CITY AND WILD

5TH EDITION

New rules for playing in urban and wild regions
for the world's greatest roleplaying game

GUILD

Credits

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ON THE COVER

Aaron Lee illustrates a tiefling sorcerer from the Moon Hawks guild in a town near the mountains, ready to start a guild contract in the wilderness.

Disclaimer: Aeron Drake is not responsible for the consequences of trying to hunt down an ancient red dragon in the wild without proper equipment for finishing a local guild contract. Some side effects by creating a healing potion using strange materials may include hallucinations, paranoia, sudden changes in behavior and glowing eyes.

PART 1

Character Options

Alternate Humans

In the reckonings of most worlds, humans are the youngest of the common races, late to arrive on the world scene and short-lived in comparison to dwarves, elves, and dragons. Perhaps it is because of their shorter lives that they strive to achieve as much as they can in the years they are given. Or maybe they feel they have something to prove to the elder races, and that's why they build their mighty empires on the foundations of conquest and trade. Whatever drives them, humans are the innovators, the achievers, and the pioneers of the worlds.

A Broad Spectrum

With their penchant for migration and conquest, humans are more physically diverse than other common races. There is no typical human. An individual can stand from 5 feet to a little over 6 feet tall and weigh from 125 to 250 pounds. Human skin shades rage from nearly black to very pale, and hair colors from black to bond (curly, kinky, or straight); males might sport facial hair that is sparse or thick. A lot of humans have a dash of nonhuman blood, revealing hints of elf, orc or other lineages. Humans reach adulthood in their late teens and rarely live even a single century.

Variety in all Things

Humans are the most adaptable and ambitious people among the common races. They have widely varying tastes, morals, and customs in the many different lands where they have settled. When they settle, though, they stay: they build cities to last for the ages, and great kingdoms that can persist for long centuries. An individual human might have a relatively short life span, but a human nation or culture preserves traditions with origins far beyond the reach of any single human's memory. They live fully in the present-making them well suited to the adventuring life-but also plan for the future, striving to leave a lasting legacy. Individually and as a group, humans are adaptable opportunists, and they stay alert to changing political and social dynamics.

Human Traits

The following options allows you to create a human based on their environment, making him less generic than the human race of the *Player's Handbook*.

Ability Score Increase. Increase an ability score of your choice by 1. You cannot increase the same ability score given by the subrace you choose.

Age. Humans reach adulthood in their late teens and live less than a century.

Alignment. Humans do not tend towards any particular alignment as a group. The interplay of their ambition and empathy sees all alignments represented among them.

Size. Humans vary wildly in size and shape from under five feet to well over six feet tall. Your size is Medium.

Speed. Your base walking speed is 30 ft.

Languages. You can speak, read and write Common and one other language of your choice.

Subrace. Humans are divided by the environment where they live: desertborn, forestborn, mountainborn, plainsborn, seaborn and winterborn.

Desertborn

As a Desertborn, you come from a martial culture of nomadic warriors. Most of the desertborns travels for days through the desert with light equipment to be fast and agile while moving, scouting and fighting. Their skin can range from light brown to black and they are known for being well muscled.

Ability Score Increase. Your Dexterity score increases by 2.

Agile and Strong. You have proficiency in the Athletics and Survival skills.

Born in the Desert. You have advantage on saving throws against extreme heat. In addition, once per long rest when you would gain a level of exhuastion, you can choose to not gain a level of exhaustion. You can read more about extreme heat in the chapter 5 of the *Dungeon Master's Guild*.

Dune Warrior. You have proficiency with light armor, scimitars, whips and shortbows. When you score a critical hit with any of this weapons, you can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

Desertborn Names. (Male) Askari, Bakad, Caamir, Mahdi, Rushdi, Saabiq, Taqi; (female) Atifa, Iltani, Kema, Maisah, Nameera, Qadira, Zahra; (surnames) Attali, Benzadi, Khadra, Madjer, Rahal, Safar, Tarik

Forestborn

As a Forestborn, you come from a wild but wise culture. Forestborns lives in small communities among the trees, hunting and gathering food that nearby forests provides. Most of them are tanned by living in the outdoor, with brown or black hair.

Ability Score Increase. Your Wisdom score increases by 2.

Children of the Wild. You have proficiency in the Nature skill and you gain proficiency with the herbalism kit.

Fleet of Foot. Your base walking speed increases to 35 feet.

Natural Resistances. You have advantage on saving throws against poisons and diseases.

Watchers of the Forests. Whenever you make a Wisdom (Perception) checks while in a forest, you are considered proficient in the Perception skill and add double your proficiency bonus to the check, instead your normal proficiency bonus.

Forestborn Names. (Male) Agnar, Eadwin, Guthred, Oslac, Thordar, Turold, Volund; (female) Aedwen, Anne, Cerys, Efa, Elise, Idina, Rowena; (surnames) Buggir, Gaster, Hrilk, Resvonn, Thall, Troth, Varhig

Mountainborn

As a Mountainborn, you come from a culture of artisans and warriors. Most of the mountainborns lives rugged terrain, building their towns and cities as close as possible to a mountain. Thanks to this, mountainborns have good relations with dwarves, and they are called sometimes as "tall dwarves". They are smaller than the average human, but very muscular, with a hair tone that goes from dark brown to black.

Ability Score Increase. Your Strength score increases by 2.

Stone People. You gain proficiency with the artisan's tools of your choice: smith's tools or mason's tools. You have proficiency with the light hammer and warhammer.

Mountaineer. You ignore difficult terrain when moving through rocky terrain. Whenever you make a Strength (Athletics) check to climb rocks, you are considered proficient in the Athletics skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

Powerful Build. You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

Strong as a Rock. Your hit point maximum increases by 1, and it increases by 1 every time you gain a level.

Mountainborn Names. (Male) Asmund, Erik, Gundulf, Grimald, Herbert, Jakob, Sten; (female) Fride, Grete, Helen, Kaja, Lena, Sonja, Vilde; (surnames) Buer, Haug, Jorstad, Karlstad, Monsen, Ohlsen, Strom

Plainsborn

As a Plainsborn, you come from an old culture of talented craftsmen and inventors. Most of the plainsborns are settled and established in places to improve their agriculture, animal husbandry and architecture and share their knowledge with others. They are slender with tawny skin, with a hair tone that goes from fair to black.

Ability Score Increase. Your Intelligence score increases by 2.

Versatile Culture. You gain proficiency in two skills of your choice.

Crafting Expertise. You gain proficiency in one artisan's tools of your choice. When you craft an object using the artisan's tools you're proficient with, you count as two characters working for determining the ammount of gp worth of effort for every day spent creating the item, allowing you to craft objects faster than others.

Plainsborn Names. (Male) Ayden, Carel, Jerrit, Kale, Landen, Rick, Stenvel; (female) Arlette, Caitlin, Cherine, Ita, June, Loriana, Marisa; (surnames) Bayne, Ferner, Hulett, Kern, Meister, Pernick, Reinsel

Seaborn

As a Seaborn, you come from a mercantile culture. Seaborns live in the coast near the seas, they are excellent sailors and they are known for their skills as shipbuilders and tradesmans. They are lightly built, with dark hair and naturally light in skin tone.

Ability Score Increase. Your Charisma score increases by 2.

Appraiser. You have advantage on checks to determine the value and craftwork of items.

Masters of the Seas. You gain proficiency with vehicles (water). You have a swimming speed of 30 feet.

Natural Trader. You have proficiency in the Deception and Persuasion skills. Additionally, you have advantage on Charisma (Persuasion) checks when negotiating prices with others that aren't hostile toward you.

Seaborn Names. (Male) Audey, Buckley, Derwin, Knoll, Norwell, Orson, Radford; (female) Addison, Atha, Eleanora, Janie, Joyce, Lindsay, Zetta; (surnames) Antone, Brent, Drace, Gresham, Hale, Reid, Wadhley

Winterborn

As a Winterborn, you come from a culture based on honor and glory. Winterborns are light skinned and fair or red haired, taller and more muscular than other humans thanks to generations having endured the harsh, cold climates.

Ability Score Increase. Your Constitution score increases by 2.

Courageous. You have advantage on saving throws against being frightened.

Glory over Death. When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You can't use this feature again until you finish a long rest.

Snowfolk. You have proficiency in the Survival skill. You have proficiency with battleaxes, great axes, longswords and greatswords.

Winter Fortitude. You have advantage on saving throws against extreme cold. You can read more about extreme cold in the chapter 5 of the *Dungeon Master's Guild*.

Winterborn Names. (Male) Arnvid, Brusi, Folkmar, Gorell, Hrogvar, Norryn, Styrolf; (female) Agala, Astrid, Bera, Regima, Sibbe, Svadis, Yri; (surnames) Askel-, Bodvar-, Kar-, Mak-, Orn-, Torsten-, Ulfar- (-sson for males, -dottir for females)

Chapter 2: Classes

The Rider Prestige Class

The Rider

Level	Features
1st	Creature Companion, The Bond
2nd	Improved Bond
3rd	Growth, Improved Bond Feature
4th	Ability Score Improvement, Improved Bond Feature
5th	Greater Bond

Prerequisites

In order to advance as a rider, you must meet the following prerequisites (in addition to the multiclassing prerequisites for your existing class):

- **Dexterity 13**. You must be agile and have balance while riding your mount for controlling it and prevent falling to the ground.
- **Wisdom 13**. You need to have keen senses and you need to understand the bond between the rider and the creature.
- **Character level 5**. The rider must know all about its mount, and this process of learning and studying it takes some time. You must be a 5th-level character before you can gain levels in the Rider prestige class.
- **Complete a special task**. You need to have an egg, a recently born creature, or an object with the essence of the creature (like an elemental shard, an infernal soulstone or similar). It could be a gift from one creature, you could have stolen it from a nest, found it in the wilds or similar.

Class Features

As a rider, you gain the following class features.

Hit Points

Hit Dice: 1d8 per rider level
Hit Points per Level: 1d8 (or 5) + your Constitution modifier per rider level

Proficiencies

Armor: None
Weapons: Lance
Languages: One of your choice. This language should be one that your mount can understand.

Saving Throws: None
Skills: Animal Handling

Equipment

The Rider class does not grant any special equipment.

Creature Companion

At 1st level, you gain a creature companion that accompanies on your adventures and is trained to fight alongside you. The alignment of the creature is the same as the rider. The creature obeys your commands and it takes turn on its own initiative, and uses your proficiency bonus to its saving throws, attack rolls and damage rolls.

Creating a Companion

Follow this guidelines to create and customize your creature companion.

1. Assign the ability scores, roll for the starting hit points, determine the saving throws and choose the skills.
2. Determine the creature type.
3. Choose three of the Common Traits (four if you choose the monstrosity type)

Creature Features

Every creature has the following traits.

Ability Scores. When your creature is born, you need to distribute the following scores to its abilities: **15, 14, 13, 12, 10, 8.**

Speed. Your creature base speed is 30 feet.

Starting Hit Points. Your creature has a number of hit points equal to 6d10 + six times its Constitution modifier.

Hit Points per Level. 1d10 (or 6) + its Constitution modifier per rider level

Size. Your creature is big enough to be rideable by a medium-sized creature. Your creature's size is Large.

Saving Throws. Your creature gains proficiency in the saving throw corresponding to its highest ability score and one saving throw of your choice.

Skills. Your creature is proficient with two skills of your choice.

Natural Armor. When your creature is not wearing any armor, the Armor Class of your creature is 8 + its Dexterity modifier + its Constitution modifier.

Natural Weapons. Your creature has a natural weapon. This could be a bite, claws, hooves, tail, or similar. You can choose to add its Strength or Dexterity modifier to the attack and damage rolls, the damage dealt by the natural weapon is 1d10, and the damage type can be bludgeoning, piercing, or slashing as appropriate to the natural weapon created.

Death Saving Throws. When your creature drops to 0 hit points, it falls unconscious and it must make the death saving throws as a player character (explained in the Chapter 9 of the *Player's Handbook*).

Creature Riding

You can mount your creature and fight from its back. To mount your creature, you need an exotic saddle.

- If you fall while you are flying, your creature can use its reaction and make a Dexterity check and try to catch you (DC 15). If the creature fails the check, it can make new checks on the next turns using its action.

Creature Type

Determine the type of your creature from the following list: **Beast, Dragon or Monstrosity.** The type of the creature will grant it some special features related to its type, as shown on the following table.

Creature Type

Type	Special Feature
Beast	Natural Connection, Keen Senses
Dragon	Draconic Ancestry
Monstrosity	Versatile

Beast

If your creature is a beast-like creature (like a giant tiger or a dinosaur), choose this type.

Natural Connection. Your creature can add twice your proficiency bonus to the skills it is proficient with.

Keen Senses. You creature is proficient with the Perception skill. Choose a sense. Your creature gains advantage on Perception rolls that utilize that sense.

Language. Your creature understands Common, but it can't speak.

Dragon

If your creature is a dragon or a dragon-like creature (like a wyvern), choose this type.

Draconic Ancestry. For determining the dragonkin of the creature, roll a d10 and compare the result with the Dragon Type table. Alternatively, you or the DM can choose the dragonkin of the creature. Your creature has resistance to damage of the same type of its dragonkin.

Draconic Ancestry

d10	Dragonkin	Damage Type
1	Black	Acid
2	Blue	Lightning
3	Brass	Fire
4	Bronze	Lightning
5	Copper	Acid
6	Gold	Fire
7	Green	Poison
8	Red	Fire
9	Silver	Cold
10	White	Cold

Language. Your creature can speak and read Common and Draconic.

Monstrosity

If you creature don't fit into any of the other types mentioned (like a hippogriff or a bulette), choose this type.

Versatile. Your creature can choose an extra common trait.

Language. Your creature understands Common, but can't speak it.

Common Traits

All creatures have three of the following traits (unless you chose the monstrosity type). Each trait can only be selected once, and you can't choose more than one trait with the **subtype** tag.

Amphibious

Your creature can breathe air and water, and it has a swim speed equivalent to its walking speed.

Breath Weapon

You can use your action to encourage your creature to exhale destructive energy. When you choose this trait, you must determine the size, shape, and damage type of the breath weapon. Each creature in the area of the exhalation must make a saving throw, the type of which is determined by the damage type. The DC for this saving throw equals 8 + its Constitution modifier + your Rider level. A creature takes 4d8 damage on a failed save, and half as much damage on a successful one. At 3rd level, the breath weapon deals 6d8 damage on a failed save, and half as much on a successful one.

Size and shape. Choose between a 5 by 30 ft. line and a 15 ft. cone.

Breath Weapon

Damage Type	Saving throw
Acid	Dex. save
Lightning	Dex. save
Fire	Dex. save
Poison	Con. save
Cold	Con. save

If your creature is a dragon, the damage type is determined by the draconic ancestry.

After your creature uses its breath weapon, it must finish a short or long rest to use it again.

Burrower

Your creature has a burrowing speed of 25 feet.

At 3rd level, your creature's burrow speed increases to 35 feet.

Celestial

Subtype. Your creature is native to the Upper Planes, gaining the following features.

- Your creature has resistance to necrotic damage and radiant damage and it can speak and read Common and Celestial.

Chameleonic

Your creature gains proficiency with the Stealth skill, and it has advantage on Dexterity (Stealth) checks made to hide.

Climber

Your creature gains proficiency with the Athletics or Acrobatics skill, and it has a climb speed equal to its walking speed.

Darkvision

Your creature is accustomed to low-light environments. Your creature can see in dim light within 60 feet as if it were bright light, and in darkness as if it were dim light. Your creature can't discern color in darkness, only shades of gray.

Echolocation

As a bonus action, your creature can emit a shriek inaudible to creatures without this trait. Until the end of your next turn your creature has blindsight up to 30 feet away while your creature is not deafened.

Elemental Origin

Subtype. You creature was touched by some elemental essence. Choose one of the four elements below. The element chosen gives to your creature resistance to a damage type, and all of the creature's natural weapon attacks deals an extra 1d6 elemental damage.

Your creature can also speak and read Primordial.

Element	Damage Type
Air	Thunder
Earth	Acid
Fire	Fire
Water	Cold

Feywild Creature

Subtype. The fey magic flows through your creature, giving it the following benefits.

- Your creature is immune to magical sleep and it has advantage on saving throws against being charmed.
- Your creature can cast the *misty step* spell once. Your creature regains this ability when it finishes a short or long rest.
- The base speed of your creature increases by 5 feet.

Fiend

Subtype. Your creature is native to the Lower Planes, gaining the following features.

Your creature has resistance to fire damage and necrotic damage and it can speak and read Common and Infernal.

Flyer

Your creature has a pair of wings or some other feature that allows it to fly. Your creature has a flying speed of 40 feet. To use this speed, it can't be wearing armor. At 3rd level, your creature's flying speed increases to 60 feet.

Jumper

Your creature walking speed increases by 10 feet, it gains proficiency with the Athletics skill, and its jump distance is tripled.

Multiple Heads

Your creature gains advantage on Perception checks and saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Thorned

Subtype. Your creature was touched by the power of the plants, gifted by a nature entity. Your creature's appearance has traits commonly associated with flora, being composed of vines, bark and branches, and it gains the following benefits.

- Your creature has resistance to poison damage and it has advantage on saving throws against poisons.
- Your creature can cast the *thorn whip* cantrip. Your creature uses its Wisdom modifier when making an attack roll with this cantrip. Consider your total PC level to determine the spell damage.

The Bond

When a rider touch the creature for the first time, both the rider and the creature makes a powerful pact, which bond both entities for life.

This bond allows them to live, grow and train as one. This also creates a magic telepathic link permitting communication between the rider and the creature using words and images. Both must be in the same plane and they must be at 1 mile or less to communicate.

Because this bond melds both the rider and the creature, if one of the pair dies it results in a great loss for the surviving member.

If the rider or the creature dies, roll a d100 and compare the results with the following table.

d100	Effect on the surviving member
1-15	Permanent Insanity
16-80	Indefinite Madness
81-100	No effect

An insane creature can't take actions, can't understand what other creatures say, can't read, and speaks only in gibberish. The DM controls its movement, which is erratic. To remove any effect, you need to revive the other part.

Improved Bond

At 2nd level your attunement with your creature grows stronger, allowing the use of new skills as result. When you reach this level, you can choose one of the bonds from below. You can choose one additional bond at 3rd level and at 4th level. Each bond can be chosen only once.

Bond of the Armor

- Increase your creature's Constitution and Dexterity score by 1, to a maximum of 20.
- If your creature has the flyer trait, it can also fly while wearing armor.

For more information about armors for creatures, read the Mounts and Vehicles section, found in the chapter 5 of the *Player's Handbook*.

Bond of the Guardian

This bond lets you fight and defend as one, making both of you more aware of the dangers around you and allows you and your creature to protect one another

If the distance between you and your creature is 10 feet or less, both of you have a +1 bonus to your AC.

In addition, you gain the following reactions:

- If your creature takes damage, you can use your reaction to move between your creature and the attacker. When you do, you take all the damage your creature would be dealt.
- If the rider takes damage, the creature can use a use its reaction to move next to you and the attacker. When it does, it takes all the damage you would be dealt.

You must be within 30 feet of each other to use these reactions. Each reaction can be used twice per encounter.

You or your creature can't use these reactions when the damage is an area of effect, like an explosion or an arrow volley.

Bond of Magic

The bond you have with your creature flows with arcane magic, allowing you to cast spells using the bond's energy.

Increase your Charisma score by 1, to a maximum of 20. You gain a number of spell slots equal to 2 + your Charisma modifier. The slot's spell level equals to your rider level and you regain any expended spell slots when you finish a long rest.

When you select this bond, choose three spells that are 2nd level or lower from the wizard spell list. Using this bond, you can cast the spells expending one of your spell slots.

You use your Charisma whenever a spell refers to your spellcasting ability. In addition, you use your Charisma modifier when determining the saving throw DC for a rider spell you cast and when you make an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Charisma modifier

Spell attack modifier = your proficiency bonus + your Charisma modifier

Bond of Rage

This bond allows the creature to take some of your inner energy and use it with his attacks. For the duration of this bond, your creature can use its bonus action to make an extra attack on each of its turns.

The duration in rounds equals to your creature's Charisma modifier (minimum 2 rounds). You can also end this bond on its turn as a bonus action, and when it ends, your creature suffers one level of exhaustion.

After you use this bond, you must finish a short or long rest to use it again.

Bond of Soul

This bond merges your soul with your creature's essence, giving you the following benefits:

- You gain the features of one of your creature traits without the **subtype** tag.
- You and your creature can increase one ability score of your choice by 1. The ability must be the same for both, and you can't increase an ability score above 20 using this bond.

Bond of Strike

This bond allows you to use some of your creature essence and imbue your weapon with it for more damage. Using a bonus action, you can imbue your current weapon with your creature essence, allowing you to add your Wisdom modifier to your attack rolls with it, and deal an extra 1d8 force damage on a hit.

The duration in rounds of this bond is equal to your Wisdom modifier (minimum 1 round), and you can end imbuing your weapon using your bonus action. You can use this feature twice before a rest.

Growth

At 3rd level, the bond with your creature is powerful enough to magically enhance your creature abilities and traits.

New Creature Features

Your creature has the same traits as the before, but with the following modifications.

Ability Score Increase. Increase one ability score of your creature by 2, or increase two ability scores of your creature by 1.

Speed. Your creature base speed is now 40 feet.

Natural Weapon. Your creature's natural weapon attacks now deals 2d10 damage on a hit.

Special Attack

At 3rd level, your creature gains a special attack. Choose one from the following list.

- **Charge.** If your creature moves at least 30 feet straight toward a target and then hits it with its natural weapon on the same turn, the target takes an extra 1d8 bludgeoning damage. This can also be used when your creature is flying or burrowing.
- **Grappling Strike.** Your creature makes an attack. On a hit, the target takes 1d8 bludgeoning damage and is considered grappled (escape DC equals to 10 + your rider level). Until the grapple ends, the target is restrained and it has disadvantage on Strength checks and Strength saving throws.
- **Pounce.** If your creature moves at least 20 feet straight toward a creature and then hits it with its natural weapon attack on the same turn, the target must succeed on a DC (10 + your rider level) Strength saving throw or be knocked prone. If the target is prone, your creature can make one natural weapon attack against it as a bonus action.
- **Ranged Natural Weapon.** Your creature can make a ranged attack with its tail spikes, spitting poison or similar. The ranged natural weapon deals 2d6 damage on a hit, and it has a range of 20/60. The damage type can be bludgeoning, piercing, fire, lightning or poison.
- **Reach Natural Weapon.** Your creature has a second melee natural weapon like a tail or wings that deals 1d10 damage on a hit. The damage can be bludgeoning, piercing or slashing and it has the reach property (10 ft.).

Ability Score Improvement

When you reach 4th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Greater Bond

At level 5, your bond with your creature is even more powerful than before. Choose one of your bonds. The chosen bond grants you the following extra features.

Greater Bond of the Armor

You can choose two damage types when you finish a long rest. You and your creature gains resistance to the damage types until you finish a long rest. Damage from magical weapons ignores this resistance.

Greater Bond of the Guardian

The distance between you and your creature to gain a +1 bonus AC increases to 20 feet.

When you or your creature uses the reaction to take all the damage your creature or you would be dealt, the damage taken is reduced to half.

Greater Bond of Magic

Your creature's natural weapon attacks are magical.

Additionally, choose two spells that are 5th level or lower from the wizard spell list. You can cast each of these spells once using your spell slots gained from Bond of Magic.

Greater Bond of Rage

While your creature has half or less of its hit points, it has advantage on attack rolls and it deals an extra 1d6 damage to any target it hits with a natural weapon attack.

Greater Bond of Soul

You gain the features of another of your creature traits. You can choose a trait with the **subtype** tag.

Greater Bond of Strike

When using the Bond of Strike feature, the duration is doubled, and you can use this feature three times before a rest.

Chapter 3: Equipment

Armor and Shields

Here you can find a new cloak to use without having any armor proficiency and two shield options for your adventures.

Dueling cloak. Although worn, the wearer can hold the cloak in his/her off-hand to use it for defense. You can spend a bonus action to hold the cloak with one of your hands to gain the AC bonus (you can't use a shield, a two-handed weapon or any object with that hand while holding the cloak). You can only wear it with light or no armor.

Buckler. A small metal shield is worn strapped to your forearm. You can wield a weapon in the same hand of the buckler, but you have a -1 penalty on attack rolls with the weapon in that hand.

Tower shield. A massive shield nearly as tall as a human. It provides the indicated bonus to your AC, and you can spend an action to use it as total cover until you make another action. The shield does not provide cover against targeted spells, and you can't use your shield hand for anything else. Due its weight, your speed is reduced by 10 feet. If you are also wearing heavy armor, you have a -2 on attack rolls.

Armor

Armor	Cost	Armor Class (AC)	Strength	Stealth	Weight
Clothing					
Dueling cloak	10 gp	+1	—	—	3 lb.
Shield					
Buckler	8 gp	+1	—	—	4 lb.
Tower shield	15 gp	+3	Str 13	Disadvantage	30 lb.

Weapons

New Weapon Properties

Some of the weapons listed here have special properties, which are explained below.

Covert. You have advantage on Dexterity (Sleight on Hands) checks to conceal this weapon.

Switch. This weapon have a mechanism to transform one weapon to another. You can use your bonus action to change the weapon form to another.

Firearms Properties

Firearms are a new and volatile technology, and as such bring their own unique set of weapon properties.

Close-Combat. You have advantage on attack rolls made against targets within 20 feet or less from you.

Reload. The weapon can be fired a number of times equal to its Reload score before you must spend 1 action or 1 bonus action to reload. You must have one free hand to reload a firearm.

Weapons Descriptions

Gauntlet. A metal glove that allows you to punch and damage your enemies. When you make an unarmed strike, you deal the gauntlet damage instead. You can't use the gauntlet to attack if you're holding something in that hand. The price is for only one gauntlet.

Gauntlet, spiked. This gauntlet have some metallic spikes in the knuckles. When you make an unarmed strike with this gauntlet, you deal the gauntlet damage instead. You can't use the gauntlet to attack if you're holding something in that hand. The price is for only one gauntlet.

Scythe. When you make an attack with the Scythe, you can choose to attack two extra creatures adjacent to the first within 5 feet of you. If you do so, you need to make an attack for each creature. These attacks are made with disadvantage.

Dart, sleeping. A dart with a small glass vial filled with sleeping liquid that is released when it enters into a creature's body. When you hit a creature with this dart, roll 4d4. This is the total hit points you affect. After dealing the dart damage, if the creature has equal or less hit points than the total, the creature falls unconscious for 1 hour or until the sleeper takes damage, or someone uses an action to shake or slap the sleeper awake. You must keep the dart in the creature's body, otherwise it awakes after 1 minute. When you hit a creature, the glass vial is shattered to release the liquid.

Khopesh. On a critical hit, if you roll a 3 or lower on the damage die, you can reroll the die and must use the new roll, even if the new roll is a 3 or lower.

Kukri. This weapon deals an extra 1d4 slashing damage on a critical hit.

Switch axe. This weapon has two variants:

- *Axe form.* While using the weapon in this form, you deal 1d12 slashing damage on a hit.
- *Lance form.* While using the weapon in this form, you deal 1d12 piercing damage on a hit.

Weapon

Name	Cost	Damage	Weight	Properties
Simple Melee Weapons				
Gauntlet	1 gp	1d2 bludgeoning	1 lb.	Special
Gauntlet, spiked	2 gp	1d4 piercing	2 lb.	Special
Mace, heavy	6 gp	1d8 bludgeoning	6 lb.	Heavy, two-handed
Scythe	8 gp	1d6 slashing	5 lb.	Two-handed, special
Simple Ranged Weapons				
Dart, sleeping	5 sp	1d4 piercing	1/2 lb.	Finesse, thrown (range 20/60)
Flintlock Pistol	250 gp	1d8 piercing	3 lb.	Ammunition (range 30/90), light, reload 1
Martial Melee Weapons				
Claw	5 gp	1d6 slashing	2 lb.	Finesse
Katana	25 gp	1d6 slashing	3 lb.	Finesse, versatile (1d8)
Khopesh	10 gp	1d8 slashing	3 lb.	Special
Kukri	4 gp	1d4 slashing	1 lb.	Finesse, light, special, thrown (range 20/60)
Longspear	5 gp	1d8 piercing	5 lb.	Two-handed, reach
Pick, light	2 gp	1d6 piercing	1 lb.	Light
Switch axe	100 gp	1d12 slashing	18 lb.	Heavy, switch, two-handed
Martial Ranged Weapons				
Crossbow, bladed	75 gp	1d8 piercing	18 lb.	Ammunition (range 80/320), loading, switch, two-handed
Crossbow, wrist	100 gp	1d6 piercing	3 lb.	Ammunition (range 30/120), covert, light, loading
Musket	500 gp	1d12 piercing	10 lb.	Ammunition (range 70/200), reload 1, two-handed
Pepperbox	450 gp	1d10 piercing	5 lb.	Ammunition (range 40/150), light, reload 4
Scattergun	500 gp	1d10 piercing	10 lb.	Ammunition (range 30/60), close-combat, reload 2

Crossbow, bladed. This weapon has two variants:

- *Crossbow form (ranged).* While using the weapon in this form, you deal 1d8 piercing damage on a hit.
- *Sword form (melee).* While using the weapon in this form, you deal 1d6 piercing damage on a hit.

Adventuring Gear

This section describes items that have special rules or require further explanation.

Alchemical ammunition. Each of these projectiles carries a load of some alchemical essence in its hollow shaft. When it hits a target, the projectile's shaft shatters, releasing the alchemical essence directly onto the target. When you hit a creature with an alchemical ammunition, you deal an extra 1d4 damage. The damage type depends on the type of the ammunition.

When you hit a fiend or undead creature with a holy ammunition deals an extra 1d6 radiant damage instead.

The ammunition can be arrows, blowgun needles, crossbow bolts, firearms bullets or scattergun shells.

Alchemical bullets. These hollow glass sling bullets are filled with some alchemical essence. When you hit a creature with any of these bullets, you deal an extra 1d4 damage. The damage type depends on the type of the bullet.

When you hit a fiend or undead creature with a holy bullet deals an extra 1d6 radiant damage instead.

Antidote. When you drink this vial of liquid, you end one disease affecting you.

Barbed wire. This is a roll of barbed steel wire designed to keep things in or out. A creature trying to cross barbed wire must make a Dexterity saving throw (DC 10) or take 1d4 piercing damage and be restrained by the wire. A creature restrained by the barbed wire can use its action to make a Strength or Dexterity check (its choice) against the DC. On a success, it frees itself, on a failure, it takes 1d4 piercing damage. For setting up the barbed wire, it comes with a pair of thick gloves and anchor posts, and you can cover up to ten 5-feet squares with it.

Dictionary. Inside this book you have the list of words and translations from one standard language to common. When you're reading something in the dictionary's language, you can spend 10 minutes for each page of text to translate it.

Ice axe. The ice axe has a sharp metal head that is perpendicular to the shaft and has a spiked handle. You have advantage on Strength (Athletics) checks you make to climb in mountainous and/or icy terrain.

Money belt. This cloth pouch is designed to be worn under clothing and can hold up to 50 coins. Any Dexterity (Sleight of Hand) check to steal the coins inside of the pouch is made with disadvantage.

Nutrients. A creature that drinks this vial of liquid gains a number of temporary hit points for 1 hour. The number of temporary hit points depends on the Nutrient's quality, as shown in the Nutrients table. If you want to use another nutrient, you must wait until the effect of the previous one ends first.

Nutrients

Quality	Temporary Hit Points
Normal	1d4 + 4
Greater	1d4 + 9
Superior	1d4 + 14
Supreme	1d4 + 19

Portal scroll. Using an action to read the scroll allows the reader to teleport to the linked permanent teleportation circle. You must be on the same plane of existence as the teleportation circle. The scroll is consumed and you instantly appears within 5 feet of the destination circle or in the nearest unoccupied space if that space is occupied. In general, the portal scroll contains a brief description of where the teleportation circle is located (city, location) and if it's owned by a faction or an organization.

Potion of restoration. When you drink this vial of liquid, you end one condition affecting you. The condition can be blinded, deafened, paralyzed or poisoned.

Purification kit. This kit is a leather pouch containing herbs and liquids. The kit has ten uses. As an action, you can expend one use of the kit to purify one pound of food or one gallon of drink, removing any poison and diseases.

Quiver scabbard. This quiver (for either arrows or bolts) has a hidden scabbard that can hold a small flat weapon, such a shortsword or dagger. A creature can use its action to inspect the quiver and must succeed on an Intelligence (Investigation) check to discover the scabbard (DC 12).

Skis and poles. While traveling, skis allow you to move across snow and icy surfaces without reducing your speed. It takes an action to don and to remove the skis.

Speed juice. When you drink this vial of liquid, your speed increases by 10 feet for 1 hour.

Tent, pavilion. A huge open-air canopy, plus stakes, poles and ropes. It can comfortably fit twenty Medium-size humanoids underneath.

Adventuring Gear

Item	Cost	Weight
Alchemical ammunition		
Ammunition, acid (5)	5 gp	1/2 lb.
Ammunition, cold (5)	5 gp	1/2 lb.
Ammunition, fire (5)	5 gp	1/2 lb.
Ammunition, holy (5)	5 gp	1/2 lb.
Bullet, acid (5)	1 gp	1/2 lb.
Bullet, cold (5)	1 gp	1/2 lb.
Bullet, fire (5)	1 gp	1/2 lb.
Bullet, holy (5)	1 gp	1/2 lb.
Ammunition		
Firearm Bullets (20)	3 gp	1 lb.
Scattergun Shells (20)	3 gp	2 lb.
Antidote	40 gp	—
Barbed wire (50 ft.)	75 gp	35 lb.
Dictionary	10 gp	2 lb.
Gem extraction tools	25 gp	2 lb.
Hammock	5 gp	1 lb.
Ice axe	10 gp	5 lb.
Money belt	4 gp	—
Nutrients	10 gp	—
Nutrients, Greater	40 gp	—
Nutrients, Superior	90 gp	—
Nutrients, Supreme	160 gp	—
Portal scroll	350 gp	—
Potion of restoration	40 gp	—
Purification kit	5 gp	3 lb.
Quiver scabbard	10 gp	2 lb.
Skis and poles	15 gp	6 lb.
Speed juice	10 gp	—
Tent, four-person	4 gp	40 lb.
Tent, pavilion	20 gp	200 lb.

Magic Items

Alfan's Tinderbox

Wondrous Item, Rare

This small metallic box has a campfire image engraved and is warm to the touch. As an action, you can put the box on the ground and open it to create a magic campfire next to it. This fire is warm and magical, and you can to use an action to close the box and douse the campfire.

Alchemist's Satchel

Wondrous item, uncommon (requires attunement)

The bag has a number of charges equal to 5 + your Intelligence modifier. While in reach, you can expend one or more of its charges to pull out exactly the right materials you need for the Alchemical Formula options described below. After you use one of those options, the bag reclaims the materials.

If an Alchemical Formula option requires a saving throw, the DC is 8 + your proficiency bonus + your Intelligence modifier.

The bag regains 1d4 + 1 expended charges daily at dawn.

Alchemical Fire. As an action, you can reach into your Alchemist's Satchel, pull out a vial of volatile liquid, and hurl the vial at a creature, object, or surface within 30 feet of you (the vial and its contents disappear if you don't hurl the vial by the end of the current turn). On impact, the vial detonates in a 5-foot radius. Any creature in that area must succeed on a Dexterity saving throw or take 1d6 fire damage.

For each additional charge you spend, the formula's damage increases by 1d6, to a maximum of 7d6

Alchemical Acid. As an action, you can reach into your Alchemist's Satchel, pull out a vial of acid, and hurl the vial at a creature or object within 30 feet of you (the vial and its contents disappear if you don't hurl the vial by the end of the current turn). The vial shatters on impact. A creature must succeed on a Dexterity saving throw or take 1d6 acid damage. An object automatically takes that damage, and the damage is maximized.

For each additional charge you spend, the formula's damage increases by 1d6, to a maximum of 10d6

Healing Draught. As an action, you can reach into your Alchemist's Satchel and pull out a vial of healing liquid. A creature can drink it as an action to regain 1d8 hit points. The vial then disappears. Once a creature regains hit points from this alchemical formula, the creature can't do so again until it finishes a long rest. If not used, the vial and its contents disappear after 1 hour. While the vial exists, you can't use this formula.

For each additional charge you spend, the formula's healing increases by 1d8, to a maximum of 10d8.

Smoke Stick. As an action, you can reach into your Alchemist's Satchel and pull out a stick that produces a thick plume of smoke. You can hold on to the stick or throw it to a point up to 30 feet away as part of the action used to produce it. The area in a 10-foot radius around the stick is filled with thick smoke that blocks vision, including darkvision. The stick and smoke persist for 1 minute and then disappear. After using this formula, you can't do so again for 1 minute.

Swift Step Draught. As a bonus action, you can reach into your Alchemist's Satchel and pull out a vial filled with a bubbling, brown liquid. As an action, a creature can drink it. Doing so increases the creature's speed by 20 feet for 1 minute, and the vial disappears. If not used, the vial and its contents disappear after 1 minute. After using this formula, you can't do so again for 1 minute.

Tanglefoot Bag. As an action, you can reach into your Alchemist's Satchel and pull out a bag filled with writhing, sticky black tar and hurl it at a point on the ground within 30 feet of you (the bag and its contents disappear if you don't hurl the bag by the end of the current turn). The bag bursts on impact and covers the ground in a 5-foot radius with sticky goo. That area becomes difficult terrain for 1 minute, and any creature that starts its turn on the ground in that area has its speed halved for that turn. After using this formula, you can't do so again for 1 minute.

Thunderstone. As an action, you can reach into your Alchemist's Satchel and pull out a crystalline shard and hurl it at a creature, object, or surface within 30 feet of you (the shard disappears if you don't hurl it by the end of the current turn). The shard shatters on impact with a blast of concussive energy. Each creature within 10 feet of the point of impact must succeed on a Constitution saving throw or be knocked prone and pushed 10 feet away from that point.

Amulet of the Servant

Wondrous item, uncommon (requires attunement)

When you attune to this amulet, you gain the ability to make a servant. To use the amulet, you must be a spellcaster with at least two 3rd-level spell slots. A creature that can't use an *amulet of the servant* and attempts to attune it takes 3d6 psychic damage.

The servant is a construct that obeys the amulet's wearer commands without hesitation, and functions in combat to protect the wearer. Though magic fuels its creation, the servant is not magical itself.

To create a servant you must spend one week working with the amulet at hand for 8 hours per day and spending a total of 1,000 gp of raw materials.

Select a Large beast with a challenge rating of 2 or less. The servant uses that beast's game statistics, but it can look however you like, as long as its form is appropriate for its statistics. It has the following modifications:

- It is a construct instead of a beast.
- It can't be charmed.
- It is immune to poison damage and the poisoned condition.
- It gains darkvision with a range of 60 feet if it doesn't have it already.
- It understands the languages you can speak when you create it, but it can't speak.
- If you are the target of a melee attack and the servant is within 5 feet of the attacker, you can use your reaction to command the servant to respond, using its reaction to make a melee attack against the attacker

The servant obeys your orders to the best of its ability. In combat, it rolls its own initiative and acts on its own.

If the servant is killed, it can be returned to life via normal means, such as with the revivify spell. In addition, over the course of a long rest, you can repair a slain servant if you have access to its body. It returns to life with 1 hit point at the end of the rest. If the servant is beyond recovery, you can build a new one with one week of work (eight hours each day) and 1,000 gp of raw materials.

Arrow of Tracking

Weapon (Arrow), uncommon

This magical arrows are created for tracking and hunting down creatures. When you hit a creature with this arrow, you know the exact location of the creature and the direction of movement if it's moving. The creature must be on the same plane of existence. The arrow effect last for eight hours.

Bag of Colding

Wondrous item, rare

This white leather bag is a variant of the *Bag of Holding*. The bag itself it's imbued magically to keep everything inside of it at 40 degrees Fahrenheit, allowing keeping any perishable chilled and freshed.

Elven Watchtower

Wondrous item, uncommon

As an action, you can open the bag next to a tree to create a portable platform in one of the tree sides, giving a stable surface. The platform is created up to 20 feet high, and the bag also creates a rope ladder to climb up and down. The surface has space for one medium sized creature, and when a creature use its action to close the bag, the ladder and the platform disappears until the bag is opened again.

Everlasting Quiver

Wondrous item, rare (requires attunement)

This brown and green leather quiver has a silvered brooch on the strap. You can use a bonus action to click the brooch, and with that a set of 20 pieces of non-magical ammunition (arrows or bolts) appears inside of the quiver. The quiver can hold up to 20 pieces of ammunition, and the arrows or bolts can only be used by the character attuned to the quiver.

The quiver has 3 charges and each click of the brooch expend 1 charge. The quiver regains 1d3 expended charges daily at dawn.

Guardian Figurine

Wondrous item, uncommon

This stone figurine, small enough to fit on a pocket resembles a humanoid with a spyglass and a bell. When you place it on the ground and use a command word, you can cast the *alarm* spell on it. You must wait until the next dawn to use the figurine again.

Infuser's Bag

Wondrous item, uncommon (requires attunement by a spellcaster)

This red leather bag contains various small glass marbles inside, which can be used to store some spells temporarily.

When you cast an abjuration, divination, evocation, illusion, necromancy or transmutation spell using a 3rd level spell slot or lower with a casting time of 1 action, you can increase its casting time to 1 minute while holding one of the glass marbles. If you do so, you expend a spell slot, but no one of the spell's effects occurs. Instead, the spell transfers into the glass marble for later use. Each glass marble can hold only one spell.

Any creature holding the infused glass marble thereafter can use an action to activate the spell if the creature has an Intelligence score of at least 6. The spell is cast using your spellcasting ability, targeting the creature that activates the item. If the spell targets more than one creature, the creature that activates the item selects the additional targets. If the spell has an area of effect, it is centered on the item. If the spell's range is self, it targets the creature that activates the item.

When you infuse a spell in this way, it must be used within 8 hours. After that time, it's magic fades and is wasted. You can have a limited number of infused spells at the same time. The number equals your spellcasting ability modifier.

Mana Potion

Potion, rarity varies

This blue liquid is created using the essence of magic. When you drink this potion, you gain a number of points you can use to regain spell slots you already used. The number of points depends on the potion's rarity, as shown in the mana potions table.

Mana Potions

Potion of...	Rarity	Points
Mana	Uncommon	1d4+1
Greater mana	Rare	2d4 + 2
Superior mana	Very Rare	3d4 + 4

In the following table you can see how many points you need to spend for recovering a spell slot. When you use the potion, you must distribute the points immediately. You can recover any number of used spell slots if you have enough points to do so, and every point left is lost.

Spell Slots per Points

Spell Slot	Point Cost
1st	2
2nd	3
3rd	5
4th	6
5th	7
6th	9
7th	10
8th	11
9th	13

Thunder Cannon

Wondrous item, uncommon (requires attunement)

You are considered proficient with the thunder cannon while attuned. This magical firearm is a two-handed ranged weapon that has 7 charges. While holding it, you can use an action to expend one or more of its charges to make a ranged weapon attack against a creature within 150 feet that you can see. On a hit, it takes 1d6 thunder for each charge spent. Once fired, it must be reloaded as a bonus action.

The Thunder Cannon regains 1d6 + 1 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the thunder cannon shatters and is destroyed.

Chapter 4: Customization Options

Feats

The following feats are focused on improving your skills and abilities for collecting materials, crafting, creating mixtures and surviving on the wilderness.

Alchemist

You've discovered efficient ways to use the ingredients for potions and bombs. You gain the following benefits:

- When creating a mixture, you can double the essence of the first common ingredient you use.
- The maximum DC check when you are creating a mixture cannot exceed 15.

Crafting Expertise

You know faster ways to craft new pieces of equipment.

- When you're crafting a nonmagical object, the time you use to create it is halved.
- You have a +2 bonus when you make an Ability check when crafting a nonmagical object.

Forager

You know the best ways to collect food while traveling through the wilderness. You gain the following benefits:

- You have advantage on Wisdom (Survival) checks made for gather food and water.
- When determining how much food (in pounds) and water (in gallons) you find, you roll 1d8 + your Wisdom modifier.

Herbalist

You've learned the physical description of plants and herbs used for alchemy. You gain the following benefits:

- You have advantage on Intelligence (Nature) checks made to gather plants and herbs for alchemy.
- The time you use to gather plants and herbs for alchemy is halved.

Master Extractor

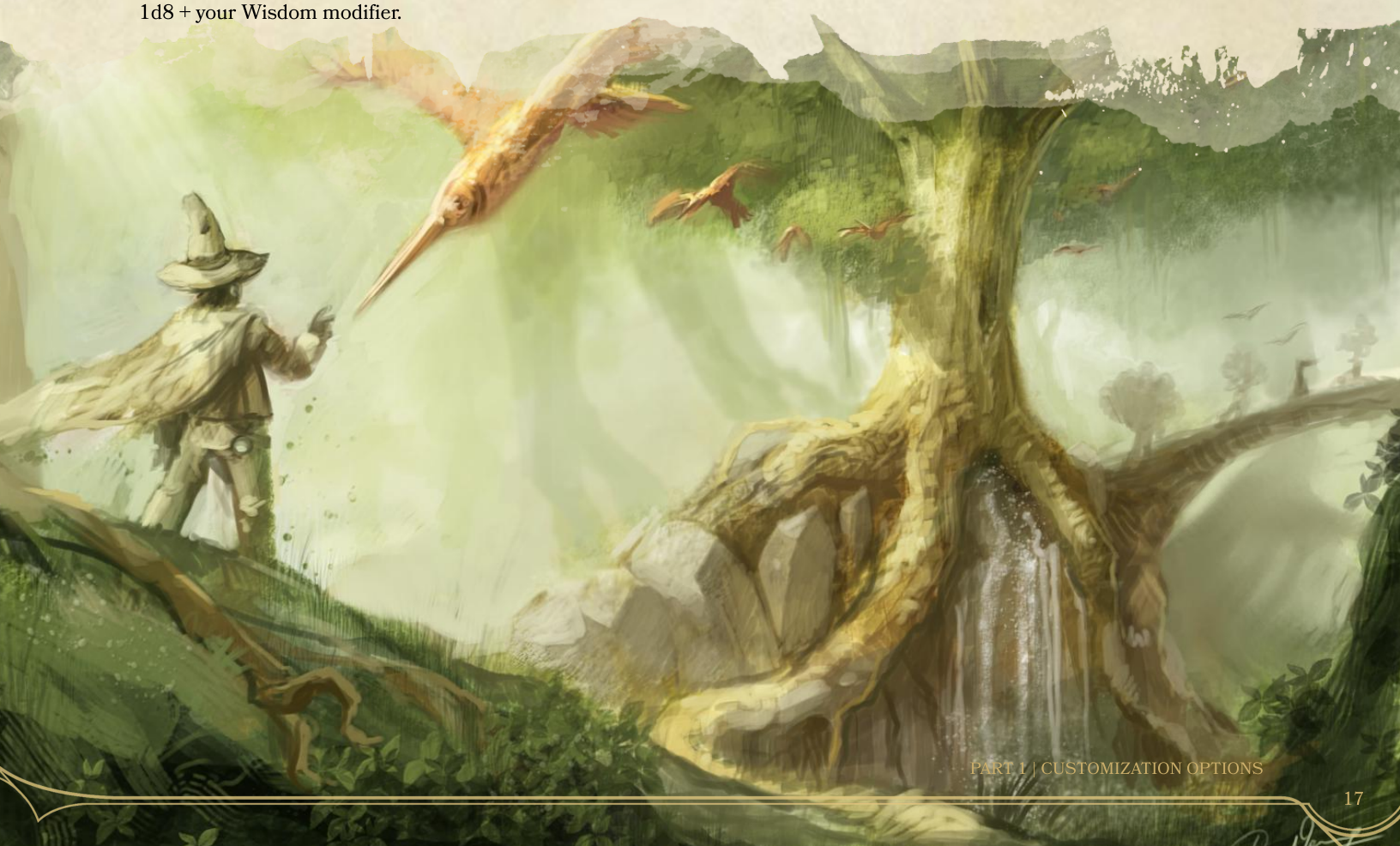
You know how to carefully extract and harvest creature's parts, gaining the following benefits:

- Increase your Intelligence score by 1, to a maximum of 20.
- The time you use to harvest creature's parts is halved.
- When you fail a check when harvesting a creature part that deals damage, you take no damage instead.

Survivalist

You know how to survive in the wilderness, even in harsh environment conditions. You gain the following benefits:

- You have advantage on Wisdom (Perception) checks you make to detect natural hazards.
- You have advantage on saving throws that you make to resist extreme temperatures.
- When you gather food and water, you can choose to use any pounds of food or gallons of water you found to refill one use of a purification kit.



PART 2

The City

Chapter 5: Alchemy

EACH INGREDIENT USED IN ALCHEMY has one or more essences which are extracted and used to create mixtures with alchemical properties: Water (💧), Air (🌬), Fire (🔥), Earth (▲), Positive (☀) and Negative (☾).

Alchemy Basics

- You can create **bombs**, **poisons** and **potions** using up to six ingredients to craft them.
- The **ingredients** are any resource which have one or more essences you use to create the mixture (such as blue herbs or a Mandrake root).
- You need a glass bottle worth 2 gp for each bomb or potion you craft.
- If a bomb or poison requires a saving throw, the DC equals 8 + your proficiency bonus + your Intelligence modifier.
- The value of bombs, poisons and potions equals to 10 points for the first ingredient plus 15 points for each extra ingredient after the first. Mixtures which have a value of 25 points or less can be crafted anywhere, while a mixture with more than 25 points will require a place and the required tools for crafting due the complexity of the concoction and the amount of ingredients.

Creating a Mixture

Follow this steps to creating a mixture.

1. After determining the number of ingredients and the value of the mixture, the character must declare if it's creating a bomb, poison or potion.
2. Then, it must distribute the essences to choose the effects for the mixture at the beginning of the creation process. Any unused essences are lost.
3. The creation process must be made in sessions of 4 uninterrupted hours for each 25 points of the mixture you're trying to create. When you start the first session, all ingredients are consumed.
4. At the end of the last session, the character must make an Intelligence check, adding the proficiency bonus if he's proficient with the artisan's tools related to the mixture created: alchemist's supplies for bombs, poisoner's kit for poisons and herbalism kit for potions. **The DC for the check is 6 + twice the number of ingredients used**. If the character passes the check, the mixture is created. On a fail, the mixture is not created and all the ingredients are lost.

Ingredients?

You can find a list of plants and herbs in the chapter 10 of this supplement. Additionally, in the Appendix A is a complete list of essences combinations for custom ingredients or for creature parts used in alchemy.

Bombs

Bombs are throwable alchemical concoctions, and when the vial is shattered it releases its content. As an action, you can throw a bomb to a location you can see up to 30 feet from you.

Bomb Creation Notes

- When creating a bomb, you can only choose one damaging effect, which are detailed in the Damage Effect table. If you add the same effect two times or more, the area of effect and damage stacks. For example, you cannot create a bomb that deals fire and necrotic damage, but you can make a bomb with 6 fire essences which deals 3d6 fire damage in a 15-foot radius.
- Additionally, you can add only one extra bomb effect to the bombs you create, which are detailed in the Additional Bomb Effects table.

Damage Effect

Combination	Effect
🔥 + ▲	All creatures in a 5-foot radius must make a Constitution saving throw or take 1d6 acid damage.
💧 + 💧	All creatures in a 5-foot radius must make a Dexterity saving throw or take 1d6 cold damage.
🔥 + 🔥	All creatures in a 5-foot radius must make a Dexterity saving throw or take 1d6 fire damage.
🌬 + 🔥	All creatures in a 5-foot radius must make an Intelligence saving throw or take 1d6 force damage.
🌬 + 🌬	All creatures in a 5-foot radius must make a Constitution saving throw or take 1d6 lightning damage.
☾ + ☾	All creatures in a 5-foot radius must make a Constitution saving throw or take 1d6 necrotic damage.
▲ + ▲	All creatures in a 5-foot radius must make a Dexterity saving throw or take 1d6 piercing damage.
☀ + ☀	All creatures in a 5-foot radius must make a Dexterity saving throw or take 1d6 radiant damage.
🌬 + ☀	All creatures in a 5-foot radius must make a Dexterity saving throw or take 1d6 thunder damage.

Additional Bomb Effects

Combination Effect

💧 + ▲	On a failed save, the targets are also covered with a sticky gel. Any effect that deals damage to them while covered in the gel occurs again at the start of each of their turns for 1d4 rounds. A creature can remove the gel spending its action.
💧 + ✸	The bomb releases slippery oil on the ground in the area that last for 1 minute. Any creature that start its turn in the area must make a Dexterity saving throw or be knocked prone.
🔥 + ✸	A bright light explosion is released when the bomb explodes. All creatures must make a Constitution saving throw or be blinded for 1d4 turns.
🔥 + 〰	The bomb emits a loud sound, which can be heard 100 feet away. All creatures in the bomb area must make a Constitution saving throw or be deafened for 1d4 turns.
〰 + ☾	A dense fog appears in the area, blocking the vision for 1d4 turns.

Poisons

Poisons are substances that cause disturbances in living creatures. The effect depends on the poison used.

Poison Creation Notes

- Poisons come in the following four types: contact, ingested, inhaled or injury. When creating a poison, you must choose one of them.
- A creature must make a Constitution saving throw for resisting a poison.
- When creating a poison, you can only choose one effect, which are detailed in the Poison Effect table.
- You can add any number of extra properties to the poisons you create, which are detailed in the Additional Poison Properties.

Poison Types

Contact: Contact poison can be smeared on an object and remains potent until it is touched or washed off. 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. The dose can be delivered in food or a liquid. You may 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 inhaled. Blowing the powder or releasing the gas subjects creatures in a 5-foot cube to its effect. The resulting cloud dissipates immediately afterward. Holding one's breath is ineffective against inhaled poisons, as they affect nasal membranes, tear ducts, and other parts of the body.

Injury: Injury poison can be applied to Weapons, ammunition, trap Components, and other Objects that deal piercing or slashing damage and remains potent until delivered through a wound or washed off. A creature that takes piercing or slashing damage from an object coated with the poison is exposed to its effects.

Poison Effect

Combination Effect

💧 + 🔥	On a failed save, the creature is poisoned for 1 minute.
〰 + ☾	On a failed save, the creature is blinded for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
🔥 + 〰	On a failed save, the creature is incapacitated for 1 minute and spends the duration screaming, laughing, or weeping.
💧 + 〰	On a failed save, the creature becomes frightened for 1 minute and must use his or her action and movement each round to flee from the source of the fear, which is the creature or object it see.
💧 + ☾	On a failed save, the creature begins babbling and is incapable of normal Speech or spellcasting for 1 minute.
▲ + ☾	On a failed save, the creature is paralyzed for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
▲ + ▲	On a failed save, the creature is stunned for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
☾ + ☾	On a failed save, the creature is unconscious for 1 minute. The creature wakes up if it takes damage or if another creature takes an action to shake it awake.

Additional Poison Properties

Combination Effect	
🔥 + ☾	On a failed save, the creature takes 1d6 poison damage.
💧 + 💧	The poison takes effect 1 minute after the creature was exposed. If you take this property more than once, the poison takes effect in 1 hour (3 times), 8 hours (4 times) or 24 hours (5 times)
💧 + ▲	The effect last for 10 minutes. If you take this property more than once, the duration of the poison increases to 1 hour (3 times), 8 hours (4 times) or 24 hours (5 times)
☀ + ☀	The poison looks like a potion. A creature can make an Intelligence (Investigation) check to reveal its true nature.

Potions

Potions are mixtures created to give benefits to anyone who drinks it. The effect depends on the potion used.

Potion Creation Notes

- When creating a potion, you can only choose one effect, which are detailed in the Potion Effect table. If you add the same effect two times or more, the effect and time stacks. For example, if you make a potion with 6 water essences it will heal 3d4 + 3 hit points, and if you make a potion with 3 earth essences and 3 negative essences it will grant resistance against slashing damage for 3 minutes.
- You can only be under the effects of one potion that has a duration, and drinking a new potion will replace the previous effect.

Potion Effect

Combination Effect	
💧 + 💧	The potion heals 1d4 + 1 hit points.
▲ + ▲	You have resistance to bludgeoning damage for 1 minute.
▲ + ☀	You have resistance to piercing damage for 1 minute.
▲ + ☾	You have resistance to slashing damage for 1 minute.
▲ + 💧	You have resistance to cold damage for 1 minute.
▲ + 🔥	You have resistance to fire damage for 1 minute.
▲ + 〰	You have resistance to lightning damage for 1 minute.
💧 + 〰	You can breathe in places without oxygen for 10 minutes.

Mixture Examples

Here you can find some examples and variations when creating a mixture using various types of ingredients.

Fire Bomb Examples

Fire Bomb (Four Common Ingredients)

A character can create a fire bomb that deals 2d6 fire damage in a 10-foot radius using four common ingredients with 1 fire essence each. The DC for creating this bomb is 14, and it will take a total of 3 sessions of 4 hours each for creating it, since its value equals to 55 points (10 points for the first ingredient, plus 45 points for the three remaining ingredients).

Fire Bomb (Two Rare Ingredients)

A character can create a fire bomb that deals 2d6 fire damage in a 10-foot radius using two rare ingredients with 2 fire essences each. The DC for creating this bomb is 10, and it will take a total of 1 session of 4 hours for creating it, since its value equals to 25 points (10 points for the first ingredient, plus 15 points for the second ingredient).

Fire Bomb (Six Common Ingredients)

A character can create a fire bomb that deals 2d6 fire damage in a 10-foot radius which emits a loud sound using five common ingredients with 1 fire essence each and a common ingredient with 1 air essence. The DC for creating this bomb is 18, and it will take a total of 4 sessions of 4 hours each for creating it, since its value equals to 85 points (10 points for the first ingredient, plus 75 points for the five remaining ingredients).

Healing Potion Examples

Healing Potion (Two Common Ingredients)

A character can create a potion that heals 1d4 + 1 using two common ingredients with 1 water essence each. The DC for creating this potion is 10, and it will take 1 session of 4 hours for creating it, since its value equals to 25 points (10 points for the first ingredient, plus 15 points for the remaining ingredient).

Healing Potion (One Rare Ingredient)

A character can create a potion that heals 1d4 + 1 using one rare ingredient with 2 water essences. The DC for creating this potion is 8, and it will take 1 session of 4 hours for creating it, since its value equals to 10 points (10 points for the first ingredient).

Healing Potion (Two Rare Ingredients)

A character can create a potion that heals 2d4 + 2 using two rare ingredients with 2 water essences each. The DC for creating this potion is 10, and it will take 1 session of 4 hours for creating it, since its value equals to 25 points (10 points for the first ingredient, plus 15 points for the remaining ingredient).

Chapter 6: Crafting

DURING YOUR ADVENTURES AND TRAVELS, you can collect a series of elements and materials to craft special equipment. This section expands the crafting system found in the *Player's Handbook* and modifies some parts of it.

You can craft nonmagical objects, including adventuring equipment. You must be proficient with tools related to the object you are trying to create (typically artisan's tools). You might also need access to special locations to create it. For example, someone proficient with smith's tools needs a forge in order to craft a sword or suit of armor.

For every day of downtime you spend crafting, you can craft one or more items with a total market value not exceeding 25 gp, and you must expend raw materials worth half the total market value. If something you want to craft has a market value greater than 25 gp, you make progress every day in 25-gp increments until you reach the market value of the item. For example, a suit of plate armor (market value of 1,500 gp) takes 60 days to craft by you.

Multiple characters can combine their efforts toward the crafting of single item, provided that the characters all have proficiency with the requisite tools and are working together in the same place. Each character contributes 25 gp worth of effort for every day spent helping to craft the item. For example, three characters with the requisite tool proficiency and the proper facilities can craft a suit of plate armor in 20 days, at a total cost of 750 gp.

While crafting, you can maintain a modest lifestyle without having to pay 1 gp per day, or a comfortable lifestyle at half the normal cost (see chapter 5 of the *Player's Handbook* for more information on lifestyle expenses).

Object Types

There're three types of objects you can craft:

Common objects are the objects you can easily find in a store, dungeons and most of the artisans makes them regularly, like a longsword or a leather armor.

Special objects are the pieces of equipment crafted with special materials, like a darksteel longsword.

Unique objects are completely new creations, with custom forms, qualities and benefits, like a greatsword with a mechanism to transform it in two scimitars.

Skill Checks

When you craft an object, you must make a skill check at the end of the process to see if you succeed on the creation of the object. The skill check has the following rules:

- You need to make an Ability check (d20 + ability modifier)
- You can add the proficiency bonus if you are proficient with the artisan tools you need.
- If you are in a place without the tools needed or you don't have the artisan tools, the check is made with disadvantage and without your proficiency bonus.

DC for crafting objects: **Normal objects: 10; Special objects: 15; Unique objects: 20.**

If you fail the check, you must finish a long rest to make the check again. After 3 consecutive failures, you need to start the process again and all the materials you used are lost.

Hiring Artisans

You can hire one or more artisans to help you creating the object or to create the object completely by themselves. When using special materials, you need to hire an artisan which knows how to work that material.

The cost for hiring an artisan depends of the object type you want to create. In general, for rarer objects you will need an artisan who knows how to work the material, have a crafting guide or similar. You can see the cost of hiring an artisan in the following table. If you hire an artisan to create a unique object with special materials, the cost per day is 15 gp.

Hiring an Artisan

Object type	Cost per day
Normal (common labors of the artisan)	2 gp
Special (special materials)	5 gp
Unique (completely new object)	10+ gp

Special Materials

To create an object with special materials, you need an amount of material units: For a medium-sized creature, when you use the materials for crafting armors and clothing, you need 3 units of the same material, for weapons and shields you need 2 units of the same material and for 10 units of ammunition you need 1 unit of the same material. If you want to craft something for a bigger sized creature, you need to use twice the amount of materials used for each size increment, and for smaller sized creatures you need only half materials per each size smaller than medium.

As an example, if you want to create an adamantine plate armor for a medium sized character, it will take 60 days to craft it, at a cost of 750 gp and three units of adamantine. If you hire two artisans to work with you in the crafting, it will take 20 days, at a total cost of 950 gp and three units of adamantine.

In case of the creature parts, you gain an extra benefit depending on the creature Challenge Rating, as shown in the following table.

Creature CR	Armor Class	Weapons (attack and damage)
6 or less	none	none
7-12	none	+1
13-18	+1	+2
19-24	+2	+3
25+	+3	+4

For example, a scale mail created with scales from an adult blue dragon (CR 16) will give you an extra +1 to your armor class, for a total of 15 + dex modifier (max. +2).

Material Descriptions

In the following section you can find a list of special materials, their unit value and their properties to armors or weapons. Some of this materials might have other special features (for example, an armor made with dragon bones could grant you resistance to the dragon type damage)

Adamantine

Uncommon Material

A shiny black metal, known as one of the hardest substances in existence.

Unit value: 250 gp.

Armor: While wearing a medium or heavy armor (non hide) made with adamantine, any critical hit against you becomes a normal hit.

Weapons: When you hit a creature with an adamantine weapon, the damage overcomes the non-magic immunity and resistance.

Aerocrystal

Rare Material

A light blue, glass-like crystal known for creating quick, precise weapons.

Unit value: 500 gp

Weapon: You can use your Dexterity modifier for attacks and damage made with an aerocrystal weapon.

Asmoroch wood

Rare Material

A black scorched wood which is cold to touch.

Unit value: 500 gp

Weapon: A weapon completely made of asmoroch wood deals necrotic damage instead its normal damage type. Additionally, when you hit a creature you deal an extra 1d4 necrotic damage.

Beast feathers

Rarity Varies

Hippogriffs, Rocs, giant eagles and other flying creatures have beautiful feathers used to show their majesty.

Unit value: Determined by the creature's CR.

Armor: While wearing clothing or any non-metallic armor made with beast feathers, you have advantage on any animal handling checks.

Bone

Rarity Varies

A series of bones joined together, mostly used by shamans and wildlings.

Unit value: Determined by the creature's CR.

Armor: Replaces the metal. While wearing a medium or heavy armor (non hide) made with bones, you have advantage on Intimidation checks.

Weapon: Replaces the metal and wood.

Chitin

Rarity Varies

Flexible shells of chitinous creatures such as giant crabs or remorhaz, known to be lighter than metallic armors.

Unit value: Determined by the creature's CR.

Armor: Replaces the metal. While wearing a medium armor (non hide) made with chitin, the armor's dexterity bonus increases by 1. Heavy armors made with chitin reduce the Strength requirement by 1.

Cold Iron

Common Material

This iron is worked entirely while cold, known for its effectiveness against fey creatures.

Unit value: 100 gp

Weapons: When you hit a fey with a cold iron weapon, you can roll the damage again and use either result.

Coral

Common Material

Mostly used by sea and waterborne creatures to create their weapons and armors.

Unit value: 100 gp

Armor: Replaces the metal. While wearing a medium or heavy armor (non hide) made with coral, you speed while swimming increases by 10 feet.

Weapons: Any melee weapon made with coral doesn't have disadvantage on the attacks rolls while underwater.

Darksteel
Uncommon Material

A darkened blue metal that only forms in areas affected by thunderstorms, known for having that energy inside of it.

Unit value: 250 gp.

Armor: While wearing a medium or heavy armor (non hide) made with darksteel, lightning damage that you take from non magical attacks is reduced by 3.

Weapons: When you hit a creature with a darksteel weapon, you deal an extra 1d4 lightning damage.

Darkwood
Common Material

This piece of wood is as hard as normal wood but very light.

Unit value: 100 gp

Armor: Replaces the metal of any medium or heavy armor.

Dwarvenstone
Rare Material

This marble-like stones are used by dwarves to create a ceremonial armor for the defenders of their cities, even though is heavier and bulkier than metallic armors.

Unit value: 500 gp

Armor: While wearing a heavy armor made with dwarvenstone, you have a +1 to your armor class, but the strength requirement increases by 2 and your speed is reduced by 10 feet.

Ellond hide
Rarity Varies

This brown-orange hide is harvested from desert and dry areas creatures.

Unit value: Determined by the creature's CR.

Armor: While wearing clothing or any non-metallic armor made with ellond hide, fire damage that you take from non magical attacks is reduced by 3.

Eternal Ice
Rare Material

This cold white-blue block of ice resist high temperatures, making it unable to melt in normal conditions.

Unit value: 500 gp

Weapon: A weapon completely made of eternal ice deals cold damage instead its normal damage type. Additionally, when you hit a creature you deal an extra 1d4 cold damage.

Ignum
Rare Material

This black semi-translucent stone have some lava-like glowing and flowing inside of it.

Unit value: 500 gp

Weapon: A weapon completely made of ignum deals fire damage instead its normal damage type. Additionally, when you hit a creature you deal an extra 1d4 fire damage.

Infernal Leather
Very Rare Material

A reddish hard leather created in the infernal planes.

Unit value: 750 gp

Armor: While wearing clothing or any non-metallic armor made with infernal leather, you have a +1 bonus to your Armor Class and you have resistance against fire damage.

Infernal Steel
Very Rare Material

A blood red metal found in the infernal planes which is very resistant and captures the hot and flames.

Unit value: 750 gp

Armor: While wearing a medium or heavy armor (non hide) made with infernal steel, you have a +1 bonus to your Armor Class and you have resistance against fire damage.

Weapon: A weapon completely made of infernal steel deals fire damage instead its normal damage type. Additionally, when you hit a creature you deal an extra 1d4+2 fire damage.

Leafweave
Common Material

Alchemically processed leaves that are hard as leather, used also as camouflage.

Unit value: 100 gp

Armor: While wearing clothing or any non-metallic armor made with leafweave, you have advantage on stealth checks in woodlands and forests.

Mitrhil
Uncommon Material

This white-silver metal is lighter and flexible than common steel.

Unit value: 250 gp

Armor: Metallic heavy armors made with mithril are considered medium, and medium metallic armors made with mithril are considered light. If the armor normally imposes disadvantage on Dexterity (Stealth) checks or has a Strength requirement, mithril version of the armor doesn't.

Weapon: Two handed weapons made with mithril lose the heavy property and all the other weapons gain the light feature.

Monster Scales
Rarity Varies

Big scales harvested from a creature, with a variety of colors, shapes and sizes.

Unit value: Determined by the creature's CR.

Armor: Replaces the metal. If the armor normally imposes disadvantage on Dexterity (Stealth) checks, a monster scales version of the armor doesn't.

Obsidian
Uncommon Material

This black to deep purple glass-like stone is known to be very sharp.

Unit value: 250 gp

Armor: While wearing a medium or heavy armor (non hide) made with obsidian, when an enemy tries to grapple you, it takes 1d4 piercing damage.

Weapons: Any piercing or slashing damage made with an obsidian weapon deals an extra 1d4 of damage.

Orichalcum
Rare Material

This bronze orange metal is used to absorb the essence of magic.

Unit value: 500 gp

Armor: While wearing a medium or heavy armor (non hide) made with orichalcum, you have advantage against Strength and Constitution saving throws against spells and magic effects.

Weapon: A weapon completely made of orichalcum deals force damage instead its normal damage type. Additionally, when you hit a creature you deal an extra 1d4 force damage.

Plague wood
Uncommon Material

This ancient mossy-like wood has small spores floating around it.

Unit value: 250 gp

Weapon: When you hit a creature with a weapon made completely with plague wood, you deal an extra 1d4 poison damage.

Shadowsilk
Rarity Varies

This black semi-transparent silk is carefully made by underground spiders and spider-like creatures.

Unit value: Determined by the creature's CR.

Armor: While wearing clothing or any non-metallic armor made with shadowsilk, you have advantage on stealth checks in lightly obscured areas (such as tree shadows).

Shadowfell Linen
Very Rare Material

A dark and purple linen found in the shadowfell.

Unit value: 750 gp

Armor: While wearing clothing or any non-metallic armor made with shadowfell linen, you have a +1 bonus to your Armor Class and you have resistance against psychic damage.

Spiritual wood
Uncommon Material

This cyan-like wood has a natural connection with the magic.

Unit value: 250 gp

Armor: Replaces the metal of any medium or heavy armor. While wearing an spiritual wood armor, you have advantage on concentration checks to maintain a spell.

Weapon: When you hit a creature with a weapon made completely with spiritual wood, you deal an extra 1d4 force damage. You can use a spiritual wood weapon as an arcane focus.

Stellar Iron
Very Rare Material

A white bright metal, soft on touch but very resistant, known for being used by celestial beings.

Unit value: 750 gp

Armor: While wearing a medium or heavy armor (non hide) made with stellar iron, you have a +1 bonus to your Armor Class and you have resistance against necrotic and radiant damage.

Weapon: A weapon completely made of stellar iron deals radiant damage instead its normal damage type. Additionally, when you hit a creature you deal an extra 1d4+2 radiant damage.

Optional Rule: Material Resistance

Every armor or weapon made with special materials have a number of **resistance points**. If the points are reduced to 0, the piece of equipment is broken and you need to repair it to use it again.

The points are reduced in the following events:

- When you make an attack with a weapon made with a special material and you roll a 1, the resistance points of the weapon are reduced by 1 point.
- When you take a critical hit from an opponent, it reduces your armor resistance points by 1.

Each reduced point also reduces the damage dealt for weapons and the AC for armors.

In the following table you can see how many resistance points have a special material depending on the material value. A material that replaces any of the materials mentioned in the table uses the resistance of the replaced material (for example, a coral armor uses the metal resistance points)

Resistance Points by Value

Material Value	Clothing, non-metallic	Wood	Metal
100 or less	2	3	4
101 - 500	3	4	5
501 - 1.000	4	5	6
1.001 or more	5	6	7

Repairing Equipment

If you want to repair a piece of equipment made with a special material, you need to make a tools check using the required artisan tools. **The DC equals to 8 + total amount of reduced points**.

Depending on what you're trying to repair, you need to use a number of units of the same material, as shown in the following table.

Equipment type	Number of Material Units
Armor	2 units
Weapon	1 unit

If you pass the check, the equipment is repaired completely. If you fail the check, you can make another check when you finish a long rest.

Common Items Resistance

You can also apply this rules to common materials like iron and wood. Determine the resistance points using the market value of the items, and for repairing them you will need units of iron, wood, or any other common material.

Chapter 7: Guilds

Entering a guild

This system uses a reputation system which determines your rank on the guild. In most of the cases, the adventurers must gain a number of reputation points completing contracts given by the guild to be considered as members of the guild. When a character gets the amount of reputation points required for the first rank, they can decide to join the guild. A character cannot gain more points than the required for the first rank until they decide to be members of the guild. For example, a character has 41 reputation points, and after finishing a contract the guild rewarded him with 10 reputation points. In this case, his points cannot increase above 50 unless he decides to join the guild, losing 1 point.

In the following table you can find the basic structure of ranks and the reputation points needed for each rank.

Guild Ranks

Rank	Reputation Points
Grandmaster/Grandmistress	2,000
Master/Mistress	1,000
Expert	500
Adept	200
Journeyman	100
Apprentice	50

If needed, you can modify the rank names or the reputation points required to achieve each rank. For example, you can double the reputation points needed for each rank to create an elite guild.

Other Requirements

Some guilds might have additional requisites to enter, such as being able to cast spells, paying an entry fee or finishing a special quest to determine if you are able to enter the guild based on the skills and abilities they are looking for.

Guild Membership

When you reach the first rank of the guild, you must pay dues of 5 gp per month to the guild. If you miss payments, you must make up back dues to remain in the guild's good graces and maintain your rank benefits.

> If any of the characters have the guild artisan background, consider him at least at the first rank of the guild ranks. It's up to the DM to decide if that character is at a higher rank or if he has special benefits in the guild.

Reputation Points

Every guild rank is determined by an amount of **reputation points.** These points are earned by finishing **contracts** and **bounties**. Gaining reputation allows you to increase your rank in the guild and get some rewards, which are described later on this guide.

Contracts

Most of the guild works are contracts that involve some quests or missions, which includes a location, some basic information of the quest and obviously, a reward. The reputation points earned by finishing a contract are determined by the DM.

Bounties

Bounties, also known as "hunt orders" are special guild missions that allow guild members to collect reputation points to gain ranks on the guild for killing certain creatures. In general, bounties have 3 parts: the creature/creatures for the hunt, the number of days the bounty will be active and the reward, which are reputation points. In other cases, it also includes a monetary reward. The number of reputation points depends on the challenge rating of the killed creature, as shown in the table below.

CR	Reputation Points	CR	Reputation Points
0 - 1/2	1	15	130
1	2	16	150
2	4	17	180
3	7	18	200
4	11	19	220
5	18	20	250
6	23	21	330
7	29	22	410
8	39	23	500
9	50	24	620
10	59	25	750
11	72	26	900
12	84	27	1,050
13	100	28	1,200
14	115	29	1,350
		30	1,550

It's up to the DM to determine if the players need to collect parts of the creatures to prove they killed the creatures. Another option is to make the bounty magical, so the guild knows exactly how many creatures they've killed.

> **Example Bounty: Ankheg Bounty**
>
> In the last days, the number of ankhegs wandering near the town has greatly increased, making the farms outside the town a dangerous place, and the local adventurers' guild created a hunt order to reduce the number of those creatures. The bounty will be active for only 3 days, and they must bring the ankheg mandibles to the guildhall to prove they killed them. For each ankheg mandible the adventurers bring, they will be rewarded with 4 reputation points and the guild will pay them 4 gold pieces and 5 silver pieces.

Rank Benefits

Gaining ranks on a guild gives the players a series of benefits, such as better paid and challenging contracts, information and equipment. In the table below you can find some examples of rank rewards.

Benefit	Rank Needed
Contracts, basic	Apprentice
Healing and care	Apprentice
Information, basic	Apprentice
Lodging and food, modest	Apprentice
Messaging, basic	Apprentice
Training	Apprentice
Crafting Workshop	Journeyman
Equipment, basic	Journeyman
Contracts, advanced	Adept
Equipment, advanced	Adept
Information, advanced	Adept
Lodging and food, comfortable	Adept
Equipment, magical	Expert
Information, exclusive	Expert
Local Guildhall	Master/Mistress
Lodging and food, wealthy	Master/Mistress
Own the guild	Grandmaster/Grandmistress

Contracts, basic. These contracts includes simple tasks.

Contracts, advanced. This contracts can include more long-term and challenging quests. These contracts should have a better pay or give more reputation than basic contracts.

You can read more about the contract types and rewards later in this document.

Crafting Workshop. You are able to use the workshops in the guildhalls, where you can find one or more artisan's tools at your disposal for crafting. The number and type of artisan's tools are determined by the DM.

Equipment, basic. This includes simple weapons, light armors and basic equipment (like rations and torches). You can also ask for horses for temporary use.

Equipment, advanced. This includes martial weapons, medium and heavy armors, probably some artisan tools and specialized adventuring kits. This also includes other services, such using one of the guild coach cabs or a ship passage to a near city.

Equipment, magical. This includes some potions, a few spell scrolls, and a few magical items. It can include some spellcasting services. Since magical items and services are rarer, it's up to the DM to determine if the characters must pay for using the magical items or for each time they want to use some of the guild spellcasting services.

Spellcasting Costs

If you decide the players must pay for the spellcasting services they can find on their guild, here's a formula to determine how much it will cost each spell.

Square of the spell level multiplied by 10 gp plus double of the consumed material cost plus 10% of nonconsumed material cost.

For example, after finishing a contract, the group of adventurers have found an unknown magical item, and since they don't have the spells to identify their properties, they decide to use their guild rank and ask to a guild wizard to cast the *Identify* spell on the object. Since it's a 1st level spell and it requires a pearl worth at least 100 gp, the total cost would be 20 gp (10 gp + 10 gp for the pearl)

Healing and care. You can be healed in the guildhalls owned by your guild.

Information, basic. You get one piece of useful lore about the contract or bounty you're doing.

Information, advanced. You get three pieces of useful lore about the contract or quest you're doing.

Information, exclusive. You get 1d4 pieces of useful lore about anything you're looking for. The DM determines the type of information you get from the guild.

Pieces of Useful Lore

Each piece of useful lore is the equivalent of one true statement about a person, place, or thing. Examples include knowledge of a creature's resistances, the password needed to enter a sealed dungeon level, the spells commonly prepared by an order of wizards, and so on.

For a monster or an NPC, you can reveal elements of stats or personality. For a place, you can reveal secrets about it, such as a hidden entrance, the answer to a riddle, or the nature of a creature that guards the place.

Local guildhall. You are rewarded with owning and leading a local guildhall in a city or town.

Lodging and food. If you want, you can live in a local guildhall (your lifestyle expenses are covered by your membership).

Messaging. You can use some of the guild messengers to deliver cards and small objects to another city or town.

Training. You can learn a new language or training in a set of tools with a guild member. The prize or time is reduced by half (player's choice).

Training

Depending on your guild rank, the DM determines the duration, costs, languages and tools available for training. Your DM might allow additional training options, like armor or weapon training and skill training.

Creating a Guild

When creating a guild, you must decide the type or business of the guild. You can choose one from the table below or roll it randomly. Additionally, if you're creating a bigger guild, you can choose or roll again to get more specializations. In general, a guild should have between 1 to 3 specializations.

d6	Guild Type
1	Adventurers
2	Arcane
3	Artisans
4	Criminal
5	Religious
6	Scholastic

DM Note: "Rank Farming"

While this system allows any character to rank up freely, it's up to the DM to determine if there are extra conditions to achieve each rank, such as a special quest or a minimum of finished advanced contracts to avoid farming reputation points (and eventually getting higher ranks doing low-level contracts).

Another way to avoid this is by creating only a few contracts and bounties (such as 1d4 contracts every 7 days).

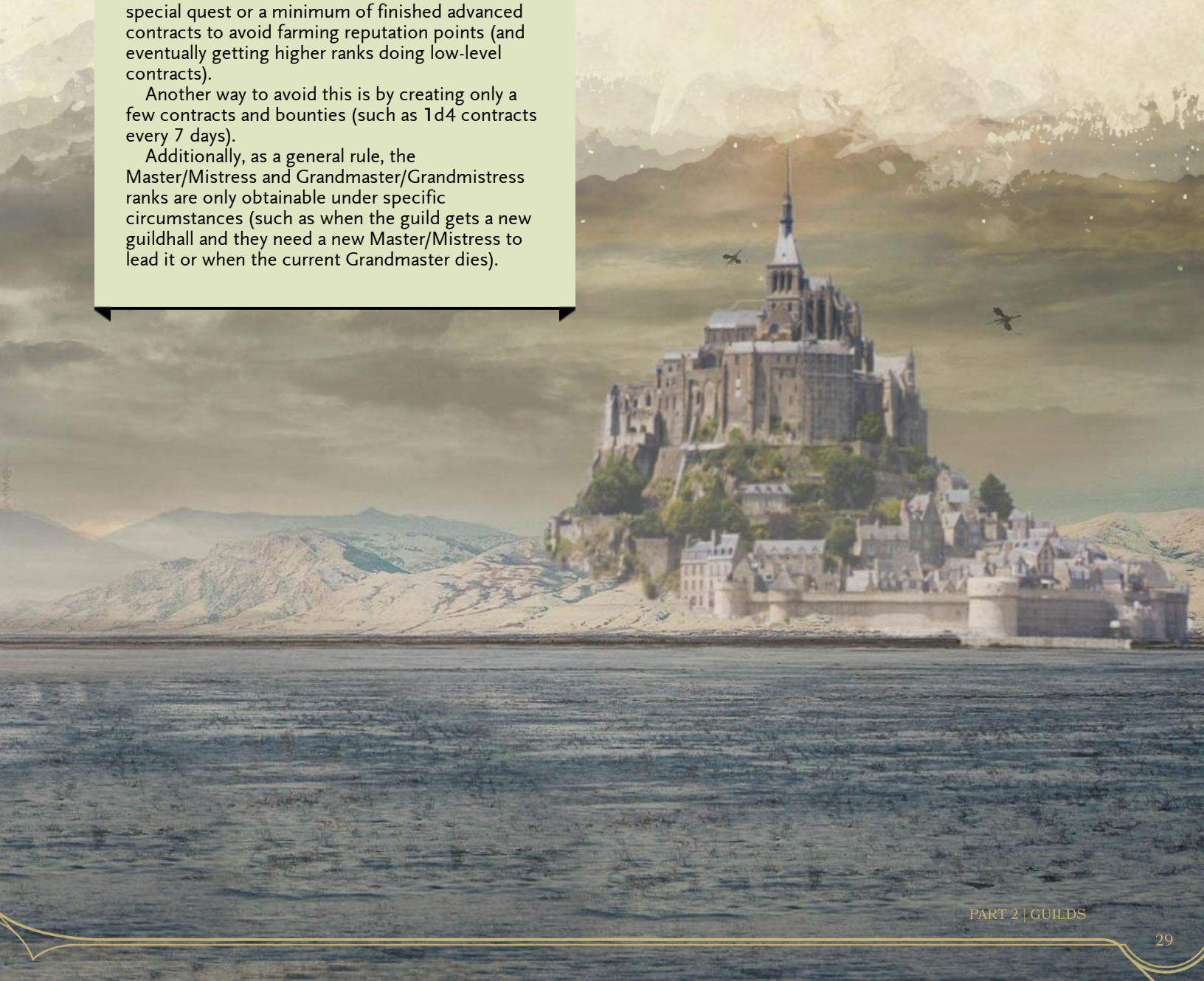
Additionally, as a general rule, the Master/Mistress and Grandmaster/Grandmistress ranks are only obtainable under specific circumstances (such as when the guild gets a new guildhall and they need a new Master/Mistress to lead it or when the current Grandmaster dies).

Equipment Availability

You can requisition items for temporary use when doing contracts and tasks for the guild. The amount of equipment you can borrow is determined by the total gp of the items and it depends on your guild rank, as shown in the table below.

Rank	Max. Requisition GP
Grandmaster/Grandmistress	1,500 gp
Master/Mistress	1,000 gp
Expert	600 gp
Adept	450 gp
Journeyman	150 gp

It's up to the DM to determine how many and what type of equipment the guild have. For example, a rural guild might only have light armor, simple weapons and 1d4 potions available for requisitioning.



Guild Types

In this section you can read more about the guild types, what they do and what they usually have.

Adventurers Guilds

These guilds are designed expressly for those who battle monsters, hunt treasure, and explore unknown lands.

Adventurers Guilds Contracts

d10	Contract Type
1-3	Exploration
4-6	Hunt
7-9	Raid
10	Roll in the random contracts table

Equipment and Tools

Equipment, Basic. Armor, weapons and adventuring gear that cost 10 gp or less. Additionally, you can requisition a riding horse and a riding saddle.
Equipment, Advanced. Armor, weapons, adventuring gear, mounts and drawn vehicles.
Equipment, Magical. Common magic items and uncommon armor and weapons.
Tools. You can use leatherworker's tools, smith's tools and woodcarver's tools available on the guild for creating and repairing armor and weapons.

Training

You can train to gain proficiency with leatherworker's tools, smith's tools or woodcarver's tools. If your DM allows it, you can also train to gain proficiency with an armor type, a weapon or one of the following skills: Athletics or Survival.

Arcane Guilds

These guilds consist primarily of arcane spellcasters, but occasionally boast noncasting members, such as experts who practice alchemy.

Arcane Guilds Contracts

d10	Contract Type
1-3	Exploration
4-6	Find
7-9	Resource Gathering
10	Roll in the random contracts table

Equipment and Tools

Equipment, Basic. Simple melee weapons, adventuring gear that cost 10 gp or less. Additionally, you can requisition a draft horse and a cart.
Equipment, Advanced. Simple weapons, adventuring gear, mounts and drawn vehicles.
Equipment, Magical. Common and uncommon magic items.
Tools. You can use alchemist's supplies and herbalism kit available on the guild for creating potions and other alchemical items.

Training

You can train to gain proficiency with alchemist's supplies or herbalism kit. If your DM allows it, you can also train to gain proficiency with a standard language, a simple weapon or one of the following skills: Arcana or History.

Artisans Guilds

These guilds are the most common form of guild in most fantasy cities. Each is typically devoted to a single craft or profession, or at most a small group of closely related trades.

Artisans Guilds Contracts

d10	Contract Type
1-3	Exploration
4-6	Protection
7-9	Resource Gathering
10	Roll in the random contracts table

Equipment and Tools

Equipment, Basic. Simple melee weapons, adventuring gear that cost 10 gp or less. Additionally, you can requisition a draft horse and a wagon.
Equipment, Advanced. Light armor, simple weapons, adventuring gear, mounts and drawn vehicles.
Equipment, Magical. Common magic items.
Tools. You can use the artisan tools available on the guild for crafting. You can determine the tools available from the following list or rolling randomly.

d20	Artisan Tools	d20	Artisan Tools
1	Brewers	11	Painters
2	Calligraphers	12	Potters
3	Carpenters	13	Smiths
4	Cartographers	14	Tinkers
5	Cobblers	15	Weavers
6	Cooks	16	Woodcarvers
7	Glassblowers	17	Roll twice
8	Jewelers	18	Roll twice
9	Leatherworkers	19	Roll three times
10	Masons	20	Roll four times

Training

You can train to gain proficiency with the artisan tools the guild have. If your DM allows it, you can also train to gain proficiency in one of the following skills: Insight or Persuasion.

Criminal Guilds

These guilds are (in general) considered illegal and highly secretive, except in particularly corrupt cities.

Criminal Guilds Contracts

d10	Contract Type
1-3	Exploration
4-6	Find
7-9	Hunt
10	Roll in the random contracts table

Equipment and Tools

Equipment, Basic. Light armor, simple weapons and adventuring gear that cost 10 gp or less. Additionally, you can requisition a vial of basic poison or thieves' tools.
Equipment, Advanced. Light and medium armor, weapons, adventuring gear, poisons, mounts and drawn vehicles.
Equipment, Magical. Common magic items and uncommon weapons.
Tools. You can use the forgery kit and poisoner's kit available on the guild.

Training

You can train to gain proficiency with the forgery kit or poisoner's kit. If your DM allows it, you can also train to gain proficiency with an armor type, a weapon or one of the following skills: Deception or Stealth.

Religious Guilds

These guilds are associations of followers of the same faith. A religious guild is not the same thing as a sect or cult.

Religious Guilds Contracts

d10	Contract Type
1-3	Hunt
4-6	Find
7-9	Protection
10	Roll in the random contracts table

Equipment and Tools

Equipment, Basic. Light armor, simple weapons and adventuring gear that cost 10 gp or less. Additionally, you can requisition a draft horse and a cart.
Equipment, Advanced. Light armor, weapons, adventuring gear, mounts and drawn vehicles.
Equipment, Magical. Common magic items and uncommon weapons.
Tools. You can use the jeweler's tools and smith's tools available on the guild.

Training

You can train to gain proficiency with the jeweler's tools or smith's tools. If your DM allows it, you can also train to gain proficiency with light armor, a weapon or one of the following skills: Insight or Religion.

Scholastic Guilds

These guilds are dedicated to studying a particular topic to further the knowledge and education of its members.

Scholastic Guilds Contracts

d10	Contract Type
1-3	Exploration
4-6	Find
7-9	Resource Gathering
10	Roll in the random contracts table

Equipment and Tools

Equipment, Basic. Simple melee weapons, adventuring gear that cost 10 gp or less. Additionally, you can requisition a draft horse and a wagon.
Equipment, Advanced. Simple melee weapons, adventuring gear, mounts and drawn vehicles.
Equipment, Magical. Common magic items and uncommon wondrous items.
Tools. You can use the calligrapher's tools and tinker's tools available on the guild.

Training

You can train to gain proficiency with calligrapher's tools, tinker's tools or in one standard language. If your DM allows it, you can also train to gain proficiency in an exotic language or one of the following skills: History, Investigation, or Nature.

Creating Contracts

If you want to create and random contracts for your guild, you can use the following guidelines and information. First, determine the contract type by choosing or rolling in the guild contracts table of the guild. Alternatively, you can roll a d6 and choose a random contract from the following table.

Random Contracts

d6	Contract Type
1	Exploration
2	Find
3	Hunt
4	Protection
5	Raid
6	Resource Gathering

If you want to create larger or difficult contracts, you can choose various contract types for one contract. For example, you can create a contract that requires to discover the entrance of an ancient temple (exploration) and then kill every undead inside (hunt).

Contract Difficulty

Contracts are divided in **basic contracts** and **advanced contracts.** A basic contract should only have easy and medium encounters, while advanced contracts should have hard and deadly encounters.

Contract Type

Exploration

These contracts are for exploring new lands, such as an island, caves, an old dungeon or a forgotten jungle. In general, the objective of this contract is to provide an accurate map, creating routes for traveling through the terrain or even building an outpost and defenses.

These contracts also involves surveillance or reconnaissance tasks for getting information about the area, the creatures in the area or searching for a hidden entrance to a dungeon.

d6	The Mission
1	Mapping the location
2	Search or create new routes to the location
3	Build an outpost and defenses
4	Land surveillance
5	Observe a creature
6	Find a hidden entrance

Find

These contracts are for finding someone or something, such as finding a missing explorers group, recovering a specific object found in a dungeon and searching (and bringing back to justice) a wanted criminal.

These contracts also involves stealing an object or valuable information, such as searching for letters related with a plan to kill the current guild leader (and uncover the conspiracy) or information and proof to solve a mystery.

d6	The Mission
1	Find someone
2	Find something
3	Steal something
4	Find valuable information
5	Retrieve an object
6	Rescue someone

Hunt

These contracts are for killing or hunting down a creature, an individual or a particular group, such as killing an evil wizard, slaying a creature in the wild and assassinate the leader of another guild. These contracts also involve destroying a particular object.

d4	The Mission
1	Slay a specific monster
2	Assassinate an individual
3	Kill all members from a particular group
4	Destroy a particular object

Protection

These contracts involve escorting someone through a dangerous area and defending a location such as holding a fortified outpost until the reinforcements arrive. These contracts also involves protecting someone, such as being the bodyguards of a noble in a diplomatic mission, and guard an object, such as defending an ancient magical tome and preventing of being destroyed.

d4	The Mission
1	Escort someone from one point to another
2	Defend a place or location
3	Protect an individual
4	Guard an object

Raid

These contracts involve breaking, entering and cleaning a place, such as entering into an ancient temple, disable all the traps and slaying all creatures (so the archeologists can enter without danger) or raiding a bandit camp, destroying or stealing all their supplies.

These contracts also involves disabling particular objects, such as destroying the siege weapons before they reach the city, assaulting a caravan, blocking trade routes and disabling routes to a location.

d6	The Mission
1	Attack a location
2	Destroy a nearby camp
3	Steal supplies
4	Disable potential dangers
5	Blocking trade routes
6	Disabling an entrance

Resource Gathering

These contracts involve collecting materials or any resource needed for further uses, such as collecting a particular herb for creating a medicine to heal someone, mine some materials for creating special weapons and equipment and even buying materials from a remote place and transport it to a specific location.

d4	The Mission
1	Gather herbs and plants
2	Collect a specific mineral
3	Harvest a creature part
4	Buy or trade a resource

Collecting Materials Rules

In the part 3 of this supplement you can find simple rules for harvesting parts from creatures, gathering plants and collecting other materials.

Additional Conditions

If you want to give a twist to the contracts, you can add one or more of the following conditions:

Stealthily. You cannot be detected or raise the alarm while you are doing the contract.

No Kills. You cannot kill while doing the contract.

Specific Time and Place. You need to complete the task contract in a specific day or moment. For example, you must assassinate an individual when it's talking in front of a crowd of people in the town square.

Against Time. You have a limited time to do the contract. For example, another group is going to do the same contract at the same time, and the first group that finishes the contract gets the reward.

Local Resources. You can only use resources you can find in the location of your contract.

Limited Resources. You can only use some of your equipment. For example, you need to enter a party for gathering information, but you cannot enter with armor or weapons (but perhaps you can hide a dagger in your clothes).

Location

After you have determined the contract type, you need to determine the location where the characters must go to complete the contract. Here you can find a table for general locations and a table for a specific location. You can use one or both tables to determine the location when needed.

d12	General Location	d12	General Location
1	Arctic	7	Ocean
2	Caves	8	Plains
3	Desert	9	Swamp
4	Forest or jungle	10	Urban
5	Lake or river	11	Distant land
6	Mountain	12	Another plane

If you use the distant land or another plane, roll again to determine the setting of the location (for example, you can make the contract to be in another continent or in the elemental plane of earth)

d20	Specific Location	d20	Specific Location
1	Ancient ruins	11	Palace
2	Battlefield	12	Prison
3	Catacombs	13	Sanctuary or Shrine
4	Cliffs	14	Sewers
5	Dungeon	15	Storehouse
6	Encampment	16	Tavern
7	Fortress or castle	17	Temple
8	Mansion	18	Tomb
9	Market	19	Tower
10	Oasis	20	Undercity

Contract Rewards

Finally, you need to determine what kind of rewards the characters will get after successfully finishing the contract. In general, the contract will reward with gold and reputation points for the guild.

Gold

Almost every contract has a gold reward. A simple way to determine the amount of gold the contract gives is by using the following tables. You can modify these values as much as you need.

Basic Contracts

Party Level	Gold per Character	Party Level	Gold per Character
1st	10 gp	11th	320 gp
2nd	20 gp	12th	400 gp
3rd	30 gp	13th	440 gp
4th	50 gp	14th	500 gp
5th	100 gp	15th	560 gp
6th	120 gp	16th	640 gp
7th	150 gp	17th	780 gp
8th	180 gp	18th	840 gp
9th	220 gp	19th	980 gp
10th	240 gp	20th	1,140 gp

Advanced Contracts

Party Level	Gold per Character	Party Level	Gold per Character
1st	20 gp	11th	720 gp
2nd	40 gp	12th	900 gp
3rd	80 gp	13th	1,020 gp
4th	100 gp	14th	1,140 gp
5th	220 gp	15th	1,280 gp
6th	280 gp	16th	1,440 gp
7th	340 gp	17th	1,760 gp
8th	420 gp	18th	1,900 gp
9th	480 gp	19th	2,180 gp
10th	560 gp	20th	2,540 gp

Paying for creature's parts

If a contract or bounty also pays for creature's parts, you can determine the prize following the rules found in the part 3 of this supplement.

Reputation Points

Another way to reward the characters is by giving reputation points for doing the contract, allowing them to gain ranks in the guild and unlock more benefits. You can determine the amount of reward points per character using the following tables.

Basic Contracts

Party Level	Reputation points per Character	Party Level	Reputation points per Character
1st	3	11th	80
2nd	5	12th	100
3rd	8	13th	110
4th	13	14th	125
5th	25	15th	140
6th	30	16th	160
7th	38	17th	195
8th	45	18th	210
9th	55	19th	245
10th	60	20th	285

Advanced Contracts

Party Level	Reputation points per Character	Party Level	Reputation points per Character
1st	5	11th	180
2nd	10	12th	225
3rd	20	13th	255
4th	25	14th	285
5th	55	15th	320
6th	70	16th	360
7th	85	17th	440
8th	105	18th	475
9th	120	19th	545
10th	140	20th	635

Other Rewards

A guild can give additional rewards to characters for finishing contracts, such as free training in one particular tool, information about something in particular, objects and magic items.

Extra Rule: Upgrading a Structure

Here you will find rules for upgrading your structure for getting more room points. This section is meant to be used with the Stronghold rules created by /u/the_singular_anyone.

To upgrade a structure you need to follow these two rules:

- **Each room point must be purchased sequentially.** For example, if the players have a guildhall (2 room points) and they want to upgrade to a 4-room points guildhall, they need to pay 20,000 gp in total (10,000 gp to upgrade from 2 to 3 room points and then 10,000 gp to upgrade from 3 to 4 room points).
- **The upgrade construction time is determined by the sum of all the construction time.** Using the same example, if the players upgrade their guildhall from 2 to 4 room points, the total amount of days it will take to do the upgrade is 90 days (40 days to upgrade the structure from 2 to 3 and then 50 days to upgrade the structure from 3 to 4).

Skilled and Unskilled Hirelings

When you upgrade your structure, you will also need more hirelings to maintain your building. It's up to the DM to determine the amount of skilled and unskilled hirelings needed for each upgrade.

A way to determine the amount of hirelings needed for each upgraded structure is by multiplying the original skilled/unskilled hirelings by half of the upgraded room points (rounded up).

For example, if you upgrade a guildhall (5 skilled hirelings and 3 unskilled hirelings) from 2 to 3 room points, you will now need 8 skilled hirelings (5 multiplied by 1,5) and 5 unskilled hirelings (3 multiplied by 1,5).

If you upgrade a guildhall up to 6 room points, you will now need 15 skilled hirelings (5 multiplied by 3) and 9 unskilled hirelings (5 multiplied by 3).

PART 3

The Wild

Chapter 8: Surviving in the Wild

In the wild, it's obvious that manmade structures do not appear whenever characters are in need of shelter and warmth. While adventurers can plan a route through the wild to arrive places for rest and avoid having to camp in the wild, this only happens a few times, and characters can only have a shelter if they are able to fashion some kind of structure from the available natural materials or if they take the necessary gear along with them.

Basic Needs

While traveling through the wild, creatures and characters must have enough amounts of food and water to survive and protection against precipitation, wind, cold and heat.

Food and Water

Creatures that don't eat or drink suffers the effects of exhaustion. Exhaustion caused by lack of food or water can't be removed until the creature eats and drinks the full required amount. Water needs are doubled if the weather is hot.

Food and Water Needs

Creature Size	Food per Day	Water per Day
Tiny	1/4 pound	1/4 gallon
Small	1 pound	1 gallon
Medium	1 pound	1 gallon
Large	4 pounds	4 gallons
Huge	16 pounds	16 gallons
Gargantuan	64 pounds	64 gallons

- A creature and can make food last longer by subsisting on half rations. Eating half a pound of food in a day counts as half a day without food.
- A creature can go without food for a number of days equal to 3 + his or her Constitution modifier (minimum 1). At the end of each day beyond that limit, a creature automatically suffers one level of exhaustion. A normal day of eating resets the count of days without food to zero.
- A creature that drinks only half that much water must succeed on a DC 15 Constitution saving throw or suffer one level of exhaustion at the end of the day. A creature with access to even less water automatically suffers one level of exhaustion at the end of the day. If the creature already has one or more levels of exhaustion, the creature takes two levels in either case.

Foraging (DMG, p.111)

Characters can gather food and water as the party travels at a normal or slow pace. A foraging character makes a Wisdom (Survival) check, with the DC determined by the abundance of food and water in the region.

Foraging

Food and Water Availability	DC
Abundant food and water sources	10
Limited food and water sources	15
Very little, if any, food and water sources	20

If multiple characters forage, each character makes a separate check. On a Successful check, roll 1d6 + the character's Wisdom modifier to determine how much food (in pounds) the character finds, then repeat the roll for water (in gallons).

Getting Meat (Foraging Variant)

While the characters can forage to survive on the wilderness, they also can hunt down and kill a creature to harvest the meat and use it as food. The meat they yield spoils after a single day if uneaten. Eating spoiled meat might require a Constitution saving throw to avoid throwing up the food or getting diseased.

A character can make a Wisdom (Survival) check to try to collect meat as food. The DC for the check is typically 15, but it's up to the DM to modify the DC. The amount of meat harvested is determined by the creature size, as shown in the creature food yield table below.

Getting meat does not count on the maximum harvest checks you can make to harvest a creature.

Creature Food Yield

Creature Size	Food Gained
Tiny	1 lb.
Small	4 lb.
Medium	16 lb.
Large	32 lb.
Huge	64 lb.
Gargantuan	128 lb.

Drinking Blood

In some cases, the extreme need of water can drive someone to harvest a creature's blood and drink it to stay alive. When a character makes a Wisdom (Survival) check to collect meat as food, it can also collect a number of gallons of blood equal to half the amount of meat. A character drinking blood must make a Constitution saving throw (DC 15) to avoid vomiting.

Warmth

Some terrains require special gear or shelter that helps characters to maintain its personal temperature. Walking in the arctic, through a desert or even during heavy rain may force creature to find shelter or suffer the consequences. Up to the DM, if creatures are not properly protected, they must make a saving throw against extreme cold or extreme heat at the end of the day, which are described in the chapter 5 of the *Dungeon Master's Guide.*

Camping

Characters can carry a tent to protect themselves against wind and rain, but sometimes they don't have access to that kind of gear, and in those situations they can try to find a natural shelter or build one using materials they can gather. Natural shelters are divided in two types: basic and advanced.

Basic Shelter. Almost every natural shelter found in the wild is considered as a basic shelter. This shelter has enough space for 4 medium-sized creatures, and in general they're constructed from many small pieces of vegetation. Due to its simple design, a basic shelter protects against wind or precipitation (determined by the DM).

Advanced Shelter. An advanced shelter have space for 6 medium-sized creatures or more and protects everyone inside against the wind, rain, snow and other environmental features. Additionally, an advanced shelter helps to maintain the personal temperature and in some cases it also provides some defenses against wild creatures.

Natural Shelters

Terrain and time are the mayor factors that determines the chance for adventurers to be able to locate a natural shelter or construct something out of materials they find the zone.

Arctic zones has no useful vegetation that adventurers can use for shelter, but they can find crevasses and make improvised snow walls that can provide some protection.

Desert zones has no vegetation that adventurers can use, but they can run across irregularities in the surface, such as large rocks and some dunes that can provide shelter on at least one side.

Forest zones are one of the easiest terrains to find natural shelter. Trees and large plants can give adventurers some protection from wind and rain. In a forest, boughs or branches can be cut from trees and laid across a grid of poles to give characters a roof over their heads and protection from wind.

Hills are full of irregular terrain that can serve as a simple windbreak. Additionally, thick vegetation is fairly abundant during most of the year, allowing adventurers to fashion a windbreak out of it.

Mountains, for this purpose, are considered to be rough, rocky areas with little or no vegetation. However, adventurers can come across some natural features, such as caves and alcoves that are large enough for the group.

Plains are generally flat, but not necessarily featureless. A small gully might help adventurers to get out of the wind. Additionally, if a plain has some vegetation, characters may be able to gather enough branches and greenery for a windbreak.

Swamps commonly have vegetation that can be scavenged and used as shelter, and characters can come across a fallen tree or similar feature that can help as a shelter.

Finding Natural Shelter

Characters can make a Wisdom (Survival) check to try to find a natural shelter in the area. Depending on the terrain, the difficulty and time to find an appropriate shelter varies, as shown in the following table.

Terrain	DC	Time Needed
Arctic	25	30 minutes
Desert	25	30 minutes
Forest	10	10 minutes
Hills	10	10 minutes
Mountains	20	20 minutes
Plains	20	20 minutes
Swamps	15	15 minutes

In general, this check should be made whenever characters are looking for shelter. On a successful check, they find a basic shelter, or an advanced shelter if the check succeeds by 5 or more. On a failure, they can make a new check after 10 minutes if they keep moving.

Additional Conditions

You can increase the DC and time depending on some special conditions, such as looking for a shelter in the night or while it's raining.

- **Rain, fog and low visibility areas.** Increase the DC by 3 and add half the base time.
- **Storm, snowfall and no visibility areas.** Increase the DC by 5 and it takes twice the base time.

It's up to the DM to determine the properties of the shelter they find. For example, A large rock can be used as a basic shelter because it protects against the wind, but it doesn't protect against rain or snow, while a cave in the face of a mountain can be considered an advanced shelter, because it protects against wind, rain and snow.

Upgrading a Shelter

While characters can look for natural shelter, they can also gather materials and upgrade a basic shelter into an advanced shelter or add extra features, such as a palisade wall or other defensive measures.

Collecting Materials

A character can gather materials by making an Wisdom (Survival) check or a Strength (Athletics) check. Use the table under the Finding Natural Shelter part to determine the DC and time used for collecting materials. During this activity, the character gather branches and vegetation that is lying in the area, cut down a tree to collect wood or mine a big rock to collect stones.

On a success, it collects a number of units equal to 2d6 + its Constitution modifier. A character can make a number of checks per day equal to twice its Constitution modifier (minimum 1).

Upgrading

For upgrading a shelter, the character must use a number of units of materials depending on which feature they want, as shown in the table below. Multiple characters can combine their efforts toward the upgrading of the shelter, reducing the time by ten times its Constitution modifier for each character working on the upgrade to a minimum of 10 minutes. For example, a character with a Constitution modifier of +2 will reduce the time it takes to finish a shelter feature by 20 minutes.

Upgrading a Shelter

Feature	Units Required	Time
Advanced shelter upgrade	15	4 hours
Basic wall	6	1 hour
Platform	10	2 hours
Spike barrier	5	30 minutes
Stone wall	10	4 hours

Advanced Shelter Upgrade. Upgrading a basic shelter into an advanced shelter includes a door, simple roofing and walls made from various pieces of thatch, wood, stone or similar. Upgrading a shelter allows up to 6 medium-sized creatures to enter and protect themselves.

Basic Wall. This 15-feet long, 6 feet tall fence or wall is made from wooden stakes, tree trunks, adobe or even bones, and it's used as a defensive structure or enclosure. Each 5 feet of wall has an AC 15, 15 hit points and a damage threshold of 5.

Platform. This 10-foot square wooden platform is attached on a large tree, or raised on piles over the soil, enabling to build on it. The platform can be built up to 10 feet high and includes a simple wooden staircase to access the platform.

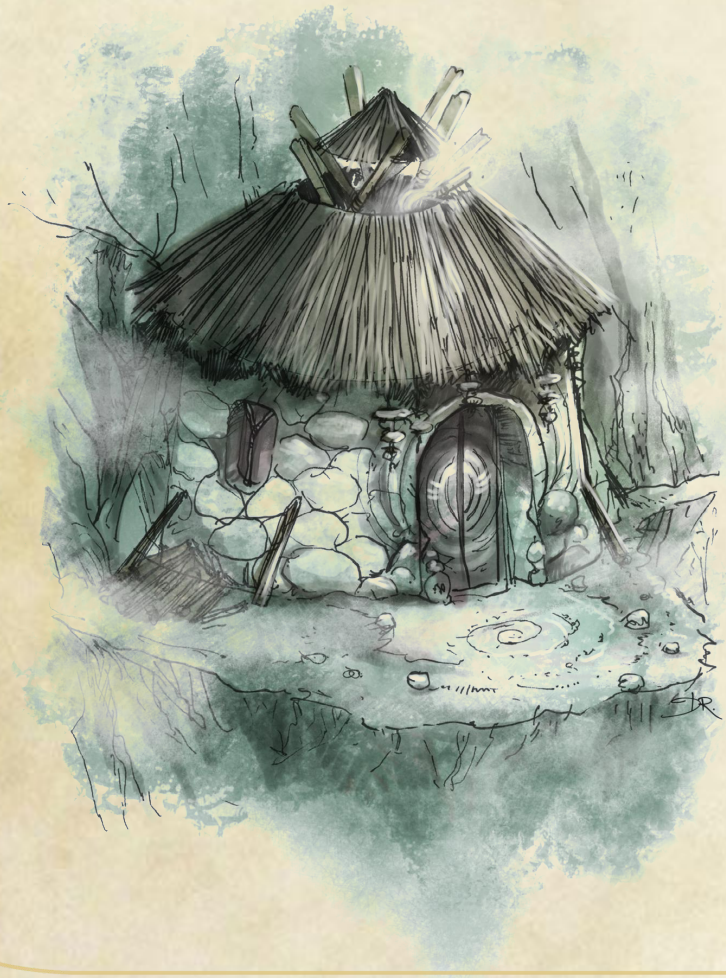
Spike barrier. A 10-feet long barrier with many wooden or bone spikes. The area covered by the barrier is considered difficult terrain. Any creature that moves through the spike wall must make a Dexterity saving throw (DC 10) or take 1d4 piercing damage. The barrier has an AC 15, 15 hit points and a damage threshold of 5.

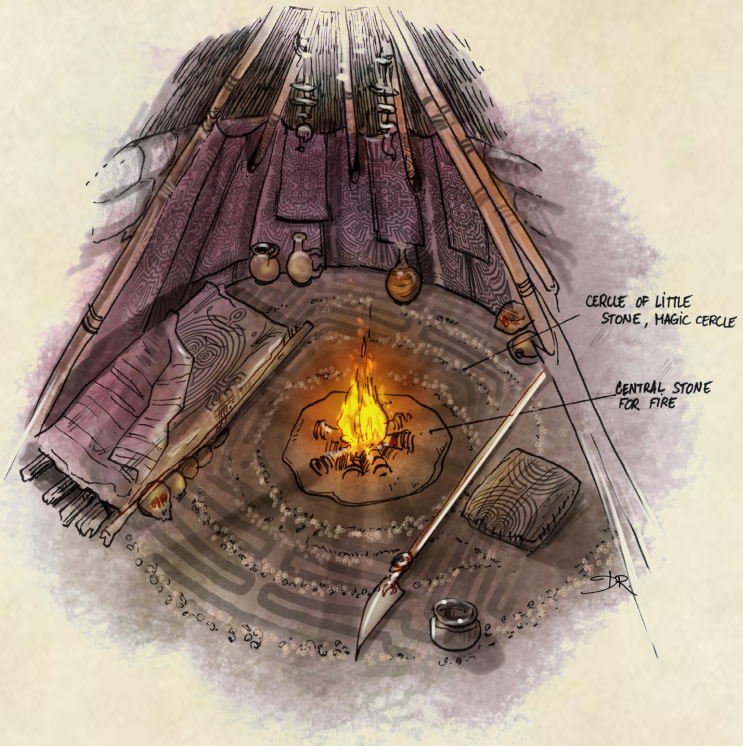
Stone Wall. A stone wall is a 15-feet long, 6 feet tall wall made from brick-and-mortar, used as a defensive structure or enclosure. Each 5 feet of wall has an AC 17, 30 hit points and a damage threshold of 10.

Some of this upgrades might not available to build in certain terrains due the type of materials needed. For example, a spike barrier might be hard to craft in a desert since it requires wood or large bones.

Additional Features

While the upgrading features covers the most basic and generic ones, you can also create new ones, such as a clay oven, wooden furniture and such for creating a survival-themed campaign.





Chapter 9: Dangers of the Wild

Environmental Hazards

In this section you can find new environmental hazards, which follows similar rules as traps or lair actions. To determine the DC and damage, use the following tables.

Hazards Save DCs and Attack Bonuses

Hazard Danger Level	Save DC
Setback	10-11
Dangerous	12-15
Deadly	16-20

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

Hazard Examples

In the following section you can find a series of new hazards ready to use in your campaigns. Each hazard has one or more hazard danger levels which determine the DC for the checks and the damaged they deal.

Avalanches, Rockfalls and Mudslides

Any Level of Hazard

Any character in the area where the hazard occurs must make a Dexterity saving throw. On a failed save, a creature takes bludgeoning damage and is buried by the hazard, or half as much damage on a successful one. The area is filled with snow, rubble or mud and becomes difficult terrain.

Any buried creature is considered suffocated, and it can dig through to free itself. To do so, the creature must succeed a number of Strength (Athletics) checks, as shown in the following table.

Hazard Level	Number of Checks
Setback	2
Dangerous	3
Deadly	4

You can read more about suffocating rules in the chapter 8 of the *Player's Handbook*.

Blizzard

Setback Hazard

The area affected by a blizzard is considered difficult terrain. When a creature without proper shelter is in the area affected by the blizzard for one hour, it must make a Constitution saving throw, taking cold damage on a failed save or half as much damage on a successful one. If a creature is wearing warm clothing, it has advantage on the saving throw.

Earthquakes

Any Level of Hazard

A tremor shakes the area; each creature on the ground in that area must make a Dexterity saving throw or be knocked prone.

The hazard level is determined by the proximity to the epicenter or the intensity of the earth tremor:

- **Setback.** Far from the epicenter or light earthquake.
- **Dangerous.** Near the epicenter or moderate earthquake.
- **Deadly.** Very close to the epicenter or severe earthquake.

Elemental Cloud

Any Level of Hazard

This cloud is made with elemental essence. When a creature enters the cloud, it must make an appropriate saving throw, taking damage on a failed save, or half as much damage on a successful one. A creature that ends its turn in the cloud must roll another saving throw.

Cloud Color	Damage Type	Saving Throw
Black	Necrotic	Constitution
Cyan	Cold	Constitution
Gray and Yellow	Lightning	Dexterity
Light Green	Acid	Constitution
Purple	Psychic	Wisdom
Red	Fire	Constitution
White	Force	Intelligence

Hailstorm

Dangerous Hazard

Similar to a blizzard, the terrain affected by the hailstorm is considered difficult terrain. When a creature without proper shelter is in the area affected by the hailstorm for one hour, it must make a Constitution saving throw, taking cold damage on a failed save or half as much damage on a successful one.

Insect Swarm

Setback Hazard

A cloud of swarming insects fills a 20-foot-radius sphere. The swarm moves at 20 feet on each round. When a creature enters the cloud, it must make a Constitution saving throw. On a failed save, it takes piercing damage, or half as much damage on a successful one. A creature that ends its turn in the cloud must roll another saving throw. A creature cannot be damaged by the insect swarm if it's wielding a torch or if it is at least 5 feet from a fire.

Lava

Deadly Hazard

The lava is considered difficult terrain. Any creature that enters the lava takes fire damage. A creature that ends its turn in the lava takes fire damage.

Lightning Storms
Dangerous or Deadly Hazard

The DM rolls a d100 to determine if any creature is hit by a lightning.

This check can be made at the beginning of each turn during a combat or in any time while the party is not in combat.

d100	Number of Creatures
1-50	0
51-70	1d4
71-80	1d6
81-90	1d8
91-100	1d10

The creatures hit by a lightning are determined by the DM, and any creature in the area under total cover from above cannot take damage.

Magma Eruptions
Dangerous Hazard

Magma erupts from a point on the ground, creating a 20-foot-high, 5-foot-radius geyser. Each creature in the geyser's area must make a Dexterity saving throw, taking fire damage on a failed save, or half as much on a successful one.

Poison Clouds and Spores
Setback Hazard

When a creature enters the cloud, it must make a Constitution saving throw, taking poison damage on a failed save, or half as much damage on a successful one. A creature that ends its turn in the cloud must make another saving throw.

Rapids
Setback Hazard

When a creature enters the rapids, it must succeed on a Strength saving throw or take bludgeoning damage, or half as much damage on a successful one. The creatures in the rapids are pushed 30 feet in the direction of the water flow, and any Large or smaller creature inside the rapids must succeed on a Strength saving throw or take damage.

Any creature caught by the rapids can move by swimming and it can make a Strength (Athletics) check to swim out of the rapids.

Rogue Wave
Dangerous Hazard

A large and unexpected wave that can be extremely dangerous. When a creature is hit by the rogue wave, it must succeed on a Strength saving throw or take bludgeoning damage, or half as much damage on a successful save. The rogue wave, along with any creatures in it, moves in a straight line at a speed of 50 feet per turn, and any Huge or smaller creature inside the wall must succeed on a Strength saving throw or take damage. The wave damage is reduced by 1d10 on each subsequent round. When the damage is reduced to 0, the wave ends.

A creature caught by the wave can move by swimming and it can make a Strength (Athletics) check to swim out of the wave.

Sandstorms
Dangerous Hazard

Any creature in the sandstorm must make a Constitution saving throw or be blinded until the sandstorm ends. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. A creature cannot be blinded by the sandstorm if it's wearing goggles or something that protects its eyes.

Any check that relies on sight is made with disadvantage for the duration of the sandstorm.

Unsteady Ground
Setback Hazard

The floor in the area is considered difficult terrain. Any creature on the ground that starts moving on its turn while in the area must succeed on a Dexterity (Acrobatics) check or fall prone. If a creature uses a Dash action or bonus action, it must make another check.

Dangerous Terrains

In the following section you can find survival considerations and hazards for various terrains. You can combine different terrains to create a more dynamic (and probably more deadly) environment.

Arctic

Cold and Extreme Cold. The temperatures in this environment are lower than other places, and you need proper gear for resisting this temperatures. Whenever the temperature is at or below 0 degrees Fahrenheit, you must follow the rules of extreme cold.

Extreme Cold (DMG, P.110)

Whenever the temperature is at or below 0 degrees Fahrenheit, a creature exposed to the cold must succeed on a DC 10 Constitution saving throw at the end of each hour or gain one level of exhaustion. Creatures with resistance or immunity to cold damage automatically succeed on the saving throw, as do creatures wearing cold weather gear (thick coats, gloves, and the like) and creatures naturally adapted to cold climates.

Food Scarcity. It's hard to find food like plants and creatures due the low temperatures. All the checks for foraging and hunting have a DC equal to 20.

Shelter. In general, the arctic areas are vast frozen plains with big glaciers and rocks, making it difficult to find a natural shelter.

Environmental Hazards

Hazard	Source	Notes
Avalanches	CaW, P.41	Only near mountains
Blizzard	CaW, P.20	
Elemental Cloud	CaW. 41	Cyan clouds only
Frigid Water	DMG, P.110	
Hailstorm	CaW, P.41	
Chasms and Ice Cracks	DMG, P.122	Use the pits trap
Slippery Ice	DMG, P.110	
Thin Ice	DMG, P.111	

Caves

Darkness and Light. Most of the natural caves don't have light sources, so anyone who enters must bring their sources of light and fire for warmth, cooking and in some cases, defense. A caves might have some light sources, such as groups of fluorescent fungus or other dangerous light sources, like lava.

Orientation and tracking. Inside a cave it's almost impossible to determine where's North: lots of caves are just tunnels connected, making it more difficult to create an accurate map of it.

Flooding. Some parts of the caves might be close to a water source or any other liquid that can quickly fill a room.

Environmental Hazards

Hazard	Source	Notes
Earthquakes	CaW, P.41	Might cause rockfalls
Elemental Cloud	WSG, P.20	
Lava	CaW, P.41	
Pits	DMG, P.122	
Rockfalls	CaW, P.41	
Unsteady Ground	CaW, P.42	

Desert

Heat and Extreme Heat. The opposite of the arctic terrain, temperatures in this environment are higher than other places, and you need enough water supplies for resisting the heat. Whenever the temperature is at or above 100 degrees Fahrenheit, you must follow the rules of extreme heat.

Extreme Heat (DMG, P.110)

When the temperature is at or above 100 degrees Fahrenheit, a creature exposed to the heat and without access to drinkable water must succeed on a Constitution saving throw at the end of each hour or gain one level of exhaustion. The DC is 5 for the first hour and increases by 1 for each additional hour. Creatures wearing medium or heavy armor, or who are clad in heavy clothing, have disadvantage on the saving throw. Creatures with resistance or immunity to fire damage automatically succeed on the saving throw, as do creatures naturally adapted to hot climates.

Shelter. In general, the desert areas are just sand and rocks (in some areas they might be some scattered shrubs), making it difficult to find a safe campsite.

Strong Wind. A strong wind imposes disadvantage on ranged weapon attack rolls and Wisdom (Perception) checks that rely on hearing. A strong wind also extinguishes open flames, disperses fog, and makes flying by nonmagical means nearly impossible. A flying creature in a strong wind must land at the end of its turn or fall.

A strong wind in a desert can create a sandstorm that imposes disadvantage on Wisdom (Perception) checks that rely on sight.

Water Scarcity. Finding water in a desert is extremely difficult, unless you're near an Oasis. All checks made for getting water have a DC equal to 20.

Environmental Hazards

Hazard	Source	Notes
Earthquakes	CaW, P.41	
Elemental Cloud	WSG, P.20	Mostly red clouds
Lightning Storms	CaW, P.42	
Sandstorms	CaW, P.42	

Forests and Jungles

Density. Sometimes is hard to walk through a forest due the great number of plants, trees and vegetation. In most of the cases, you can't walk in a straight line through the forest.

Orientation and tracking. Inside a forest, the trees covers the sky, making it hard to determine where's North, and depending the density of the forest it might be harder to keep a track.

Sight and hearing. It might be more difficult to see or hear your surroundings because the density of the forest, the tree shadows, obstacles (such a fallen tree) and the sound of the trees and vegetation moving with the wind.

Environmental Hazards

Hazard	Source	Notes
Earthquakes	CaW, P.41	Might cause trees to fall
Elemental Cloud	CaW, P.41	
Insect Swarms	CaW, P.41	
Lightning Storms	CaW, P.42	Might cause a forest fire
Poison Clouds and Spores	CaW, P.42	
Razorvine	DMG, P.110	

Lakes, rivers and ocean

Orientation and tracking. In the middle of the ocean or under a storm, it's difficult to determine the cardinal points without the proper tools.

Shipwrecks. In the ocean, lakes and even in rivers there're rocks, icebergs, and more that can damage or destroy a ship or boat.

Water streams. The river streams can change drastically depending on the terrain around the rivers, like the terrain elevation, inclination and waterfalls.

Environmental Hazards

Hazard	Source	Notes
Elemental Cloud	CaW, P.41	
Hailstorm	CaW, P.41	Only near arctic zones
Frigid Water	DMG, P.110	Ocean only
Lightning Storms	CaW, P.42	
Rapids	CaW, P.42	Rivers only
Rogue Wave	CaW, P.42	Ocean only

Mountains

Altitude. When you're traveling at altitudes of 10,000 feet or higher above sea level, you must follow the high altitude rules.

High Altitude (DMG, P.110)

Traveling at altitudes of 10,000 feet or higher above sea level is taxing for a creature that needs to breathe, because of the reduced amount of oxygen in the air. Each hour such a creature spends traveling at high altitude counts as 2 hours for the purpose of determining how long that creature can travel.

Breathing creatures can become acclimated to a high altitude by spending 30 days or more at this elevation. Breathing creatures can't become acclimated to elevations above 20,000 feet unless they are native to such environments.

Strong wind. A strong wind imposes disadvantage on ranged weapon attack rolls and Wisdom (Perception) checks that rely on hearing. A strong wind also extinguishes open flames, disperses fog, and makes flying by nonmagical means nearly impossible. A flying creature in a strong wind must land at the end of its turn or fall.

A strong wind in a desert can create a sandstorm that imposes disadvantage on Wisdom (Perception) checks that rely on sight.

Environmental Hazards

Hazard	Source	Notes
Avalanches, rockfalls and mudslides	CaW, P.41	
Blizzard	CaW, P.41	
Hailstorm	CaW, P.41	
Lava	WSG, P.18	Near volcanoes
Lightning Storms	CaW, P.42	
Magma Eruptions	CaW, P.42	Near Volcanoes
Unsteady Ground	CaW, P.42	

Swamps

Clean water. Swamps are characterized by having slow-moving water and stagnant waters, making a bit difficult to find drinkable water. Drinking stagnant water might cause diseases.

Warmth. The swamps are wet and soggy, so finding dry resources for making a fire it's almost impossible.

Low visibility. Mist, fog and lowlands are common in this terrain and they reduce the visibility of any creature.

Environmental Hazards

Hazard	Source	Notes
Elemental Cloud	CaW, P.41	
Insect Swarms	CaW, P.41	
Mudslides	CaW, P.41	
Poison Clouds and Spores	CaW, P.41	
Quicksand	DMG, P.110	
Razorvine	DMG, P.110	
Unsteady Ground	CaW, P.42	

Special Terrains

In the wilderness, there're places that have been touched by ancient magic or energies for centuries, creating a persistent effect on those lands. Here're some ideas for creating special terrains you can add to flesh a particular zone in the wild.

Blood Rock

This area was part of old and forgotten ceremonial sacrifices, a massive battle between armies that fought for centuries or the place where a powerful otherwordly creature was slain. The area is covered by stones with a red tone, bones covered by dirt and mud and dry blood. Any creature standing in this area can score a critical hit on a 19 or 20.

Long-Term Effect: A creature must succeed on a DC 10 Wisdom saving throw at the end of each hour. On a failed save, the creature must use its action each round to attack the nearest creature it sees. At the end of each of its turns, the creature can make a new Wisdom saving throw. On a success, the effect ends until another hour passes.

Death Circle Ruins

This area surrounded by dark stone pillars is infused with necrotic energy. Any healing effect, such as a *cure wounds* spell only heals half the total amount in this area.

Long-Term Effect: A living creature must succeed on a DC 10 Constitution saving throw at the end of each hour. On a failed save, its hit point maximum is reduced by 1d6. To recover the reduced hit points, the creature must spend 1 hour outside the area covered by the death circle ruins.

Defiled Ground

The dark energy fills this area, attracting undead creatures to this area. Any undead creature gains a +1 bonus on attack rolls while standing in the defiled ground. Additionally, when an undead is reduced to 0 hit points, roll a d20. On a 10 or higher, the undead creature rises with 1 hit point on its next turn. If an undead is reduced to 0 hit points by radiant damage, it cannot roll for rising again.

Long-Term Effect: A creature must succeed on a DC 10 Constitution saving throw at the end of each hour. On a failed save, it takes 5 necrotic damage.

Grab Grass

This thick, tough grass grows in areas constantly touched by Feywild magic that clings to characters and creatures that falls prone. An area covered by grab grass is considered difficult terrain, and any creature that falls prone in this area must make a Strength (Athletics) check to stand up (DC 10).

Life Circle Ruins

This area surrounded by white stone pillars is infused with pure life energy. Every 1 minute, any living creature that begins its turn in the area regains 2 hit points.

Long-Term Effect: Any living creature that stays in this area for 1 hour can end either one disease or one condition afflicting it. The condition can be blinded, deafened, paralyzed or poisoned.

Planetouched

Due to planar energy, a powerful artifact or some other factor, this terrain boosts certain types of energy related to one plane. Pick one damage type from the following list: Acid, Cold, Fire, Force, Lightning, Necrotic, Psychic or Radiant. Any attack that deals the chosen damage type deals an extra 1d6 damage of that type.

Sacred Shrine

A sacred shrine is dedicated to a particular deity, infusing with divine energy the area nearby. A creature that shares the deity's alignment gains a +1 bonus on attack rolls while standing in the area covered by the shrine.

Long-Term Effect: A creature that has a different alignment to the deity's alignment must succeed on a DC 10 Wisdom saving throw at the end of each hour. On a failed save, it has disadvantage on attack rolls against creatures that shares the deity's alignment. At the end of each of its turns, the creature can make a new Wisdom saving throw. On a success, the effect ends until another hour passes.

Chapter 10: Collecting Materials

YOU CAN COLLECT MATERIALS DURING your travels, which are used to craft new equipment, create alchemical concoctions and gemstones. To get new materials, you must expend the whole process without major interruptions (like a combat). There're three material categories, and each one has a special way to collect them: **Creatures**, **Minerals and others** and **Plants and herbs.**

Also, depending of the type of material and the place where it is, they might be modifiers to the skill check made for collecting the materials. The DM can add more than one of the modifiers (for example, if you're traveling at normal pace in a rainy day, the DC will be +11).

Special conditions	DC
Rain, fog, low visibility areas	+3
Storm, snowfall, no visibility areas	+5
Traveling at slow pace	+5
Traveling at normal pace	+8
Traveling at fast pace	+11

Material Sources

Creatures

Creature parts are used as alchemical materials and for creating armor and weapons for the adventurers, which some of them gives special features. Others take some of the creature parts as trophies and decorations for their armor and houses.

If you want to extract parts of animals and creatures, you must make an Intelligence (Nature) check for common creatures, Intelligence (Arcana) or an Intelligence (Religion) check for rarer creatures. You can also make a Wisdom (Survival) instead an Intelligence check when harvesting parts. On a failed check, the part is destroyed or damaged. It's up to the DM to determine which check is made depending on the creature type and how common is that creature in the world.

DC: 15 + 1/2 of the creature's CR *(Creatures with a CR less than 2 don't add the CR to the DC)*

The number of checks you can make and the time used for harvesting all the parts of a creature depends of the size of the creature as shown in the following table. For example, if you harvest a medium sized creature it will take one hour for the whole process, even if you only make 1 check.

Creature Size	Max. harvest checks	Total time to harvest
Tiny	1	Two hours
Small	1	30 minutes
Medium	2	One hour
Large	3	One hour
Huge	4	Two hours
Gargantuan	5	Two hours (minimum)

Each successful check gives you a number of units depending on the creature size as shown in the following table, which can be used for creating new pieces of equipment or as alchemical materials.

Creature size	Units collected per check
Tiny	1/4 unit
Small	1/2 unit
Medium	1 unit
Large	2 units
Huge	3 units
Gargantuan	4 units

You can only make one check for each part you want to harvest. For example, a character can make 3 checks for harvesting a large sized dragon, but he can only use one of the checks to harvest the scales, and the other two checks can be used for other parts of the dragon (like an essential organ and the horns)

For alchemical uses, the DM determines the essence type of the harvested parts. You can read more information about the essences in the alchemy section.

When you use the parts for crafting armors and weapons, you need a number of units of the same material depending of the size for the object. You can read more about crafting and the materials in the crafting section.

In the following table are examples of creature parts and their uses. Some parts deals damage if you fail to extract it. The elemental damage can be any type of damage, and it's defined by the DM (for example, a character takes fire damage on a failed check to extract the essential organ of a red dragon). You can determine the damage using the same guidelines for traps damage found in the chapter 5 of the *Dungeon Master's Guide.*

Part	Uses	Damage on a failure
Sting	Alchemy, equipment	Deals poison damage on a failed check
Wings, feathers	Alchemy, equipment	—
Fins	Alchemy, equipment	—
Chitin	Equipment	—
Tail	Alchemy	—
Fangs, teeth	Alchemy, equipment	Deals piercing damage on a failed check
Organ	Alchemy	—
Horns	Equipment	Deals piercing damage on a failed check
Ectoplasm	Alchemy	Deals necrotic damage on a failed check
Scales	Alchemy, equipment	—
Elemental essence	Alchemy	Deals elemental damage on a failed check
Claws	Alchemy, equipment	Deals slashing damage on a failed check
Bones	Alchemy, equipment	—
Slime, mucus	Alchemy	Deals elemental or poison damage on a failed check
Essential Organ	Alchemy	Deals elemental damage on a failed check
Fur, hide	Equipment	—
Blood	Alchemy	—

Parts Values

The value of each harvested unit goes from 1% to 50% of the experience of the creature. The harvested parts of common creatures have a value of 1% of the creature's experience, while the rarer creature's parts value is close to 50% of the creature's experience. You can determine the values of each extracted part in the following table.

Units Value

CR	Creature rarity	Unit value
6 or less	Common	1% of the creature exp.
7-12	Uncommon	5% of the creature exp.
13-18	Rare	10% of the creature exp.
19-24	Very Rare	25% of the creature exp.
25+	Legendary	50% of the creature exp.

For example, if you harvest some feathers from a hippogriff (CR 1), the value of the feather unit will be 1% of the base experience (200 exp), which is 2 gp.

As other examples: A unit of pseudodragon's scales is worth 5 sp (CR 1/4), and a unit of an adult blue dragon's scales is worth 1,500 gp (CR 16).

Minerals and others

Minerals are earthen materials used for making armor, weapons, and gaining special effects for those armors and weapons. Minerals can be divided in two types and each type has a unique way to acquire them.

- **Ores** are extracted with the use of a Miner's Pick and a Strength (athletics) check.
- **Gemstones** are extracted with the use of Gem Extraction Tools (worth 25 gp) and Dexterity check.

The check for extracting either mineral type is always DC 15. If needed, the character must make an Intelligence (Nature) check first to find a vein or a place where the ores or gemstones are.

- If the character is extracting ores, on a success they collects a number of ore units equal to 2d4 + your Constitution modifier.
- If the character is extracting gemstones, the DM determines the amount of the gemstones found, or he can roll a d20 and compare the result with the following table. You can determine the kind of gemstones found using the tables in the page 134 of the *Dungeon Master's Guide.*

d20	Gemstones found
1-15	1 gemstone (10 gp)
16-17	1d4 gemstones (10 gp)
18	1 gemstone (50 gp)
19	1d4 gemstones (50 gp)
20	Roll twice

Non-Mineral Materials

There're also other materials which are not ores or gemstones, such as wood, stone and coral that can be also used to craft weapons or pieces of armor.

For collecting those materials, you need to make a Strength (Athletics) or a Dexterity check, depending on the material (DC 15). On a success you collect a number of units equal to 2d4 + your Constitution modifier. For example, if a character wants to collect some units of darkwood for an armor, he must make a Strength (Athletics) check to cut down the tree with an axe and get the material. On a success, he collects a number of Darkwood units equals to 2d4 + his Constitution modifier.

The time used for extracting minerals and other materials equals to 1 day of downtime activity. This represents all the time the character uses to find and extract the materials.

Materials Values

Minerals and other materials can be sold (and in some cases, bought), and the value of each unit depends of the material. For more information see the crafting section.

Plants and Herbs

Plants are used for creating alchemical potions and mixtures, and they are divided in four levels of rarity.

- **Common plants**, which have one essence
- **Uncommon plants**, which have two different essences
- **Rare plants**, which have two essences of the same type
- **Very Rare plants**, which have two essences of the same type and one extra essence

To gather plants, herbs and other similar resources the character must make an Intelligence (Nature) check **(DC 15)**.

If the character success the check, the DM rolls a d20 to determine the number of resources gathered.

d20	Number of plants gathered
1-10	1
11-15	1d4
16-18	1d4+1
19	1d4+2
20	Roll twice

The time used for gathering equals to 1 hour for each check, and you can make a number of checks per day equal to your Intelligence modifier (minimum 1).

Plants Values

You can buy and sell the plants and herbs in the market as shown in the following table.

Plant Rarity	Market Value
Common	5 gp
Uncommon	10 gp
Rare	20 gp
Very Rare	40 gp

Plants and Herbs by Areas

In the following tables you can see examples of plants and their alchemical essence for various environments. You can read more information about the essences properties in the alchemy section.

Arctic

1d20	Name	Rarity	Essences
1-5	Blue herb	Common	💧
6-10	Drojos ivy	Common	▲
11-15	Ucre bramble	Common	✹
16-18	White poppy	Uncommon	🌬 ✹
19	Kreet paste	Rare	💧 💧
20	Angel flower	Very Rare	🌬 ✹ ✹

Caves

1d20	Name	Rarity	Essences
1-5	Twilight wormwood	Common	☾
6-10	Blue herb	Common	💧
11-15	Mandrake root	Common	🌬
16-18	Abyss flower	Uncommon	▲ ☾
19	Kasuni juice	Rare	▲ ▲
20	Blackleaf Rose	Very Rare	🔥 ☾ ☾

Desert

1d20	Name	Rarity	Essences
1-5	Drojos ivy	Common	▲
6-10	Ellond scrub	Common	🔥
11-15	Ucre bramble	Common	✹
16-18	Dried Ephedra	Uncommon	🔥 ▲
19	Olina petals	Rare	🔥 🔥
20	Ebrium fungus	Very Rare	▲ ▲ ☾

Forests

1d20	Name	Rarity	Essences
1-5	Twilight wormwood	Common	☾
6-10	Drojos ivy	Common	▲
11-15	Ellond scrub	Common	🔥
16-18	Blood herb	Uncommon	💧 ☾
19	Thunderleaf	Rare	🌬 🌬
20	Wisp stems	Very Rare	▲ ✹ ✹

Lakes, rivers and ocean

1d20	Name	Rarity	Essences
1-5	Twilight wormwood	Common	☾
6-10	Blue herb	Common	💧
11-15	Mandrake root	Common	🌬
16-18	Aniseed sap	Uncommon	💧 ▲
19	Kreet paste	Rare	💧 💧
20	Chromatic mud	Very Rare	💧 💧 🌬

Mountains

1d20	Name	Rarity	Essences
1-5	Drojos ivy	Common	▲
6-10	Ellond scrub	Common	🔥
11-15	Mandrake root	Common	🌬
16-18	Ash chives	Uncommon	🌬 🔥
19	Kasuni juice	Rare	▲ ▲
20	Dragontongue petals	Very Rare	🔥 🔥 🌬

Plains

1d20	Name	Rarity	Essences
1-5	Ellond scrub	Common	🔥
6-10	Mandrake root	Common	🌬
11-15	Ucre bramble	Common	☀
16-18	Aniseed sap	Uncommon	💧 ▲
19	Lunar nectar	Rare	🌙 🌙
20	Dragontongue petals	Very Rare	🔥 🔥 🌬

Swamps

1d20	Name	Rarity	Essences
1-5	Twilight wormwood	Common	🌙
6-10	Blue herb	Common	💧
11-15	Ucre bramble	Common	☀
16-18	Frenn moss	Uncommon	🌬 🌙
19	Ecire laurel	Rare	☀ ☀
20	Spineflower berries	Very Rare	💧 ▲ ▲

PART 4

Monsters and NPCs

Chapter 11: New Creatures

Duergar

Duergar Slaver

Medium humanoid (dwarf), lawful evil

Armor Class 15 (studded leather)
Hit Points 45 (6d8 + 18)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	12 (+1)	10 (+0)	10 (+0)	16 (+3)

Damage Resistances poison
Senses darkvision 120 ft., passive Perception 10
Languages Dwarvish, Undercommon
Challenge 3 (700 XP)

Duergar Resilience. The duergar has advantage on saving throws against poison, spells, and illusions, as well as to resiste being charmed or paralyzed.

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

Spellcasting. The duergar is a 5th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). The duergar has the following cleric spells prepared:

Cantrips (at will): *resistance, sacred flame, thaumaturgy*

1st level (4 slots): *bane, command, inflict wounds*

2nd level (3 slots): *hold person, zone of truth*

3rd level (2 slots): *bestow curse, meld into stone*

Actions

Enlarge (Recharges after a Short or Long Rest). For 1 minute, the duergar magically increases in size, along with anything it is wearing or carrying. While enlarged, the duergar is Large, doubles its damage dice on Strength-based weapon attacks (included in the attacks), and makes Strength checks and Strength saving throws with advantage. If the duergar lacks the room to become Large, it attains the maximum size possible in the space available.

Whip. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one creature. *Hit:* 5 (1d4 + 3) slashing damage, or 7 (2d4 + 3) slashing damage while enlarged.

Invisibility (Recharges after a Short or Long Rest). The duergar magically turns invisible until it attacks, cast a spell, or uses its Enlarge, or until its concentration is broken, up to 1 hour (as if concentratingon a spell). Any equipment the duergar wears or carries is invisible with it.

Duergar Champion

Medium humanoid (dwarf), lawful evil

Armor Class 18 (*+2 breastplate*)
Hit Points 102 (12d8 + 48)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	18 (+4)	11 (+0)	12 (+1)	12 (+1)

Saving Throws Str +8, Con +7
Skills Athletics +8, Intimidation +5
Damage Resistances poison
Senses darkvision 120 ft., passive Perception 14
Languages Dwarvish, Undercommon
Challenge 8 (3,900 XP)

Duergar Resilience. The duergar has advantage on saving throws against poison, spells, and illusions, as well as to resiste being charmed or paralyzed.

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

Actions

Enlarge (Recharges after a Short or Long Rest). For 1 minute, the duergar magically increases in size, along with anything it is wearing or carrying. While enlarged, the duergar is Large, doubles its damage dice on Strength-based weapon attacks (included in the attacks), and makes Strength checks and Strength saving throws with advantage. If the duergar lacks the room to become Large, it attains the maximum size possible in the space available.

Multiattack. The duergar makes three melee attacks.

Darksteel Warhammer. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 8 (1d8 + 4) bludgeoning damage, or 9 (1d10 + 4) bludgeoning damage if used with two hands, plus 2 (1d4) lightning damage; if enlarged, 13 (2d8 + 4) bludgeoning damage, or 15 (2d10 + 4) bludgeoning damage if used with two hands, plus 2 (1d4) lightning damage.

Invisibility (Recharges after a Short or Long Rest). The duergar magically turns invisible until it attacks, cast a spell, or uses its Enlarge, or until its concentration is broken, up to 1 hour (as if concentrating on a spell). Any equipment the duergar wears or carries is invisible with it.

Duergar Cleric of Laduguer

Medium humanoid (dwarf), lawful evil

Armor Class 17 (scale mail, shield)
Hit Points 75 (10d8 + 30)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	11 (+0)	18 (+4)	12 (+1)

Saving Throws Wis +7, Cha +4
Skills Insight +7, Religion +3
Damage Resistances poison
Senses darkvision 120 ft., passive Perception 14
Languages Dwarvish, Undercommon
Challenge 6 (2,300 XP)

Duergar Resilience. The duergar has advantage on saving throws against poison, spells, and illusions, as well as to resiste being charmed or paralyzed.

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

Spellcasting. The duergar is a 10th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). The duergar has the following cleric spells prepared:

Cantrips (at will): *guidance, mending, resistance, sacred flame, thaumaturgy*

1st level (4 slots): *bane, command, inflict wounds, protetion from evil and good*

2nd level (3 slots): *continual flame, enhance ability, spiritual weapon*

3rd level (3 slots): *bestow curse, spirit guardians*

4th level (3 slots): *banishment, stone shape*

5th level (2 slots): *flame strike*

Actions

Enlarge (Recharges after a Short or Long Rest). For 1 minute, the duergar magically increases in size, along with anything it is wearing or carrying. While enlarged, the duergar is Large, doubles its damage dice on Strength-based weapon attacks (included in the attacks), and makes Strength checks and Strength saving throws with advantage. If the duergar lacks the room to become Large, it attains the maximum size possible in the space available.

Multiattack. The duergar makes two attacks with its darksteel warhammer.

Darksteel Warhammer. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 7 (1d8 + 3) bludgeoning damage, or 8 (1d10 + 3) bludgeoning damage if used with two hands, plus 2 (1d4) lightning damage; if enlarged, 12 (2d8 + 3) bludgeoning damage, or 14 (2d10 + 3) bludgeoning damage if used with two hands, plus 2 (1d4) lightning damage.

Invisibility (Recharges after a Short or Long Rest). The duergar magically turns invisible until it attacks, cast a spell, or uses its Enlarge, or until its concentration is broken, up to 1 hour (as if concentrating on a spell). Any equipment the duergar wears or carries is invisible with it.

Duergar King

Medium humanoid (dwarf), lawful evil

Armor Class 20 (*+2 adamantine plate*)
Hit Points 190 (20d8 + 48)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	20 (+5)	15 (+2)	14 (+2)	18 (+4)

Saving Throws Str +10, Dex +7, Con +10, Wis +7
Skills Athletics +10, Insight +7, Intimidation +9, Persuasion +9
Damage Resistances poison
Senses darkvision 120 ft., passive Perception 17
Languages Dwarvish, Undercommon
Challenge 18 (20,000 XP)

Adamantine Armor. While the duergar is wearing its adamantine plate, any critical hits against it becomes a normal hit.

Magic Weapons. The duergar's weapon attacks are magical.

Duergar Resilience. The duergar has advantage on saving throws against poison, spells, and illusions, as well as to resiste being charmed or paralyzed.

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

Actions

Enlarge (Recharges after a Short or Long Rest). For 1 minute, the duergar magically increases in size, along with anything it is wearing or carrying. While enlarged, the duergar is Large, doubles its damage dice on Strength-based weapon attacks (included in the attacks), and makes Strength checks and Strength saving throws with advantage. If the duergar lacks the room to become Large, it attains the maximum size possible in the space available.

Multiattack. The duergar makes three melee attacks.

Darksteel Warhammer. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one creature. *Hit:* 9 (1d8 + 5) bludgeoning damage, or 10 (1d10 + 5) bludgeoning damage if used with two hands, plus 2 (1d4) lightning damage; if enlarged, 14 (2d8 + 5) bludgeoning damage, or 16 (2d10 + 5) bludgeoning damage if used with two hands, plus 2 (1d4) lightning damage.

Invisibility (Recharges after a Short or Long Rest). The duergar magically turns invisible until it attacks, cast a spell, or uses its Enlarge, or until its concentration is broken, up to 1 hour (as if concentrating on a spell). Any equipment the duergar wears or carries is invisible with it.

Legendary Actions

The duergar can take 2 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The duergar regains spent legendary actions at the start of its turn.

Darksteel Warhammer. The duergar makes a darksteel warhammer attack.

Drows

Drow Archmage

Medium humanoid (elf), neutral evil

Armor Class 12 (15 with *mage armor*)
Hit Points 99 (18d8 + 18)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	20 (+5)	15 (+2)	12 (+1)

Saving Throws Int +9, Wis +6
Skills Arcana +10, Deception +6, Perception +7, Stealth +7
Senses darkvision 120 ft., passive Perception 17
Languages Elvish, Undercommon
Challenge 10 (5,900 XP)

Fey Ancestry. The drow has advantage on saving throws against being charmed, and magic can't put the drow to sleep.

Innate Spellcasting. The drow's spellcasting ability is Charisma (spell save DC 12). It can innately cast the following spells, requiring no material components:

At will: *dancing lights*

1/day each: *darkness, faerie fire*

Spellcasting. The drow is a 15th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). The drow has the following wizard spells prepared:

Cantrips (at will): *mage hand, minor illusion, poison spray, ray of frost, shocking grasp*

1st level (4 slots): *mage armor, magic missile, shield, witch bolt*

2nd level (3 slots): *alter self, misty step, web*

3rd level (3 slots): *fly, lightning bolt, major image*

4th level (3 slots): *Evard's black tentacles, greater invisibility, hallucinatory terrain*

5th level (2 slots): *cloudkill, mislead, wall of force*

6th level (1 slot): *globe of invulnerability*

7th level (1 slot): *teleport*

8th level (1 slot): *demiplane*

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

Actions

Staff. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage, or 4 (1d8) bludgeoning damage if used with two hands, plus 3 (1d6) poison damage.

Summon Demon (1/Day). The drow attempts to magically summon a yochlol with a 30 percent chance of success. If the attempt fails, the drow takes 5 (1d10) psychic damage. Otherwise, the summoned demon appears in an unoccupied space within 60 feet of its summoner, acts as an ally of its summoner, and can't summon other demons. It remains for 10 minutes, until it or its summoner dies, or until its summoner dismisses it as an action.

Drow Assassin

Medium humanoid (elf), neutral evil

Armor Class 17 (studded leather)
Hit Points 97 (15d8 + 30)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	20 (+5)	15 (+2)	13 (+1)	10 (+0)	12 (+1)

Saving Throws Dex +9, Int +5
Skills Acrobatics +9, Deception +4, Perception +4, Stealth +13
Senses darkvision 120 ft., passive Perception 14
Languages Elvish, Undercommon
Challenge 9 (5,000 XP)

Assassinate. During its first turn, the drow has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the drow scores against a surprised creature is a critical hit.

Evasion. If the drow is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the drow instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Fey Ancestry. The drow has advantage on saving throws against being charmed, and magic can't put the drow to sleep.

Innate Spellcasting. The drow's spellcasting ability is Charisma (spell save DC 12). It can innately cast the following spells, requiring no material components:

At will: *dancing lights*

1/day each: *darkness, faerie fire*

Sneak Attack (1/Turn). The drow deals an extra 21 (6d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the drow that isn't incapacitated and the drow doesn't have disadvantage on the attack roll.

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

Actions

Multiattack. The drow makes two shortsword attacks.

Shortsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage, plus 14 (4d6) poison damage, and the target 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 target is also unconscious while poisoned this way. The target wakes up if it takes damage or if another creature takes an action to shake it awake.

Wrist Crossbow. *Ranged Weapon Attack:* +9 to hit, range 30/120 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage, plus 14 (4d6) poison damage.

Drow Raider

Medium humanoid (elf), neutral evil

Armor Class 15 (studded leather)
Hit Points 33 (6d8 + 6)
Speed 30 ft.

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

Saving Throws Dex +6, Con +4
Skills Perception +3, Stealth +9
Senses darkvision 120 ft., passive Perception 14
Languages Elvish, Undercommon
Challenge 1 (200 XP)

Fey Ancestry. The drow has advantage on saving throws against being charmed, and magic can't put the drow to sleep.

Innate Spellcasting. The drow's spellcasting ability is Charisma (spell save DC 12). It can innately cast the following spells, requiring no material components:

At will: *dancing lights*

1/day each: *darkness, faerie fire*

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

Actions

Multiattack. The drow makes two shortsword attacks.

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

Hand Crossbow. *Ranged Weapon Attack:* +6 to hit, range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, and the target 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 target is also unconscious while poisoned this way. The target wakes up if it takes damage or if another creature takes an action to shake it awake.

Drow Matriarch

Medium humanoid (elf), neutral evil

Armor Class 14 (17 with *mage armor*)
Hit Points 130 (20d8 + 40)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	14 (+2)	16 (+3)	16 (+3)	20 (+5)

Saving Throws Dex +9, Cha +10, Int +8, Wis +8
Skills Arcana +8, Deception +10, Intimidation +10, Perception +8, Persuasion +10, Stealth +9
Senses darkvision 120 ft., passive Perception 17
Languages Elvish, Undercommon
Challenge 13 (10,000 XP)

Fey Ancestry. The drow has advantage on saving throws against being charmed, and magic can't put the drow to sleep.

Innate Spellcasting. The drow's spellcasting ability is Charisma (spell save DC 18). It can innately cast the following spells, requiring no material components:

At will: *dancing lights*

1/day each: *darkness, faerie fire*

Magic Weapons. The drow's weapon attacks are magical.

Spellcasting. The drow is a 18th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). The drow has the following spells prepared:

Cantrips (at will): *guidance, poison spray, resistance, spare the dying, thaumaturgy*

1st level (4 slots): *animal friendship, cure wounds, detect poison and disease, ray of sickness*

2nd level (3 slots): *lesser restoration, protection from poison, web*

3rd level (3 slots): *conjure animals* (2 giant spiders), *dispel magic*

4th level (3 slots): *divination, freedom of movement*

5th level (3 slots): *insect plague, mass cure wounds*

6th level (1 slot): *harm*

7th level (1 slot): *plane shift*

8th level (1 slot): *antimagic field*

9th level (1 slot): *gate*

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

Actions

Multiattack. The drow makes two attacks with its shortsword.

Shortsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage, plus 10 (3d6) poison damage.

Hand Crossbow. *Ranged Weapon Attack:* +9 to hit, range 30/120 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage, and the target 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 target is also unconscious while poisoned this way. The target wakes up if it takes damage or if another creature takes an action to shake it awake.

Legendary Actions

The drow can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The duergar regains spent legendary actions at the start of its turn.

Move. The drow moves up to is speed without provoking opportunity attacks.

Shortsword. The drow makes a shortsword attack.

Blessing of Lolth (Costs 2 Actions). The drow cast one 5th level or lower spell if it has available slots.

Alchemical Golem

Large construct, unaligned

Armor Class 16 (natural armor)
Hit Points 157 (15d10 + 75)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	9 (-1)	20 (+5)	3 (-4)	11 (+0)	1 (-5)

Damage Immunities acid, poison, psychic; bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantine
Condition Immunities charmed, exhausted, frightened, paralyzed, petrified, poisoned
Senses darkvision 120 ft., passive Perception 13
Languages understands the languages of its creator but can't speak
Challenge 9 (5,000 XP)

Immutable Form. The golem is immune to any spell or effect that would alter its form.

Magic Resistance. The golem has advantage on saving throws against spells and other magical effects.

Magic Weapons. The golem's weapon attacks are magical.

Actions

Multiattack. The golem makes two slam attacks.

Slam. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 18 (3d8 + 5) bludgeoning damage.

Alchemical Bomb (Recharge 5-6). The golem throws an alchemical bomb to one creature it can see within 60 feet of it. The target must make a DC 16 Dexterity saving throw, taking 36 (8d8) damage on a failed save, or half as much damage on a successful one. The damage type is determined by rolling a d4 (1: acid; 2: cold; 3: fire; 4: poison).

Wood Golem

Large construct, unaligned

Armor Class 15 (natural armor)
Hit Points 133 (14d10 + 56)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	9 (-1)	18 (+4)	3 (-4)	11 (+0)	1 (-5)

Damage Immunities acid, poison, psychic; bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantine
Damage Vulnerabilities fire
Condition Immunities charmed, exhausted, frightened, paralyzed, petrified, poisoned
Senses darkvision 120 ft., passive Perception 13
Languages understands the languages of its creator but can't speak
Challenge 6 (2,300 XP)

Immutable Form. The golem is immune to any spell or effect that would alter its form.

Magic Resistance. The golem has advantage on saving throws against spells and other magical effects.

Magic Weapons. The golem's weapon attacks are magical.

Actions

Multiattack. The golem makes two slam attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 18 (3d8 + 5) bludgeoning damage.

Rock. *Ranged Weapon Attack:* +8 to hit, range 60/180 ft., one target. *Hit:* 27 (4d10 + 5) bludgeoning damage.

Orcs

Orc Shaman

Medium humanoid (orc), chaotic evil

Armor Class 13 (hide armor)
Hit Points 75 (10d8 + 30)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	12 (+1)	18 (+4)	12 (+1)

Saving Throws Wis +7
Skills Intimidation +4, Religion +4
Senses darkvision 60 ft., passive Perception 14
Languages Common, Orc
Challenge 5 (1,800 XP)

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

Spellcasting. The orc is a 8th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). The orc has the following druid spells prepared:

Cantrips (at will): *gust, shillelagh, thunderclap*

1st level (4 slots): *cure wounds, healing word, thunderwave*

2nd level (3 slots): *beast sense, gust of wind, warding wind*

3rd level (3 slots): *call lightning, wind wall*

4th level (2 slots): *giant insect*

Actions

Quarterstaff. *Melee Weapon Attack:* +6 to hit (+7 to hit with *shillelagh*), reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage, or 8 (1d8 + 4) bludgeoning damage with *shillelagh*).

Orc Warlord of Gruumsh

Large humanoid (orc), chaotic evil

Armor Class 16 (half plate)
Hit Points 126 (12d10 + 56)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	20 (+5)	11 (+0)	12 (+1)	17 (+3)

Saving Throws Str +9, Con +9
Skills Athletics +9, Intimidation +7
Senses darkvision 60 ft., passive Perception 11
Languages Common, Orc
Challenge 9 (5,000 XP)

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

Gruumsh's Fury. The orc deals an extra 5 (1d10) damage when it hits with a weapon attack (included in the attacks)

Actions

Multiattack. The orc makes three attacks with its heavy mace.

Heavy Mace. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 14 (1d8 + 5 plus 1d10) bludgeoning damage.

Battle Cry (Recharge 6). Each creature of the warlord's choice that is within 30 feet of it, can hear it, and not already affected bt Battle Cry gain advantage on attack rolls until the start of the warlord's next turn. The warlord can then make one attack as a bonus action.

Troll, Rock

Rock trolls have an affinity for earth, and they possess natural camouflage in areas of stone. Rock trolls sometimes are found on the Elemental Plane of Earth.

Rock Troll

Large giant, chaotic evil

Armor Class 17 (natural armor)
Hit Points 115 (10d10 + 60)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	23 (+6)	7 (-2)	9 (-1)	7 (-2)

Skills Perception +2, Stealth +4
Damage Resistances piercing, and slashing from nonmagical weapons
Senses darkvision 60 ft., passive Perception 12
Languages Giant
Challenge 7 (2,900 XP)

Regeneration. The troll regains 10 hit points at the start of its turn. If the troll takes acid or fire damage, this trait doesn't function at the start of the troll's next turn. The troll dies only if it starts its turn with 0 hit points and doesn't regenerate.

Rocky Body. The troll has advantage on Dexterity (Stealth) checks made to hide while in rocky terrain.

Actions

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

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

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Rock. *Ranged Weapon Attack:* +4 to hit, range 60/180 ft., one target. *Hit:* 11 (2d10 + 1) bludgeoning damage.

Vampire, Feral

Unlike other vampires, who are human-like in appearance, Feral Vampires look more like wild animals. They are covered in fur and they have great jaws and sharp claws, and they drink any kind of blood to survive rather than only humanoid.

Feral Vampire

Medium undead, chaotic evil

Armor Class 15 (natural armor)
Hit Points 112 (15d8 + 45)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	17 (+3)	17 (+3)	12 (+1)	13 (+1)	10 (+0)

Saving Throws Dex +6, Wis +4
Skills Athletics +6, Perception +4, Stealth +6
Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical weapons
Condition Immunities frightened
Senses darkvision 120 ft., passive Perception 14
Languages the languages it knew in life
Challenge 7 (2,900 XP)

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

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

Regeneration. The vampire regains 10 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight or running water. If the vampire takes radiant damage or damage from holy water, this trait doesn't function at the start of the vampire's next turn.

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

Vampire Weakness. The vampire has the following flaws:

Forbiddance. The vampire can't enter a residence without an invitation from one of the occupants.

Harmed by Running Water. The vampire takes 20 acid damage when it ends its turn in running water.

Stake to the Heart. The vampire is destroyed if a piercing weapon made of wood is driven into its heart while it is incapacitated in its resting place.

Sunlight Hypersensivity. The vampire takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Actions

Multiattack. The vampire makes two attacks, only one of which can be a bite attack.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 13 (3d6 + 3) slashing damage. Instead of dealing damage, the vampire can grapple the target (escape DC 13).

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the vampire, incapacitated, or restrained. *Hit:* 6 (1d6 + 3) piercing damage plus 7 (2d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the vampire regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Winterbrood

The winterbrood are creatures that were corrupted by magical ice and cold. A winterbrood skin is covered with a layer of snow and ice, its fangs, horns, and claws become transparent like ice shards, its blood turns blue and its body is cold to touch.

Winterbrood Template

An aberration, beast, dragon, fey, fiend, giant, humanoid, or monstrosity can become a winterbrood.

When a creature becomes a winterbrood, it retains its statistics except as described below. The creature might retain or lose any or all of its lair actions or inherit new ones, as the DM sees fit.

Alignment. The winterbrood is Chaotic Evil.

Damage Immunities. The winterbrood has immunity to cold damage. It also retains any immunities it had prior to becoming a winterbrood.

Frozen Body. A creature that touches the winterbrood or hits it with a melee attack while within 5 feet of it takes 5 (1d10) cold damage. Additionally, when a winterbrood hits with its natural weapons, it deals an extra 3 (1d6) cold damage.

Attacks. If a winterbrood deals acid, fire, or lightning damage, change that damage type to cold.

Winterbrood Polar Bear

Large beast, chaotic evil

Armor Class 12 (natural armor)
Hit Points 42 (5d10 + 15)
Speed 40 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	16 (+3)	2 (-4)	13 (+1)	7 (-2)

Skills Perception +3
Damage Immunities cold
Senses passive Perception 13
Languages —
Challenge 3 (700 XP)

Frozen Body. A creature that touches the bear or hits it with a melee attack while within 5 feet of it takes 5 (1d10) cold damage. Additionally, when the bear hits with its natural weapons, it deals an extra 3 (1d6) cold damage (included in the attack).

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

Actions

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

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage, plus 3 (1d6) cold damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage, plus 3 (1d6) cold damage.

Winterbrood Ancient Green Dragon

Gargantuan dragon, chaotic evil

Armor Class 21 (natural armor)
Hit Points 385 (22d20 + 154)
Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	12 (+1)	25 (+6)	20 (+5)	17 (+3)	19 (+4)

Saving Throws Dex +8, Con +14, Wis +10, Cha +11
Skills Deception +11, Insight +10, Perception +17, Persuasion +11, Stealth +8
Damage Immunities cold, poison
Condition Immunities poisoned
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 27
Languages Common, Draconic
Challenge 23 (50,000 XP)

Amphibious. The dragon can breathe air and water.

Frozen Body. A creature that touches the bear or hits it with a melee attack while within 5 feet of it takes 5 (1d10) cold damage. Additionally, when the dragon hits with its natural weapons, it deals an extra 3 (1d6) cold damage (included in the attack).

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage plus 10 (3d6) poison damage and 3 (1d6) cold damage.

Claw. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 22 (4d6 + 8) slashing damage plus 3 (1d6) cold damage.

Tail. *Melee Weapon Attack:* +15 to hit, reach 20 ft., one target. *Hit:* 17 (2d8 + 8) bludgeoning damage plus 3 (1d6) cold damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 19 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Poison Breath (Recharge 5-6). The dragon exhales poisonous gas in a 90-foot cone. Each creature in that area must make a DC 22 Constitution saving throw, taking 77 (22d6) poison damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.
Tail Attack. The dragon makes a tail attack.
Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 23 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

A Winterbrood Green Dragon's Lair

A winterbrood green dragon makes its home in a frozen forest. A white-green mist hangs in the air that is the result of the perpetual transformation of the creature's poison breath and the corrupted ice magic that touched it.

Lair Actions

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects; the dragon can't use the same effect two rounds in a row:

- The ground is covered with frozen roots and vines in a 20-foot radius centered on a point on the ground that the dragon can see within 120 feet of it. That area becomes difficult terrain, and each creature must succeed on a DC 15 Strength saving throw or be restrained by the frozen roots and vines. A creature can be freed if it or another creature takes an action to make a DC 15 Strength check and succeeds. The frozen roots and vines wilt away when the dragon uses this lair action again or when the dragon dies.
- A series of ice shards with frozen thorns appears from the ground, striking up to three creatures that the dragon can see within 120 feet of it. The dragon makes one ranged attack roll (+7 to hit) against each target. On a hit, the target takes 10 (3d6) piercing damage.
- Magical fog billows around one creature the dragon can see within 120 feet of it. The creature must succeed on a DC 15 Wisdom saving throw or be charmed by the dragon until initiative count 20 on the next round.

Regional Effects

The region containing a legendary winterbrood green dragon's lair is warped by the dragon's corrupted magic, which creates one or more of the following effects.

- A white-green mist obscures the land within 6 miles of the dragon's lair.
- A perpetual hailstorm galls within 6 miles of the dragon's lair.

If the dragon dies, these effects fade over the course of 1d10 days.

Appendix A: List of Essences

Common

1. (Water)
2. (Air)
3. (Fire)
4. (Earth)
5. (Positive)
6. (Negative)

Uncommon

1. (Water Air)
2. (Water Fire)
3. (Water Earth)
4. (Water Positive)
5. (Water Negative)
6. (Air Fire)
7. (Air Earth)
8. (Air Positive)
9. (Air Negative)
10. (Fire Earth)
11. (Fire Positive)
12. (Fire Negative)
13. (Earth Positive)
14. (Earth Negative)

Rare

1. (Water Water)
2. (Air Air)
3. (Fire Fire)
4. (Earth Earth)
5. (Positive Positive)
6. (Negative Negative)

Very Rare

1. (Water Water Air)
2. (Water Water Fire)
3. (Water Water Earth)
4. (Water Water Positive)
5. (Water Water Negative)
6. (Air Air Water)
7. (Air Air Fire)
8. (Air Air Earth)
9. (Air Air Positive)
10. (Air Air Negative)
11. (Fire Fire Water)
12. (Fire Fire Air)
13. (Fire Fire Earth)
14. (Fire Fire Positive)
15. (Fire Fire Negative)
16. (Earth Earth Water)
17. (Earth Earth Air)
18. (Earth Earth Fire)
19. (Earth Earth Positive)
20. (Earth Earth Negative)
21. (Positive Positive Water)
22. (Positive Positive Air)
23. (Positive Positive Fire)
24. (Positive Positive Earth)
25. (Negative Negative Water)
26. (Negative Negative Air)
27. (Negative Negative Fire)
28. (Negative Negative Earth)

Appendix B: Special Properties

When creating armor and weapons using creature parts, some of the harvested parts have special properties, such as giving resistance to a type of damage. Here you can find a list of some examples of parts and its properties when used in armor and weapons.

Creature Part	Armor	Weapon
Ankheg mandible	—	Deals acid damage
Behir hide	Resistance to lightning damage	—
Chuul chitin	Resistance to poison damage	—
Couatl scales	Resistance to radiant damage	—
Dragon scales	Resistance to one damage type determined by the kind of dragon	—
Dragon bones	Resistance to one damage type determined by the kind of dragon	—
Dragon claws and teeth	—	Deals one damage type determined by the kind of dragon
Dragon turtle scales	Resistance to fire damage	—
Kraken hide	Resistance to lightning damage	—
Naga scales	Resistance to poison damage	—
Naga fang	—	Deals poison damage
Remorhaz skin	Resistance to cold and fire damage	—