i>				
Bullets (10)	—	—	1 lb.	—
Futuristic Item	Cost	Damage	Weight	Properties
<i>Martial Ranged Weapons</i>				
Laser pistol	—	3d6 radiant	2 lb.	Ammunition (range 40/120), reload (50 shots)
Antimatter rifle	—	6d8 necrotic	10 lb.	Ammunition (range 120/360), reload (2 shots), two-handed
Laser rifle	—	3d8 radiant	7 lb.	Ammunition (range 100/300), reload (30 shots), two-handed
<i>Ammunition</i>				
Energy cell	—	—	5 oz.	—

ALIEN TECHNOLOGY

When adventurers find a piece of technology that isn't from their world or time period, the players might understand what the object is, but the characters rarely will. To simulate a character's ignorance about the technology, have the character make a series of Intelligence checks to figure it out.

To determine how the technology works, a character must succeed on a number of Intelligence checks based on the complexity of the item: two successes for a simple item (such as a cigarette lighter, calculator, or revolver) and four successes for a complex item (such as a computer, chainsaw, or hovercraft). Then consult the Figuring Out Alien Technology table. Consider making the item break if a character fails four or more times before taking a long rest.

A character who has seen an item used or has operated a similar item has advantage on Intelligence checks made to figure out its use.

EXPLOSIVES

Renaissance Item	Cost	Weight
Bomb	150 gp	1 lb.
Gunpowder, keg	250 gp	20 lb.
Gunpowder, powder horn	35 gp	2 lb.
Modern Item	Cost	Weight
Dynamite (stick)	—	1 lb.
Grenade, fragmentation	—	1 lb.
Grenade, smoke	—	2 lb.
Grenade launcher	—	7 lb.



EXAMPLE SUBRACE: ELADRIN

Creatures of magic with strong ties to nature, eladrin live in the twilight realm of the Feywild. Their cities sometimes cross over to the Material Plane, appearing briefly in mountain valleys or deep forest glades before fading back into the Feywild.

The elf subraces in the *Player's Handbook* include an ability score increase, a weapon training feature, and two or three additional traits. Given the story of the eladrin and their magical nature, an increase to an eladrin character's Intelligence is appropriate. There's no need to alter the basic weapon training shared by high elves and wood elves.

An ability that sets the eladrin apart from other elves is their ability to step through the boundary between the planes, disappearing for a moment before reappearing somewhere else. In the game, this is reflected in a

limited use of the *misty step* spell. Since *misty step* is a 2nd-level spell, this ability is potent enough that the subrace doesn't need additional traits. This leaves us with the following features for the eladrin subrace:

Ability Score Increase. Your Intelligence score increases by 1.

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

Fey Step. You can cast the *misty step* spell once using this trait. You regain the ability to do so when you finish a short or long rest.

CREATING A NEW RACE

When creating a race from scratch, begin with the story and proceed from there. Compare your creation to the other races of your world, and borrow freely from the traits of other races. As an example, consider the aasimar, a race similar to the tiefling but with a celestial heritage.

EXAMPLE RACE: AASIMAR

Whereas tieflings have fiendish blood in their veins, aasimar are the descendants of celestial beings. These folk generally appear as glorious humans with lustrous hair, flawless skin, and piercing eyes. Aasimar often attempt to pass as humans in order to right wrongs and defend goodness on the Material Plane without drawing undue attention to their celestial heritage. They strive to fit into society, although they usually rise to the top, becoming revered leaders and honorable heroes.

You might decide to use the aasimar as a counterpoint to the tiefling race. The two races could even be at odds, reflecting some greater conflict between the forces of good and evil in your campaign.

Here are our basic goals for the aasimar:

- Aasimar should make effective clerics and paladins.
- Aasimar should be to celestials and humans what tieflings are to fiends and humans.

Given that aasimar and tieflings are like two sides of the same coin, the tiefling makes a good starting point for coming up with the new race's traits. Since we want aasimar to be effective paladins and clerics, it makes sense to improve their Wisdom and Charisma instead of Intelligence and Charisma.

Like tieflings, aasimar have darkvision. Instead of resistance to fire damage, we give them resistance to radiant damage to reflect their celestial nature. However, radiant damage isn't as common as fire damage, so we give them resistance to necrotic damage as well, making them good at facing undead.

The tiefling's *Infernal Legacy* trait is a good model for a similar trait to reflect a magical, celestial heritage, replacing the tiefling's spells with spells of similar levels that more closely match the aasimar's celestial ancestry. However, the aasimar's expanded resistance might require limiting this trait to basic utility spells.

Filling in the remaining details, we end up with the following racial traits for the aasimar:

Ability Score Increase. Your Wisdom score increases by 1, and your Charisma score increases by 2.



CONNECTING AREAS

When your map is done, consider adding doors between chambers and passages that are next to each other but otherwise not connected. Such doors create more paths through the dungeon and expand players' options.

If your dungeon consists of more than one level, be sure that any stairs, pits, and other vertical passages line up between levels. If you're using graph paper, lay a new page on top of your existing map, mark the locations of stairs and other features shared by the two levels, and begin mapping the new level.

STOCKING A DUNGEON

Creating a map for your dungeon is only half the fun. Once you have the layout, you need to decide what challenges and rewards are to be found in the dungeon's passages and chambers. Any reasonably large space should be stocked with interesting sights, sounds, objects, and creatures.

You don't need to have every last detail of your dungeon plotted out. You can get by with nothing more than a list of monsters, a list of treasures, and a list of one or two key elements for each dungeon area.

CHAMBER PURPOSE

A room's purpose can help determine its furnishings and other contents.

For each chamber on your dungeon map, establish its purpose or use the tables below to generate ideas. Each type of dungeon described in the "Dungeon Purpose"

section of chapter 5, "Adventure Environments," has its own table featuring chambers geared to the dungeon's purpose. For example, if you're building a tomb, use the Dungeon: Tomb table to help you determine the purpose of each chamber. These dungeon-specific tables are followed by the General Dungeon Chambers table, which you can use if your dungeon isn't an exact fit for one of the standard types of dungeon or if you want to mix things up.

Relying on random rolls to stock an entire dungeon can lead to incongruous results. A tiny room might end up being identified as a temple, while the huge chamber next door serves as storage. It can be fun to try to make sense of such strange design ideas, but make changes as you see fit. You can set aside a few key rooms and create specific contents for them.

DUNGEON: DEATH TRAP

d20	Purpose
1	Antechamber or waiting room for spectators
2–8	Guardroom fortified against intruders
9–11	Vault for holding important treasures, accessible only by locked or secret door (75 percent chance of being trapped)
12–14	Room containing a puzzle that must be solved to bypass a trap or monster
15–19	Trap designed to kill or capture creatures
20	Observation room, allowing guards or spectators to observe creatures moving through the dungeon

DUNGEON: LAIR

d20	Purpose
1	Armory stocked with weapons and armor
2	Audience chamber, used to receive guests
3	Banquet room for important celebrations
4	Barracks where the lair's defenders are quartered
5	Bedroom, for use by leaders
6	Chapel where the lair's inhabitants worship
7	Cistern or well for drinking water
8–9	Guardroom for the defense of the lair
10	Kennel for pets or guard beasts
11	Kitchen for food storage and preparation
12	Pen or prison where captives are held
13–14	Storage, mostly nonperishable goods
15	Throne room where the lair's leaders hold court
16	Torture chamber
17	Training and exercise room
18	Trophy room or museum
19	Latrine or bath
20	Workshop for the construction of weapons, armor, tools, and other goods

DUNGEON: MAZE

d20	Purpose
1	Conjuring room, used to summon creatures that guard the maze
2–5	Guardroom for sentinels that patrol the maze
6–10	Lair for guard beasts that patrol the maze
11	Pen or prison accessible only by secret door, used to hold captives condemned to the maze
12	Shrine dedicated to a god or other entity
13–14	Storage for food, as well as tools used by the maze's guardians to keep the complex in working order
15–18	Trap to confound or kill those sent into the maze
19	Well that provides drinking water
20	Workshop where doors, torch sconces, and other furnishings are repaired and maintained

DUNGEON: MINE

d20	Purpose
1–2	Barracks for miners
3	Bedroom for a supervisor or manager
4	Chapel dedicated to a patron deity of miners, earth, or protection
5	Cistern providing drinking water for miners
6–7	Guardroom
8	Kitchen used to feed workers
9	Laboratory used to conduct tests on strange minerals extracted from the mine
10–15	Lode where metal ore is mined (75 percent chance of being depleted)
16	Office used by the mine supervisor
17	Smithy for repairing damaged tools
18–19	Storage for tools and other equipment
20	Strong room or vault used to store ore for transport to the surface

DUNGEON: PLANAR GATE

d100	Purpose
01–03	Decorated foyer or antechamber
04–08	Armory used by the portal's guardians
09–10	Audience chamber for receiving visitors
11–19	Barracks used by the portal's guards
20–23	Bedroom for use by the high-ranking members of the order that guards the portal
24–30	Chapel dedicated to a deity or deities related to the portal and its defenders
31–35	Cistern providing fresh water
36–38	Classroom for use of initiates learning about the portal's secrets
39	Conjuring room for summoning creatures used to investigate or defend the portal
40–41	Crypt where the remains of those that died guarding the portal are kept
42–47	Dining room
48–50	Divination room used to investigate the portal and events tied to it
51–55	Dormitory for visitors and guards
56–57	Entry room or vestibule
58–59	Gallery for displaying trophies and objects related to the portal and those that guard it
60–67	Guardroom to protect or watch over the portal
68–72	Kitchen
73–77	Laboratory for conducting experiments relating to the portal and creatures that emerge from it
78–80	Library holding books about the portal's history
81–85	Pen or prison for holding captives or creatures that emerge from the portal
86–87	Planar junction, where the gate to another plane once stood (25 percent chance of being active)
88–90	Storage
91	Strong room or vault, for guarding valuable treasures connected to the portal or funds used to pay the planar gate's guardians
92–93	Study
94	Torture chamber, for questioning creatures that pass through the portal or that attempt to clandestinely use it
95–98	Latrine or bath
99–00	Workshop for constructing tools and gear needed to study the portal





Monsters

Challenge Rating (XP)

Brown bear, bugbear, dire wolf, dryad, faerie dragon (yellow or younger), giant hyena, giant spider, giant toad, goblin boss, half-ogre, harpy, tiger, yuan-ti pureblood	1 (200 XP)
Ankheg, awakened tree, bandit captain, berserker, centaur, druid, ettercap, faerie dragon (green or older), giant boar, giant constrictor snake, giant elk, gnoll pack lord, grick, lizardfolk shaman, ogre, orc Eye of Gruumsh, orog, pegasus, swarm of poisonous snakes, wererat, will-o'-wisp	2 (450 XP)
Displacer beast, green hag, hobgoblin captain, owlbear, phase spider, veteran, werewolf, yuan-ti malison	3 (700 XP)
Banshee, couatl, gnoll fang of Yeenoghu, wereboar, weretiger	4 (1,100 XP)
Gorgon, revenant, shambling mound, troll, unicorn, werebear	5 (1,800 XP)
Giant ape, grick alpha, oni, yuan-ti abomination	7 (2,900 XP)
Young green dragon	8 (3,900 XP)
Treant	9 (5,000 XP)
Guardian naga, young gold dragon	10 (5,900 XP)
Adult green dragon	15 (13,000 XP)
Adult gold dragon	17 (18,000 XP)
Ancient green dragon	22 (30,000 XP)
Ancient gold dragon	24 (36,500 XP)

GRASSLAND MONSTERS

Monsters

Challenge Rating (XP)

Cat, commoner, deer, eagle, goat, hyena, jackal, vulture	0 (10 XP)
Blood hawk, flying snake, giant weasel, guard, poisonous snake, stirge, tribal warrior	1/8 (25 XP)
Axe beak, boar, elk, giant poisonous snake, giant wolf spider, goblin, panther (leopard), pteranodon, riding horse, wolf	1/4 (50 XP)
Cockatrice, giant goat, giant wasp, gnoll, hobgoblin, jackalwere, orc, scout, swarm of insects, worg	1/2 (100 XP)
Bugbear, giant eagle, giant hyena, giant vulture, goblin boss, hippogriff, lion, scarecrow, thri-kreen, tiger	1 (200 XP)
Allosaurus, ankheg, centaur, druid, giant boar, giant elk, gnoll pack lord, griffon, ogre, orc Eye of Gruumsh, orog, pegasus, rhinoceros	2 (450 XP)
Ankylosaurus, hobgoblin captain, manticores, phase spider, veteran	3 (700 XP)
Couatl, elephant, gnoll fang of Yeenoghu, wereboar, weretiger	4 (1,100 XP)
Bulette, gorgon, triceratops	5 (1,800 XP)
Chimera, cyclops	6 (2,300 XP)
Tyrannosaurus Rex	8 (3,900 XP)
Young gold dragon	10 (5,900 XP)
Adult gold dragon	17 (18,000 XP)
Ancient gold dragon	24 (36,500 XP)