



# CHAP. 1

## KNOW THYSELF

Wherein the reader doth delineate their character's possessions, the measures of their faculties, their temperament and disposition, as well as recounting the chronicles of their bygone days.

**T**hou dost stand upon the aged planks of the vessel, the briny zephyr tugging at thy well-worn habiliments whilst thou dost gaze towards yon distant horizon. The dominion of New Sanctaria doth lay outstretched afore thee, a realm rich in pledge and ambivalence. With hope nestled in thy bosom, thou hast voyaged o'er tempestuous waters, leaving astern the well-known shores of the ancient realm. As thy soles alight upon this virgin soil, thou canst sense the gravitas of history and the potentiality thereof, interwoven in the very ether thou dost respire, a testament to the age-old enigmas that await thy revelation.

**All you have are the clothes on your back and a collection of useful items. Roll d8 and refer to the next six pages to determine what these possessions are.**

## 1—A HANDFUL OF COINS

Be it by the decree of destiny or the predilections of thine own heart, thy pouches contain naught but a modest sum of coins to sustain thee amidst the intricate fabric of New Sanctaria's existence.

**You have a small leather pouch containing 3d6 silver pieces.**

**Make note of these possessions on a sheet of paper or in a journal, then proceed to page 12.**

## 2—BURGLAR'S PACK

Though the ownership of a burglar's pack doth not explicitly cast one into the realm of criminality, the concealed accoutrements it conceals might well kindle suspicions and doubts amidst those who chance upon its enigmatic accouterments.

This pack consists of a backpack, a bag of 1,000 ball bearings, 10 feet of string, a bell, 5 candles, a crowbar, a hammer, 10 pitons, a hooded lantern, 2 flasks of oil, 5 days rations, a tinderbox, and a waterskin. The pack also has 50 feet of hempen rope strapped to the side of it.

Make note of these possessions on a sheet of paper or in a journal, then proceed to page 12.

### 3—DIPLOMAT'S PACK

The diplomat's pack, though merely a compilation of utilitarian instruments, doth carry an aura of eminence, suggesting a lineage of nobility or a pivotal station within the intricate fabric of New Sanctarian politics.

This pack consists of a small chest, 2 cases for maps and scrolls, a set of fine clothes, a bottle of ink, an ink pen, a lamp, 2 flasks of oil, 5 sheets of paper, a vial of perfume, sealing wax, and soap.

Make note of these possessions on a sheet of paper or in a journal, then proceed to page 12.

## 4—DELVER'S PACK

The delver's pack, favored by those who dare to traverse the enigmatic domains and forsaken recesses of the world, encases the implements and rations requisite for venturing into the abyss. Crafted for pioneers and voyagers unafraid to tread where timorous souls shrink, this pack doth encompass articles vital for endurance within the arcane and oft perilous terrains of the Wyrd.

This pack consists of a backpack, a crowbar, a hammer, 10 pitons, 10 torches, a tinderbox, 10 days of rations, and a waterskin. The pack also has 50 feet of hempen rope strapped to the side of it.

Make note of these possessions on a sheet of paper or in a journal, then proceed to page 12.

## 5—ENTERTAINER'S PACK

The entertainer's pack, a compendium of implements and requisites designed for those who enthrall gatherings with their aptitudes, comprises sundry articles to assist in spellbinding exhibitions and sustaining a vivacious demeanor. Amidst the realm of New Sanctaria, where tales, tunes, and displays hold a singular residence in the affections of the populace, the entertainer's pack is oft wielded by bards, minstrels, jesters, and assorted showmen who aspire to beguile, uplift, and immerse.

**This pack consists of a backpack, a bedroll, 2 costumes, 5 candles, 5 days of rations, a waterskin, and a disguise kit.**

**Make note of these possessions on a sheet of paper or in a journal, then proceed to page 12.**



## 6—EXPLORER'S PACK

The explorer's pack, an assortment of vital paraphernalia expertly assembled for audacious spirits who embark upon uncharted domains, whether they encompass unexplored territories, the mystical precincts of the Wyrd, or the untamed expanses of New Sanctaria.

**This pack consists of a backpack, a bedroll, a mess kit, a tinderbox, 10 torches, 10 days of rations, and a waterskin. The pack also has 50 feet of hempen rope strapped to the side of it.**

**Make note of these possessions on a sheet of paper or in a journal, then proceed to page 12.**

## 7—FAITHFUL'S PACK

The faithful's pack, an assemblage of sanctified paraphernalia and vital necessities curated for those dedicated to devout service to the divine within the dominion of New Sanctaria. Priests, clerics, and zealous adherents of the Church of Celestial Grace bear the faithful's pack as an emblem of their steadfast faith and resolve to uphold the spiritual essence of the realm.

**This pack consists of a backpack, a blanket, 10 candles, a tinderbox, an alms box, 2 blocks of incense, a censer, vestments, 2 days of rations, and a waterskin.**

**Make note of these possessions on a sheet of paper or in a journal, then proceed to page 12.**

## 8—SCHOLAR'S PACK

Laden with meticulously chosen implements of scholarly inquisitiveness, this pack encompasses the fundamental requisites for those who harbor an insatiable desire to delve into the concealed verities and enigmas of this inscrutable terrain.

This pack consists of a backpack, a book of lore, a bottle of ink, an ink pen, 10 sheets of parchment, a little bag of sand, and a small knife.

Make note of these possessions on a sheet of paper or in a journal, then proceed to page 12.

**N**ew Sanctaria, a realm of promise shadowed by peril, demands a readiness for self-preservation, for within its borders lie hazards mundane and otherworldly that necessitate the embrace of arms.

Roll d10 and refer to the facing page to determine the nature of your weapon. You are not required to pay the listed price—it is for your information only. You are proficient in this weapon, regardless of the choices you make regarding your class.

Once you know your weapon, make a note of it a sheet of paper or in a journal, then proceed to page 14.

| d10 | Weapon            | Damage          | Price    |
|-----|-------------------|-----------------|----------|
| 1   | Unarmed           | 1               | —        |
| 2   | Club              | 1d4 bludgeoning | 1 sp     |
| 3   | Dagger            | 1d4 piercing    | 1 sp     |
| 4   | Mace              | 1d6 bludgeoning | 50 sp    |
| 5   | Hand axe          | 1d6 slashing    | 50 sp    |
| 6   | Short bow*        | 1d6 piercing    | 250 sp   |
| 7   | Light crossbow*   | 1d8 piercing    | 250 sp   |
| 8   | Saber             | 1d8 slashing    | 150 sp   |
| 9   | Rapier            | 1d8 piercing    | 250 sp   |
| 10  | Flintlock pistol* | 1d10 piercing   | 2,500 sp |

\*This weapon comes with 10 pieces of ammunition.

**I**n the realm of New Sanctaria, where the rarity of armor is matched only by its value, possessing such protective relics becomes a treasure beyond measure, offering sanctuary amidst the dangers that haunt both the natural and supernatural realms.

Roll d4 and refer to the facing page to determine the nature of your armor. You are not required to pay the listed price—it is for your information only. You are proficient in this armor, regardless of the choices you make regarding your class.

Once you know your armor, make a note of it a sheet of paper or in a journal, then proceed to page 16.

| <b>d4</b> | <b>Armor</b> | <b>Protection</b>                     | <b>Price</b> |
|-----------|--------------|---------------------------------------|--------------|
| 1         | None         | 10 + your Dexterity modifier          | —            |
| 2         | Leather      | 11 + your Dexterity modifier          | 50 sp        |
| 3         | Hide         | 12 + your Dexterity modifier <max +2> | 100 sp       |
| 4         | Chain shirt  | 13 + your Dexterity modifier <max +2> | 500 sp       |

**B**e thou a seasoned sojourner or a novice to this realm, thy stats form the cornerstone whence thy character's prowess and endeavors emanate, defining thy role in this world and weaving the tapestries of thy fabled exploits.

Your stats are . . .

**Strength**—Might, Power, Brawn, Vigor

**Dexterity**—Agility, Nimbleness, Reflexes,  
Precision

**Constitution**—Endurance, Stamina,  
Resilience, Vitality

**Intelligence**—Intellect, Insight, Knowledge,  
Cognition

**Wisdom**—Perception, Intuition,  
Discernment, Prudence

**Charisma**—Charm, Presence, Influence,  
Allure



Roll 3d6 six times to generate each of your six ability scores. Once you have assigned the six ability scores, you may re-roll any two numbers of your choice—but you must keep the new results. After you determine your ability scores, use the table below to determine your ability score modifiers.

Record all of this information on a sheet of paper or in a journal, then proceed to page 18.

| Score | Modifier | Score | Modifier |
|-------|----------|-------|----------|
| 3     | -4       | 12–13 | +1       |
| 4–5   | -3       | 14–15 | +2       |
| 6–7   | -2       | 16–17 | +3       |
| 8–9   | -1       | 18    | +4       |
| 10–11 | ±0       |       |          |

**T**hine backstory and history doth mold thee into thy very being, wielding a greater influence o'er thy essence than the mere class thou assumeth. Understanding thy past is of paramount import, for it illuminates the paths thou treadest and the choices thou dost make, carving thy destiny in this intricate tapestry of existence.

Use the tables on the next [x] pages to determine your character's personality, ideal, bond, flaw, and dark secret.

Write the results down on a sheet of paper or in a journal, then proceed to page 24.

# PERSONALITY

**Roll d20 twice.**

1—Pious

2—Superstitious

3—Brave

4—Mistrustful

5—Charitable

6—Ambitious

7—Reserved

8—Curious

9—Cautious

10—Reckless

11—Compassionate

12—Stoic

13—Optimistic

14—Cynical

15—Gullible

16—Cunning

17—Hot-tempered

18—Empathetic

19—Suspicious

20—Eager

# IDEAL

## Roll d12

- 1, 2—Righteous honor and justice.
- 3, 4—Empathy and harmony.
- 5—Freedom and benevolence.
- 6, 7—Order and balance.
- 8—Equilibrium and understanding.
- 9—Unrestricted individuality.
- 10—Dominance through structure.
- 11—Self-serving ambition.
- 12—Unrestrained malevolence.

## BOND

### Roll d12

- 1—Family bloodline legacy.
- 2—Protect innocent lives.
- 3—Recover lost memories.
- 4—Redeem a dark past.
- 5—Find a stolen artifact.
- 6—Seek forbidden knowledge.
- 7—Avenge a loved one.
- 8—Repay a life debt.
- 9—Defend sacred land.
- 10—Uncover hidden truths.
- 11—Rebuild a shattered home.
- 12—Fulfill a prophecy's fate.

# FLAW

## Roll d8

- 1—Prone to reckless infatuations and lust-driven decisions.
- 2—Consumed by jealousy and resentment toward others' achievements.
- 3—Quick to anger, often resulting in destructive outbursts.
- 4—Struggles with motivation, often neglecting responsibilities.
- 5—Obsessed with material possessions and wealth accumulation.
- 6—Cannot resist overindulging in food, drink, or other pleasures.
- 7—Arrogant and overly self-centered, often underestimating others.
- 8—Overly paranoid of sinning, fearful of being doomed to an eternity in Penetrias.

## DARK SECRET

### Roll d12

- 1—Stole from fellow settler.
- 2—Practiced forbidden magic.
- 3—Betrayed own family.
- 4—Caused lover's death.
- 5—Collaborated with cultists.
- 6—Smuggled cursed items.
- 7—Sought forbidden knowledge.
- 8—Sacrificed innocent for power.
- 9—Destroyed rival's reputation.
- 10—Led secret double life.
- 11—Served dark fey master.
- 12—Left friend to die.

**I**t is incumbent upon thee to select from amongst six available vocations, which shall shape the course of thy destiny in this realm.

The next few pages detail the classes available to you in this campaign setting: **Champion, Thief, Berserker, Occultist, Priest, or Witch.** Note that there are some minor changes to these classes that differ from the Fifth Edition rules. Make note of your character's hit points, proficiencies, and special traits. Then, choose one of the feats available to that class. Record all of this information on a sheet of paper or in a journal, then proceed to page 86.



## CHAMPION

A stalwart warrior, skilled in the art of combat, defending New Sanctaria with blade and valor.

**Hit Points**—1d10 plus your Constitution modifier per Champion Level, including 1st.

**Proficiencies**—You are proficient in all armor and shields, all simple and martial weapons, Strength and Constitution saving throws, and four of the following skills of your choice—Acrobatics, Animal Handling, Athletics, History, Insight, Intimidation, Perception, and Survival. Your starting proficiency bonus is +2, which increases by +1 at levels 5, 9, 13, and 17.

**Bonus Possessions.** You have one weapon of your choice selected from the table on page 13.

**Fighting Style**—At 1st level, you may choose a fighting style specialty from the tables on pages 26 and 27.

| <b>Fighting Style</b> | <b>Benefit</b>   |
|-----------------------|--|
| Archery               | You gain a +2 bonus to attack rolls you make with bows and crossbows.  |
| Defense               | While you are wearing armor, you gain a +1 bonus to AC.  |
| Dueling               | When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon. |
| Firearms<br>Mastery   | During combat, you can use your action to reload your firearm.   |

| <b>Fighting Style</b> | <b>Benefit</b>  |
|-----------------------|---|
| Great Weapon Fighting | When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or 2. The weapon must have the two-handed or versatile property for you to gain this benefit. |
| Two-Weapon Fighting   | When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.   |

**Second Wind**—Also, at 1st level, you have a limited well of stamina that you can draw on to protect yourself from harm. On your turn, you can use a bonus action to regain hit points equal to  $1d10 +$  your Champion level. Once you use this feature, you must finish a short or long rest before you can use it again.

**Action Surge**—At 2nd level, you can push yourself beyond normal limits for a moment. On your turn, you can take an additional action on top of your regular action and a possible bonus action. Once you use this feature, you must finish a short or long rest before you can use it again.

**Improved Critical**—When you reach 3rd level, your weapon attacks score a critical hit on a roll of 19 or 20.

**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. You cannot increase an ability score above 20 using this feature. Alternatively, you may take an additional feat.

**Extra Attack**—Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

## THIEF

A cunning trickster and stealthy infiltrator, navigating shadows and secrets in pursuit of their goals.

**Hit Points**—1d8 plus your Constitution modifier per Thief Level, including 1st.

**Proficiencies**—You are proficient in leather armor, all simple weapons as well as hand crossbows, sabers, rapiers, and shortswords, Dexterity and Intelligence saving throws, thieves' tools, one type of gaming set, and any six of the following skills of your choice—Acrobatics, Athletics, Deception, Insight, Intimidation, Investigation, Perception, Performance, Persuasion, Sleight of Hand, and Stealth. Your starting proficiency bonus is +2, which increases by +1 at levels 5, 9, 13, and 17.

**Bonus Possessions.** You have thieves' tools and a dagger.

**Expertise**—At 1st level, choose two of your skill or tool proficiencies, or one of each. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies.

**Sneak Attack**—Also at 1st level, once per turn you can deal an extra 1d6 damage to one creature you with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon. You don't need advantage if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

**Cunning Action**—At 2nd level, you can take a bonus action on each of your turns in combat,

this action can be used only to take the Dash, Disengage, or Hide action.

**Fast Hands**—At 3rd level, you can use the bonus action granted by your Cunning Action to make a Dexterity <Sleight of Hand> check, use your thieves' tools to disarm a trap or open a lock, take the Use an Object action, or reload a firearm.

**Second-Story Work**—Also at 3rd level, you gain the ability to climb faster than normal; climbing no longer costs you extra movement. In addition, when you make a running jump, the distance you cover increases by a number of feet equal to your Dexterity modifier.

**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. You cannot increase



an ability score above 20 using this feature. Alternatively, you may take an additional feat.

**Uncanny Dodge**—At 5<sup>th</sup> level, when an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

## BERSERKER

A fierce warrior, tapping into primal rage, embracing their wild instincts to become an unstoppable force.

**Hit Points**—1d12 plus your Constitution modifier per Berserker Level, including 1st.

**Proficiencies**—You are proficient in light armor, medium armor, shields, all simple and martial weapons, and Strength and Constitution modifiers. You are also proficient in four of the following skills of your choice—Animal Handling, Athletics, Intimidation, Nature, Perception, and Survival. Your starting proficiency bonus is +2, which increases by +1 at levels 5, 9, 13, and 17.

**Rage**—On your turn, you can enter a rage as a bonus action. While raging, you gain the following benefits if you aren't wearing heavy

armor . . .

. . . you have advantage on Strength checks and Strength saving throws . . .

. . . when you make a melee weapon attack using Strength, you gain a +2 bonus to the damage roll . . .

. . . you have resistance to bludgeoning, piercing, and slashing damage . . .

If you are able to cast spells, you can't cast them or concentrate on them while raging. Your rage lasts 1 minute. It ends early if you are knocked unconscious or if your turn ends and you haven't attacked a hostile creature since your last turn or taken damage since then. You can also end your rage on your turn as a bonus action. Once you have raged two times, you must finish a long rest before you can rage again. You may a rage a third time before needing a long rest when

you reach the 3rd level.

**Unarmored Defense**—While you are not wearing any armor, your Armor Class equals 10 + your Dexterity modifier + your Constitution modifier. You can use a shield and still gain this benefit.

**Reckless Attack**—At 2nd level, when you make your first attack on your turn, you can decide to attack recklessly. Doing so gives you advantage on melee weapon attack rolls using Strength during this turn, but attack rolls against you have advantage on your next turn.

**Danger Sense**—Also at 2nd level, you have advantage on Dexterity saving throws against effects that you can see, such as traps and spells. To gain this benefit, you can't be blinded, deafened, or incapacitated.

**Frenzy**—At 3rd level, you can go into a frenzy

when you rage. If you do so, for the duration of your rage, you can make a single melee weapon attack as a bonus action on each of your turns after this one. When your rage ends, you gain one level of exhaustion which lasts until you complete a short or long rest.

**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. You cannot increase an ability score above 20 using this feature. Alternatively, you may take an additional feat.

**Extra Attack**—Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

**Fast Movement**—Also at 5th level, your speed increases by 10 feet while you aren't wearing heavy armor.

## OCCULTIST

A seeker of arcane knowledge, delving into hidden mysteries and harnessing otherworldly powers to shape reality.

**Hit Points**—1d6 plus your Constitution modifier per Occultist Level, including 1st.

**Proficiencies**—You are proficient in clubs, daggers, darts, slings, quarterstaves, light crossbows, Intelligence and Wisdom saving throws, and any of the following four skills of your choice—Arcana, History, Insight, Investigation, Medicine, and Religion. You also know three additional languages, in addition to the Common tongue. Your starting proficiency bonus is +2, which increases by +1 at levels 5, 9, 13, and 17.

**Bonus Possessions**—You have a ritual book, a bottle of black ink, a quill, and a small knife.

**Occultist Cunning**—You have advantage on all Intelligence, Wisdom, and Charisma saving throws against magical effects. You also have advantage on ability checks made to discern illusions.

**Magic**—You have the ability to create magical effects via prestidigitation and rituals. Your spellcasting ability is 8 + your proficiency bonus + your Intelligence modifier.

**Prestidigitation**—You can use your action to create one of the following magical effects within 30 feet of you . . .

. . . cause an object to shed magical bright light in a 20-foot radius and dim light for an additional 20 feet for 1 hour or until you use your action to dismiss it—if the target is an

object held or worn by a hostile creature, that creature must succeed on a Dexterity saving throw against your spellcasting ability to avoid the effect . . .

. . . remotely manipulate an object . . .

. . . open or close an unlocked door or container . . .

. . . stow or retrieve an item from an open container . . .

. . . pour the contents out of a vial . . .

. . . create an instantaneous, harmless sensory effect, such as a shower of sparks, a puff of wind, faint musical notes, or an odd odor . . .

. . . instantly light or snuff out a candle, a torch, or a small campfire . . .

. . . instantly clean or soil an object no larger than 1 cubic foot . . .



. . . chill, warm, or flavor up to 1 cubic foot of nonliving material for 1 hour . . .

. . . make a color, a small mark, or symbol appear on an object or a surface for 1 hour . . .

. . . create a non-magical trinket or an illusory image that can fit in your hand and that lasts until the end of your next turn . . .

You can use this feature multiple times, having up to three of its non-instantaneous effects active at a time, and you can dismiss such an effect as an action.

**Ritual Magic**—You can perform magical rituals, powerful spells which you have recorded in a ritual book. You must have this book in hand while casting these rituals, as well as any required material components. At 1st level, you know six such rituals, which are detailed on pages 43 through 49. If you come across a ritual in

written form, such as a magical spell scroll or within a wizard's spellbook, you might be able to add it to your ritual book. The ritual's level can be no higher than half your level <rounded up>, and it must have the ritual tag. Copying this ritual to your ritual book takes 2 hours per level of the ritual and costs 500 silver pieces per level, representing the material components you expend as you experiment with the ritual to master it, as well as the fine inks you need to record it.

**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. You cannot increase an ability score above 20 using this feature. Alternatively, you may take an additional feat.

## Ritual of Beast Speech

As long as thy hands remain unfettered and thy speech flows unimpeded . . . you conduct a 10-minute-long ritual that grants you the ability to comprehend and verbally communicate with beasts for the duration. The knowledge and awareness of many beasts is limited by their intelligence, but at minimum, beasts can give you information about nearby locations and monsters, including whatever they can perceive or have perceived within the past day. You might be able to persuade a beast to perform a small favor for you, at the GM's discretion.

## Ritual of Comprehension

As long as thy hands remain unfettered, thy speech flows unimpeded, and thou dost grasp a fragment of soot and salt in thy palm . . . you conduct an 10-minute-long ritual that allows you to understand the literal meaning of any spoken language that you hear. You also understand any written language that you see, but you must be touching the surface on which the words are written. It takes about 1 minute to read one page of text. These effects last for one hour.

## Ritual of Hidden Scriptures

For 10 minutes, you write on parchment, paper, or some other suitable writing material using lead-based inks worth at least 100 silver pieces, imbuing the material with a potent illusion for 10 days. To you and any creatures you designate when you cast the spell, the writing appears normal, written in your hand, and conveys whatever meaning you intended when you wrote the text. To all others, the writing appears as if it were written in an unknown or magical script that is unintelligible. Alternatively, you can cause the writing to appear to be an entirely different message, written in a different hand and language, though the language must be one you know. Should the spell be dispelled, the original script and the illusion both disappear. A creature with truesight can read the hidden message.



## Ritual of Magic Detection

As long as thy hands remain unfettered and thy speech flows unimpeded . . . you conduct a 10-minute-long ritual that allows you to sense the presence of magic within 30 feet of you for as long as you concentrate, up to 10 minutes. If you sense magic in this way, you can use your action to see a faint aura around any visible creature or object in the area that bears magic, and you learn its school of magic, if any. Your senses can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

## Ritual of Protection

As long as thy hands remain unfettered, thy speech flows unimpeded, and thou dost grasp a fragment of uncured leather . . . you conduct a 10-minute-long ritual that creates a magical ward on yourself that lasts until you finish a long rest or you use your action to dismiss it. The ward has a hit point maximum equal to twice your Occultist level + your Intelligence modifier <minimum of 1>. Whenever you take damage, the ward takes the damage instead. If this damage reduces the ward to 0 hit points, you take any remaining damage. While the ward has 0 hit points, it can't absorb damage, but its magic remains. You can use your action on your turn to magically repair the ward. The ward regains a number of hit points equal to your Intelligence modifier <minimum of 1>.

## Ritual of Purification

As long as thy hands remain unfettered and thy speech flows unimpeded . . . you conduct a 10-minute-long ritual that instantaneously purifies and renders free of poison and disease all non-magical food and drink within a 5-foot radius sphere.



## PRIEST

A devout servant of the divine, channeling holy energies to heal, protect, and uphold the spiritual balance of the realm.

**Hit Points**—1d8 plus your Constitution modifier per Priest level, including 1st.

**Proficiencies**—You are proficient in light armor, medium armor, shields, simple weapons, Wisdom and Charisma saving throws, and the following skills—History, Insight, Medicine, Persuasion, and Religion. You also know two additional languages, in addition to the Common tongue. Your starting proficiency bonus is +2, which increases by +1 at levels 5, 9, 13, and 17.

**Bonus Possessions.** You have a holy symbol, a

prayer book or prayer wheel, 5 sticks of incense, and vestments.

**Divine Sense**—As an action, you can open your awareness to detect otherworldly presences. Until the end of your next turn, you know the location of any celestial, fey, fiend, or undead within 60 feet of you that is not behind total cover. You know the type <celestial, fey, fiend, or undead> of any being whose presence you sense, but not its identity <the demon Asmodee, for instance>. Within the same radius, you can also detect the presence of any place or object that has been consecrated or desecrated. You can use this feature a number of times equal to 1 + your Wisdom modifier <minimum of once>. When you finish a long rest, you regain expended uses.

**Lay on Hands**—You have a pool of healing power that replenishes when you take a long rest.

With that pool, you can restore a total number of hit points equal to your Priest level x 5. As an action, you can touch a creature and draw power from the pool to restore a number of hit points to that creature, up to the maximum amount remaining your pool. Alternatively, you can expend 5 hit points from your pool of healing to cure the target of one disease or neutralize one poison affecting it. You can cure multiple diseases and neutralize multiple poisons with a single use of Lay on Hands, expending hit points separately for each one. This feature has no effect on undead or constructs.

**Prayer of Guidance.** At 1st level, you can touch a willing creature and speak a magical prayer of guidance. For as long as you concentrate, up to 1 minute, the target can roll a d4 and add the number rolled to one ability

check of its choice. It can roll the die before or after making the ability check. The effect then ends.

**Turn Evil.** At 2nd level, as an action, you present a holy symbol and speak a prayer censuring evil—fiends or undead. Each fiend or undead that can see you or hear you within 30 feet of you must make a Wisdom saving throw against a DC of 8 + your proficiency bonus + your Wisdom modifier. If the creature fails its saving throw, it is turned for 1 minute or until it takes any damage. A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from

moving. If there's nowhere to move, the creature can use the Dodge action.

**Divine Health**—At 3rd level, the divine magic flowing through you makes you immune to disease and curses. In addition, you have resistance against poison damage and advantage on saving throws against being poisoned.

**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. You cannot increase an ability score above 20 using this feature. Alternatively, you may take an additional feat.

**Destroy Evil**—At 5th level, when a fiend or undead of challenge rating 1/2 or below fails its saving throw against your Turn Evil feature, the creature is instantly destroyed.

## WITCH

A practitioner of forbidden arts, wielding dark magic and making pacts with otherworldly entities to gain supernatural influence.

**Hit Points**—1d8 plus your Constitution modifier per Witch level, including 1st.

**Proficiencies**—You are proficient in light armor, simple weapons, Wisdom and Charisma saving throws, and four of the following skills—Arcana, Deception, History, Intimidation, Investigation, Nature, and Religion. Your starting proficiency bonus is +2, which increases by +1 at levels 5, 9, 13, and 17.

**Pact Magic**—You've bargained with fiends, fey, or the great old ones, granting you access to dark magic. The spell save DC for your spells is equal to 8 + your proficiency bonus + your Charisma modifier. When you make an attack with one of

your spells, your spell attack modifier equals your proficiency bonus plus your Charisma modifier.

**Prestidigitation.** You can use your action to create one of the following magical effects within 30 feet of you . . .

. . . cause an object to shed magical bright light in a 20-foot radius and dim light for an additional 20 feet for 1 hour or until you use your action to dismiss it—if the target is an object held or worn by a hostile creature, that creature must succeed on a Dexterity saving throw against your spellcasting ability to avoid the effect . . .

. . . remotely manipulate an object . . .

. . . open or close an unlocked door or container . . .

. . . stow or retrieve an item from an open container . . .

- . . . pour the contents out of a vial . . .
- . . . create an instantaneous, harmless sensory effect, such as a shower of sparks, a puff of wind, faint musical notes, or an odd odor . . .
- . . . instantly light or snuff out a candle, a torch, or a small campfire . . .
- . . . instantly clean or soil an object no larger than 1 cubic foot . . .
- . . . chill, warm, or flavor up to 1 cubic foot of nonliving material for 1 hour . . .
- . . . make a color, a small mark, or symbol appear on an object or a surface for 1 hour . . .
- . . . create a non-magical trinket or an illusory image that can fit in your hand and that lasts until the end of your next turn . . .



You can use this feature multiple times, having up to three of its non-instantaneous effects active at a time, and you can dismiss such an effect as an action.

**Illusions**—You can use your action to magically create a sound or an image of an object within 30 feet of you that lasts for 1 minute. The illusion also ends if you dismiss it as an action or cast this spell again. If you create a sound, its volume can range from a whisper to a scream. It can be your voice, someone else’s voice, a lion’s roar, a beating of drums, or any other sound you choose. The sound continues unabated throughout the duration, or you can make discrete sounds at different times before the spell ends. If you create an image of an object—such as a chair, muddy footprints, or a small chest—it must be no larger than a 5-foot cube. The image can’t create sound,

light, smell, or any other sensory effect. Physical interaction with the image reveals it to be an illusion, because things can pass through it. If a creature uses its action to examine the sound or image, the creature can determine that it is an illusion with a successful Intelligence <Investigation> check against your spell save DC. If a creature discerns the illusion for what it is, the illusion becomes faint to the creature.

**Spells**—You know two spells chosen from the spell list on pages [x] through [x]. You can use your action to cast a spell that you know. Once you cast two spells using this feature, you can't use this feature again until you complete a short or long rest. Each time you gain a Witch level, you learn three additional spells of your choice. In addition, when you gain a level in this class, you can choose one of the witch spells you know

and replace it with another spell from the Witch spell list.

**Dark One's Blessing**—When you reduce a hostile creature to 0 hit points, you gain temporary hit points equal to your Charisma modifier + your Witch level <minimum of 1>.

**Witch's Familiar**—At 3rd level, you gain the service of a familiar, a spirit that takes an animal form you choose: bat, cat, crab, frog or toad, hawk, lizard, octopus, owl, poisonous snake, fish, rat, raven, sea horse, spider, or weasel. Appearing in an unoccupied space within 10 feet of you, the familiar has the statistics of the chosen form, though it is a fey or fiend <your choice> instead of a beast. Your familiar acts independently of you, but it always obeys your commands. In combat, it rolls its own initiative and acts on its own turn. A familiar can't attack, but it can take

other actions as normal. When the familiar drops to 0 hit points, it disappears, leaving behind no physical form. It reappears after you cast this spell again. While your familiar is within 100 feet of you, you can communicate with it telepathically. Additionally, as an action, you can see through your familiar's eyes and hear what it hears until the start of your next turn, gaining the benefits of any special senses that the familiar has. During this time, you are deaf and blind with regard to your own senses. As an action, you can temporarily dismiss your familiar. It disappears into a pocket dimension where it awaits your summons. Alternatively, you can dismiss it forever. As an action while it is temporarily dismissed, you can cause it to reappear in any unoccupied space within 30 feet of you. You can't have more than one familiar at

a time. Finally, when you cast a spell with a range of touch, your familiar can deliver the spell as if it had cast the spell. Your familiar must be within 100 feet of you, and it must use its reaction to deliver the spell when you cast it. If the spell requires an attack roll, you use your attack modifier for the roll.

**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. You cannot increase an ability score above 20 using this feature. Alternatively, you may take an additional feat.

## Agatha's Spell of Defense

As long as thy hands remain unfettered, thy speech flows unimpeded, and thou dost grasp a cup of water . . . you can use your action to create a protective magical force around you, manifesting as a spectral frost that covers you and your gear. You gain 5 temporary hit points for 1 hour. If a creature hits you with a melee attack while you have these hit points, the creature takes 5 cold damage.

# Azathoth's Spell of Dark Stars

Prerequisite: 5th-level

As long as thy hands remain unfettered, thy speech flows unimpeded, and thou dost grasp a pickled octopus tentacle . . . you can use your action to open a gateway to the dark between the stars, a region infested with unknown horrors. A 20-foot-radius sphere of blackness and bitter cold appears, centered on a point within range and lasting for as long as you concentrate, up to 1 minute. This void is filled with a cacophony of soft whispers and slurping noises that can be heard up to 30 feet away. No light, magical or otherwise, can illuminate the area, and creatures fully within the area are blinded. The void creates a warp in the fabric of space, and the area is difficult terrain. Any creature that starts its turn in the area takes 2d6 cold damage. Any creature that ends its turn in the area must succeed on a Dexterity saving throw or take 2d6 acid damage as milky, otherworldly tentacles rub against it.

## Azathoth's Spell of Hunger

As long as thy hands remain unfettered and thy speech flows unimpeded . . . tendrils of dark energy erupt from you and batter all creatures within 10 feet of you. Each creature in that area must make a Strength saving throw. On a failed save, a target takes 2d6 necrotic damage and can't take reactions until its next turn. On a successful save, the creature takes half damage, but suffers no other effect.



# Dispel

Prerequisite: 5th-level

As long as thy hands remain unfettered and thy speech flows unimpeded . . . you can use your action to choose one creature, object, or magical effect within 120 feet. Any magical effect affecting the target ends, unless it was created by a spellcaster whose level or challenge rating is greater than your own. For magical effects created by more powerful spellcasters, make an ability check using your spellcasting ability. The DC equals  $10 + \text{half the target's level or challenge rating}$ . On a successful check, the spell ends.

## Daimon's Spell of Madness

Prerequisite: 3rd-level

As long as thy hands remain unfettered and thy speech flows unimpeded . . . you can use your action to choose one humanoid that you can see within 120 feet of you. The target must succeed on a Wisdom saving throw or become charmed by you for as long as you concentrate, up to 1 minute. While the target is charmed in this way, a twisted crown of thorns appears on its head, and a madness glows in its eyes. The charmed target must use its action before moving on each of its turns to make a melee attack against a creature other than itself that you mentally choose. The target can act normally on its turn if you choose no creature or if none are within its reach. On your subsequent turns, you must use your action to maintain control over the target, or the spell ends. Also, the target can make a Wisdom saving throw at the end of each of its turns. On a success, the spell ends.

## Dazuzu's Spell of Conjunction

Prerequisite: 3rd-level

As long as thy speech flows unimpeded . . . you can use your action to reach into the mind of one creature you can see within 60 feet of you. The target must make a Wisdom saving throw, taking 3d8 psychic damage on a failed save, or half as much damage on a successful one. On a failed save, you also always know the target's location for as long as you concentrate, up to 1 hour. While you have this knowledge, the target can't become hidden from you, and if it's invisible, it gains no benefit from that condition against you.



## Spell of Celerity

As long as thy hands remain unfettered and thy speech flows unimpeded . . . you can use your bonus action to grant yourself incredible speed for as long as you concentrate, up to 10 minutes. When you cast this spell, and then as a bonus action on each of your turns until the spell ends, you can take the Dash action.

## Spell of Charm

As long as thy hands remain unfettered and thy speech flows unimpeded . . . you can use your action to attempt to charm a humanoid you can see within range. It must make a Wisdom saving throw, and does so with advantage if you or your companions are fighting it. If it fails the saving throw, it is charmed by you for 1 hour, until you use your action to dismiss the effect, or until you or your companions do anything harmful to it. The charmed creature regards you as a friendly acquaintance. When the spell ends, the creature knows it was charmed by you.

## Spell of Command

As long as thy speech flows unimpeded . . . you can use your action to speak a one-word command to a creature you can see within range. The target must succeed on a Wisdom saving throw or follow the command on its next turn. The spell has no effect if the target is undead, if it doesn't understand your language, or if your command is directly harmful to it. Some typical commands and their effects follow.

You might issue a command other than one described here. If you do so, the GM determines how the target behaves. If the target can't follow your command, the spell ends.



## Spell of Comprehension

As long as thy hands remain unfettered, thy speech flows unimpeded, and thou dost grasp a fragment of soot and salt in thy palm . . . you can use your action to grant yourself divine insight, allowing you to understand the literal meaning of any spoken language that you hear for 1 hour. You also understand any written language that you see, but you must be touching the surface on which the words are written. It takes about 1 minute to read one page of text.

## Spell of Curses

As long as thy hands remain unfettered, thy speech flows unimpeded, and thou dost grasp a cup of water . . . you can use your bonus action to place a curse on a creature that you can see within 90 feet of you. Until the spell ends, you deal an extra 1d6 necrotic damage to the target whenever you hit it with an attack. Also, choose one ability when you cast the spell. The target has disadvantage on ability checks made with the chosen ability. If the target drops to 0 hit points before this spell ends, you can use a bonus action on a subsequent turn of yours to curse a new creature. Magic that removes curses cast on the target ends the spell early.



# Spell of Darkness

Prerequisite: 3rd-level

As long as thy speech flows unimpeded and thou dost grasp bat fur, a drop of pitch or piece of coal . . . you can use your action to create magical darkness which spreads from a point you choose within 60 feet to fill a 15-foot-radius sphere for the duration. The darkness spreads around corners. A creature with darkvision can't see through this darkness, and non-magical light can't illuminate it. If the point you choose is on an object you are holding or one that isn't being worn or carried, the darkness emanates from the object and moves with it. Completely covering the source of the darkness with an opaque object, such as a bowl or a helm, blocks the darkness. If any of this spell's area overlaps with an area of light created by a magical effect created by a creature of pure intentions and free from sin, the spell that created the light is dispelled.

## Spell of Enticement

Prerequisite: 3rd-level

As long as thy hands remain unfettered and thy speech flows unimpeded . . . you can use your action to cause creatures of your choice that you can see within 60 feet and that can hear you to make a Wisdom saving throw. Any creature that can't be charmed succeeds on this saving throw automatically, and if you or your companions are fighting a creature, it has advantage on the save. On a failed save, the target has disadvantage on Wisdom <Perception> checks made to perceive any creature other than you for 1 minute or until the target can no longer hear you. The spell ends if you are incapacitated or can no longer speak.

## Spell of Escape

Prerequisite: 3rd-level

As long as thy speech flows unimpeded . . . you can use your bonus action to teleport up to 30 feet to an unoccupied space you can see.



## Spell of Fear

As long as thy speech flows unimpeded . . . you can use your action to awaken the sense of mortality in one creature you can see within range. A construct or an undead is immune to this effect. The target must succeed on a Wisdom saving throw or become frightened of you for as long as you concentrate, up to 1 minute. The frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

## Spell of Flames

As long as thy hands remain unfettered and thy speech flows unimpeded . . . a thin sheet of flames shoots forth from your outstretched fingertips. Each creature in a 15-foot cone must make a Dexterity saving throw. A creature takes 3d6 fire damage on a failed save, or half as much damage on a successful one. The fire ignites any flammable objects in the area that aren't being worn or carried.

## Spell of Flight

Prerequisite: 5th-level

As long as thy hands remain unfettered, thy speech flows unimpeded, and thou dost grasp a wing feather from any bird . . . you can use your action to gain a flying speed of 60 feet for as long as you concentrate, up to 10 minutes. When the spell ends, you fall if you are still aloft, unless you can stop the fall.



## Spell of Invisibility

Prerequisite: 3rd-level

As long as thy hands remain unfettered, thy speech flows unimpeded, and thou dost grasp an eyelash encased in gum arabic . . . you can use your action to become invisible for as long as you concentrate, up to 1 minute. Anything are are wearing or carrying is invisible as long as it is on your person. The spell ends if you attack or cast a spell.

## Spell of Paralysis

Prerequisite: 3rd-level

As long as thy hands remain unfettered, thy speech flows unimpeded, and thou dost grasp a small, straight piece of iron . . . you can use your action to choose a humanoid in range. The target must succeed on a Wisdom saving throw or be paralyzed for as long as you concentrate, up to 1 minute. At the end of each of its turns, the target can make another Wisdom saving throw. On a success, the spell ends on the target.



## Spell of Suggestion

Prerequisite: 3rd-level

As long as thy speech flows unimpeded and thou dost grasp a snake's tongue and a bit of honeycomb or drop of sweet oil . . . you can use your action to suggest a course of activity <limited to a sentence or two> and magically influence a creature you can see within 30 feet that can hear and understand you. Creatures that can't be charmed are immune to this effect. The suggestion must be worded in such a manner as to make the course of action sound

reasonable. Asking the creature to stab itself, throw itself onto a spear, immolate itself, or do some other obviously harmful act ends the spell. The target must make a Wisdom saving throw. On a failed save, it pursues the course of action you described to the best of its ability. The suggested course of action can continue for as long as you concentrate, up to 8 hours. If the suggested activity can be completed in a shorter time, the spell ends when the subject finishes what it was asked to do. You can also specify conditions that will trigger a special activity during the duration. For example, you might suggest that a knight give her warhorse to the first beggar she meets. If the condition isn't met before the spell expires, the activity isn't performed. If you or any of your companions damage the target, the spell ends.

# Spell of Summons

Prerequisite: 5th-level

As long as thy hands remain unfettered, thy speech flows unimpeded, and thou dost grasp an object important to the creature you are summoning worth at least 3,000 silver pieces . . . you can use your action to call forth an aberration, celestial, fey, or fiend with a challenge rating of 1 or lower. It manifests in an unoccupied space that you can see within range. The creature disappears when it drops to 0 hit points or for as long as you concentrate, up to 1 hour. The creature is an ally to you and your companions. In combat, the creature shares your initiative count, but it takes its turn immediately after yours. It obeys your verbal commands <no action required by you>. If you don't issue any, it takes the Dodge action and uses its move to avoid danger.



## Spell of Terror

Prerequisite: 5th-level

As long as thy hands remain unfettered, thy speech flows unimpeded, and thou dost grasp a white feather or the heart of a hen . . . You project a phantasmal image of a creature's worst fears. Each creature in a 30-foot cone must succeed on a Wisdom saving throw or drop whatever it is holding and become frightened for as long as you concentrate, up to 1 minute. While frightened by this spell, a creature must take the Dash action and move away from you by the safest available route on each of its turns, unless there is nowhere to move. If the creature ends its turn in a location where it doesn't have line of sight to you, the creature can make a Wisdom saving throw. On a successful save, the spell ends for that creature.

## Spell of Tongues

Prerequisite: 5th-level

As long as thy hands remain unfettered and thy speech flows unimpeded . . . you can use your action to gain the ability to speak any spoken language you hear for up to 1 hour. Moreover, when you speak, any creature that knows at least one language and can hear the target understands what you say.

**F**eats, dear reader, are singular talents that do set thee apart in the tapestry of New Sanctaria. They are the defining marks that distinguish thy path from others of similar stock or calling. As thou journeyest through this realm of promise and peril, remember that feats are not to be taken lightly, for they bear the weight of experience and the echoes of destiny, shaping thy character into a unique being with strengths uncommon and abilities unmatched.

**A list of feats appears over the next few pages. Choose one feat for your character, or roll d12 to determine one randomly, and record it on a sheet of paper or a journal. Then proceed to page [x].**

**1—Aware**—You gain a +5 bonus to initiative, you can't be surprised while you are conscious, and other creatures don't gain advantage on attack rolls against you as a result of being unseen by you.

**2—Duelist**—When you are wielding a finesse weapon with which you are proficient, you gain a bonus to your AC equal to your proficiency bonus.

**3—Grapppler**—You have advantage on attack rolls against a creature you are grappling. You can use your action to pint a creature grappled by you—to do so, make another grapple check. If you succeed, you and the creature are both restrained until the grapple ends.

**4—Leader**—You can spend 10 minute inspiring your comrades. When you do, choose up to six friendly creatures <which can include yourself>

within 30 feet of you who can see or hear you and can understand you. For the next minute, whenever a target makes an attack roll or a saving throw before the effect ends, the target can roll a d4 and add the number rolled to the attack roll or saving throw. A creature can't benefit from this feat again until has finished a short or long rest.

**5—Linguist**—Increase your Intelligence score by 1, to a maximum of 18, and you learn three languages of your choice.

**6—Lucky**—You have a number of luck points equal to your Charisma modifier (minimum of 1). You can expend a luck point to gain one of the following benefits . . .

. . . deal maximum damage with one attack

. . .

. . . reroll an attack roll, ability check, or



- saving throw—yours or someone else's . . .
- . . . lower damage dealt to you by 1d6 . . .
- . . . neutralize a critical hit or critical failure . . .
- . . . gain advantage or grant disadvantage on one attack roll, ability check, or saving throw—yours or someone else's . . .

You regain all expended luck points when you complete a long rest.

**7—Magic Resistance**—You have advantage on saving throws against spells and magical effects.

**8—Mobile**—Increase your speed by 10 feet. When you use the Dash action, difficult terrain doesn't cost you extra movement and you don't provoke opportunity attacks that turn.

**9—Observer**—Increase your Wisdom score by 1, to a maximum of 18. You have a +5 bonus on your passive Wisdom <Perception> and passive

Intelligence <Investigation> scores.

**10—Savage Attacker**—You gain a bonus to damage rolls made with melee weapon attacks equal to your proficiency bonus.

**11—Sharpshooter**—Attacking at long range doesn't impose disadvantage on your ranged weapon attack rolls and your ranged weapon attacks ignore half cover and three-quarters cover. You can use your bonus action to take aim with a ranged weapon. If you do, you can gain advantage on the attack roll.

**12—Tough**—Whenever you gain a level, instead of rolling for hit points, you increase your hit point maximum by the maximum roll of your hit die plus your Constitution modifier. This effect is not retroactive.

## CHAP. 2

## KNOW THY WORLD

Wherein the reader shall garner understanding of ability checks and saving throws, the ebb of time's flow, the gait of movement, the solace of rest, and the sustenance of victuals and libations.

**A**bility checks doth assay the innate prowess and practiced skill of a character or creature, striving to surmount the obstacle afore them. When the outcome remaineth uncertain, the roll of dice doth ascertain the course of events.

To make an ability check, roll a d20 and add the relevant ability modifier. Apply any bonuses and penalties as determined by the rules or gamemaster, and compare the total to the Difficulty Class <DC> for the check. If the total equals or exceeds the DC, the ability check is a success. The gamemaster and rules determine the DC.

**S**aving throws doth portray endeavors to resist spells, snares, venom, ailments, or akin effects. One doth not ordinarily elect to embark upon a saving throw; it is imposed upon thee when thee faces jeopardy of harm.

To make a saving throw, roll a d20 and add the appropriate ability modifier, plus your proficiency bonus, if you are proficient in the saving throw as determined by your class or special abilities. If the result is equal to or greater than the Difficulty Class for the saving throw—as determined by the gamemaster—the saving throw is a success.

**D**ifficulty classes represent challenges beyond the ordinary, demanding the utmost diligence and determination to overcome.

For every ability check and saving throw, the gamemaster decides which of the six abilities are relevant to the task or save at hand and the difficulty of the task or save, represented by a Difficulty Class <DC>. The more difficult the task or save, the higher its DC.

. . . a very easy task is DC 5 . . .

. . . an easy task is DC 10 . . .

. . . a medium task is DC 15 . . .

. . . a hard task is DC 20 . . .

. . . a very hard task is DC 25 . . .

. . . a nearly impossible task is DC 30 . . .

**C**ontests doth unfold at moments when the endeavors of one character or creature art in direct opposition to those of another.

Both participants in a contest make ability checks appropriate for their efforts, applying all appropriate bonuses and penalties. They compare the totals for their two checks, instead of a Difficulty Class. The participant with the higher check wins. In the case of a tie, the situation remains the same as it was before the contest.

**T**he **proficiency bonus**, oft seen as the most prevalent ilk of modifier, doth grace thy rolls, reflecting thy inherent training or aptitude in a skill, weapon, or tool.

Characters have a proficiency bonus determined by their level—the bonus is +2 at first level, and increases by +1, to +3, at the 5th level. The bonus applies to many instances . . .

- . . . attack rolls using weapons with which you're proficient . . .
- . . . attack rolls with spells you cast . . .
- . . . ability checks using skills or tools with which you are proficient . . .
- . . . saving throws in which you're proficient . . .
- . . . saving throw DCs for spells you cast . . .



**A**t times, a peculiar ability, enchantment, or circumstance bestows upon thee **advantage** or **disadvantage** in an ability check, saving throw, or attack roll.

When you have advantage or disadvantage, roll a second d20 when you make the roll. Use the higher of the two rolls if you have advantage, and use the lower roll if you have disadvantage. If multiple situations affect a roll and each one grants advantage or imposes disadvantage, don't roll more than one additional d20. In situations where you have both disadvantage and disadvantage, you are considered to have neither of them, and you roll one d20, even if you have multiple circumstances imposing disadvantage and only one granting advantage, and vice versa.

**A** skill doth embody a particular facet of an ability score, and thy proficiency in a skill doth reveal thy concentration upon that facet.

The skills related to each ability score are shown in the following list. There are no skills related to Constitution.

A passive check is a special kind of check that doesn't involve die rolls. A character's passive score is equal to 10 + all modifiers that normally apply to the check.

Wisdom <Perception> checks are a common type of passive check.

**Strength**

Athletics

**Dexterity**

Acrobatics

Sleight of Hand

Stealth

**Intelligence**

Arcana

History

Investigation

Nature

Religion

**Wisdom**

Animal Handling

Insight

Medicine

Perception

Survival

**Charisma**

Deception

Intimidation

Performance

Persuasion

In circumstances where the meticulous observation of the flow of **time** bears importance, the gamemaster judiciously discerns the duration that a task necessitates, employing a distinct chronology according to the circumstances of the given situation.

In a dungeon environment, the adventurers' movement happens on a scale of minutes. In a city or wilderness, a scale of hours is often more appropriate. For long journeys, a scale of days works best. And in come and other fast-paced situations, the game relies on rounds.

**W**hilst the gamemaster can succinctly portray the progress of the adventurer's journey without meticulous calculation of precise **movement** or duration of travel, occasions may arise where understanding the span of time required to traverse from one location to another holds significance.

Every character and monster has a movement speed, which is the distance in feet that the character or monster can walk in 1 round. The majority of characters have a movement speed of 30 feet.

J ourneying through perilous dungeons or untamed wilds often necessitates more than mere pedestrian strides. The valiant adventurers may find themselves ascending treacherous heights, creeping through confined spaces, crossing aqueous expanses, or leaping over formidable obstacles in their quest to reach their destination.

You move at half speed in difficult terrain—moving 1 foot in difficult terrain costs 2 feet of speed. While climbing or swimming, each foot of movement costs 1 extra foot—2 extra feet if in difficult terrain—unless a creature has a climbing or swimming speed.

**T**hy Strength governs the expanse thou canst traverse in a leap.

When you make a long jump, you cover a number of feet up to your Strength score if you move at least 10 feet on foot immediately before the jump. When you make a standing long jump, you can leap only half that distance. Either way, each foot you clear on the jump costs a foot of movement.

When you make a high jump, you leap into the air a number of feet equal to  $3 +$  your Strength modifier—minimum of 0 feet—if you move at least 10 feet on foot immediately before the jump. When you make a standing high jump, you can jump only half that distance. Either way, each foot you clear on the jump costs a foot of movement.

The foremost endeavor of venturing forth, detecting peril, uncovering concealed objects, striking a foe in combat, and aiming a spell, rest mightily upon thy acumen of **sight**. The shroud of darkness and other veils that shroud vision can pose a notable impediment.

In a lightly obscured area, creatures have disadvantage on Wisdom (Perception) checks that rely on sight. A heavily obscured area blocks vision entirely—a creature effective suffers from the blinded condition. Bright light lets most creatures see normally. Dim light creates a lightly obscured area. Darkness creates a heavily obscured area.



**D**iverse are the mannerisms of **sight**, beyond the vision common to most humankind.

A creature with blindsight can perceive its surroundings without relying on sight. Within a specific range, a creature with darkvision can see in dim light as if it were bright light and in darkness as if it were dim light. A creature with truesight can, out to a specific range, see in normal and magical darkness, see invisible creatures and objects, automatically detect visual illusions and succeed on saving throws against them, and perceives the original form of a shapechanger or a creature that is transformed by magic. Furthermore, such a creature can see into the Ethereal Plane.

**S**hould thou abstain from sustenance, thy well-being shall suffer.

Characters who don't eat or drink suffer the effect of exhaustion—see page [x]. Exhaustion caused by lack of food or water can't be removed until the character eats and drinks the full required amount. You need to consume one pound of food per day, and can go without food for a number of deals equal to 3 + your Constitution modifier, minimum of 1. Beyond that limit, you suffer one level of exhaustion each day. You also need one gallon of water per day, two if the weather is hot. If you drink only half that, you must succeed on a DC 15 Constitution saving throw or suffer one level of exhaustion at the end of the day. You suffer one level automatically if you consume even less.

Every adventurer requires **rest**, hours to slumber and dine, mend their hurts, rekindle their minds and souls for the casting of spells, and gird themselves for the next escapade.

A short rest is a period of downtime, at least 1 hour long, during which a character does nothing more strenuous than eating, drinking, reading, and tending to wounds. A character can spend one or more Hit Dice at the end of a short rest, up to the character's maximum number of Hit Dice, which is equal to the character's level. For each Hit Die spent in this way, the player rolls the die and adds the character's Constitution modifier to it. The character regains hit points to the total (minimum of 0.). The player can decide to spend additional Hit Dice after each roll.

A long rest is a period of extended downtime, at least 8 hours long, during which a character sleeps or performs light activity: reading, talking, eating, or standing watch for no more than 2 hours. If the rest is interrupted by at least 1 hour of strenuous activity, the characters must begin the rest again to gain any benefit from it. At the end of a long rest, a character regains all lost hit points. The character also regains spent Hit Dice, up to a number of dice equal to half of the character's total number of them <minimum of one die>. A character can't benefit from more than one long rest in a 24-hour period, and a character must have at least 1 hit point at the start of the rest to gain its benefits.

## CHAP. 3

## KNOW THINE ENEMY

Wherein the reader shalt acquire understanding of combat's regulations, along with matters pertaining to vitality, mortality, and the hereafter.

A customary engagement in **combat** unfolds as a confrontation betwixt two opposing factions, a flurry of weapon swings, artful feints, skillful parries, agile footwork, and the invocation of spells.

The game organizes the chaos of combat into a cycle of rounds and turns. A round represents about 6 seconds in the game world. During a round, each participants in battle takes a turn. The order of turns is determined at the beginning of a combat encounter, when everyone rolls initiative.

The sequence of combat is delineated into five concise phases.

### Combat step by step . . .

1—The gamemaster determines whether anyone involved in the combat is surprised.

2—The gamemaster decides where all the characters and monsters are located.

3—Everyone involved in the combat encounter rolls initiative, determining the order of combatant's turns.

4—Each participant in the battle takes a turn in initiative order.

5—When everyone involved in combat has had a turn, the round ends. Repeat step 4 until the fighting stops.

**O**n occasion, one faction in the battle secures the element of **surprise** over its adversary.

The gamemaster determines who might be surprised. Any character or monster that doesn't notice a threat is surprised at the start of the encounter. If you're surprised, you can't move or take an action on your first run of the combat, and you can't take a reaction until that turn ends.



**I**nitiative establishes the sequence of turns during skirmishes.

When combat starts, every participant makes a Dexterity check. The gamemaster then ranks the combatants in order from the one with the highest Dexterity check total to the one with the lowest—this is the initiative order in which they act during each round. If a tie occurs, the gamemaster decides the order among the combatants.

**W**ithin a round, each participant in a conflict takes a **turn**.

During your turn, you can . . .

. . . can move a distance up to your speed, usually 30 feet . . .

. . . take one action . . .

. . . take a bonus action, if you have a special ability spell, or other feature that allows you to do so . . .

. . . communicate however you are able . . .

. . . interact with one object or feature of the environment for free as part of your move or your action . . .

**I**n certain instances, extraordinary abilities, incantations, and situations provide thee with the chance to engage in a distinct action, recognized as a **reaction**.

**A reaction is an instant response to a trigger of some kind, which can occur on your turn or someone else's. When you take a reaction, you can't take another one until the start of your next turn.**

**A**midst the fray of combat, characters and creatures are ceaselessly engaged, employing **movement** and positioning to secure the advantage.

On your turn, you can move a distance up to your speed, typically 30 feet, using as much or as little of your speed as you like. If you take an action that includes more than one weapon attack, you can break up your movement between attacks. If you have more than one speed, such as a walking speed or flying speed, you can switch back and forth between your speeds during your move—whenever you switch, subtract the distance you’ve already moved from the new speed.

Battles seldom unfold in barren chambers or upon unadorned fields. Numerous combat settings encompass **difficult terrain**.

Every foot of movement in difficult terrain costs 1 extra root. This rule is true even if multiple things in a pace count as difficult terrain. You can move through a non-hostile creature's space, but that space counts as difficult terrain. You can only move through a hostile creature's space if the creature is at least two sizes larger or smaller than you. Regardless whether a creature is a friend or an enemy, You cannot willingly end your move in another creature's space unless the creature is two sizes larger or smaller than you.

**F**requently, combatants find themselves prone on the ground, whether due to being knocked down or by their own volition.

A prone creature's only movement option is to crawl, unless it stands up and thereby ends the condition. A prone creature has disadvantage on attack rolls. An attack roll against the creature has advantage if the attacker is within 5 feet of the creature—otherwise, the attack roll has advantage. You can drop prone without using any of your speed. Standing up takes more effort—doing so costs an amount of movement equal to half your speed. To move while prone, you must crawl or use magic such as teleportation. Every foot of movement while crawling costs 1 extra foot—crawling 1 foot in difficult terrain costs 3 feet of movement.

**T**he space a creature claims during combat, measured in feet, is more about its mastery than its physical proportions, signifying the area it needs to wage its struggle with efficacy.

The space a creature takes up is determined by its size category . . .

Tiny—2 ½ by 2 ½ feet

Small or Medium—5 by 5 feet

Large—10 by 10 feet

Huge—15 by 15 feet

Gargantuan—20 by 20 feet or larger

A creature can squeeze through a space that is large enough for a creature one size smaller than it. While squeezing through a space, a creature must spend 1 extra foot for every foot it moves and has disadvantage on attack rolls and Dexterity saving throws.

**W**hen thou dost enact thy **action** during thine own turn, thou hast the option to select one of the actions herein provided, an action bestowed by thy class or a unique attribute, or an action thou dost invent spontaneously.

The most common actions are . . .

Attack—You make one melee or ranged attack.

Cast a Spell—Most spells and magical effects have a casting time of 1 action, but some may use bonus actions or reactions, as determined by the spell’s text.

Dash—You gain an increase in movement equal to your speed, after applying any modifiers.

Disengage—Your movement doesn’t provoke



opportunity attacks for the rest of the turn.

Dodge—Until the start of your next turn, any attack roll made against you has advantage if you can see the attacker, and you make Dexterity saving throws with advantage. You lose this benefit if you are incapacitated.

Help—Choose a creature. That creature gains advantage on the next ability check it takes to perform the task you are helping with, provided that it makes the check before the start of your next turn. Alternatively, you can aid a friendly creature in attacking a creature within 5 feet of you—if your ally attacks the target before your next turn, the first attack roll is made with advantage.

Hide—You make a Dexterity <Stealth> check in an attempt to hide. The result of your check is contested by the Wisdom <Perception> check

of any creature that actively searches for signs of your presence, or notices you with its passive Wisdom <Perception> score.

Ready—You may act using your reaction before the start of your next turn. You must decide the circumstances that trigger the reaction. When the trigger occurs, you can either take your reaction or ignore the trigger.

Search—You devote your attention to finding something, and make a Wisdom <Perception> or Intelligence <Investigation> check, as determined by the gamemaster.

Use an Object—You use an object that requires your action to use, or if you wish to interact with more than one object on your turn.

**W**hether thou art smiting with a weapon in close combat, discharging a ranged weapon, or executing an attack roll within a spell's framework, the attack maintains a straightforward structure.

Attacks are made in this order . . .

1—Pick a target within your attacks' range—a creature, object, or location.

2—The gamemaster determines whether the target has cover and whether you have advantage or disadvantage against the target. In addition special abilities and other effects can apply penalties or bonuses to your attack roll.

3—You make the attack roll. On a hit, you roll damage, unless the attack has rules that specify otherwise. Some attacks cause special effects in addition to or instead of damage.

**I**n the throes of combat, as thou launchest an attack, it is the roll of thy dice that decides the fate of thy strike—whether it shall find its mark or be swayed by the winds of chance, missing its intended quarry.

To make an attack, roll a d20 and add the appropriate modifiers—your ability modifier, Strength for melee weapon attacks and some thrown weapons, or Dexterity for ranged weapon attacks and some finesse weapons, and your proficiency bonus if you proficient in the weapon. If the total of the roll plus modifiers equal or exceeds the target's Armor Class <AC>, the attack hits.

**A**t times, the threads of fate doth weave their tapestry upon the battlefield, bestowing their blessings upon the novice to guide their strike true, or casting shadows of misfortune upon the veteran, leading their blow astray.

If the d20 roll for an attack is 20, the attack hits regardless of any modifiers or the target's AC—this is called a critical hit. If the d20 roll for an attack is a 1, the attack misses regardless of any modifiers or the target's AC. This is a critical failure.

**A**midst the fray, combatants oft seek refuge from their adversaries' vigilant gaze by embracing the shadows, becoming invisible to the eyes that hunt, or cloaking themselves in the embrace of darkness.

When you attack a target that you can't see, you have disadvantage on the attack roll. When a creature can't see you, you have advantage on the attack roll against it. When you are hidden, both unseen and unheard, when you make an attack, you give away your location when the attack hits or misses.

**W**hen thou dost launch a **ranged attack**, thy hand guides a bow or crossbow, thy might hurls a handaxe, or other such means, to propel a missile and strike a distant adversary.

You can make a ranged attacks only against targets within a specified range. If the attack mode has a single range, you can't attack a target beyond this range. Some ranged attacks have two ranges. The smaller number is the normal range and the larger number is the long range. Your attack roll has disadvantage when your target is beyond normal range, and you can't attack a target beyond the long range. If you make a ranged attack and you are within 5 feet of a hostile creature who can see you and who isn't incapacitated, you have disadvantage on the attack roll.

**W**hen thou dost launch a **ranged attack**, thy hand guides a bow or crossbow, thy might hurls a handaxe, or other such means, to propel a missile and strike a distant adversary.

You can make a ranged attacks only against targets within a specified range. If the attack mode has a single range, you can't attack a target beyond this range. Some ranged attacks have two ranges. The smaller number is the normal range and the larger number is the long range. Your attack roll has disadvantage when your target is beyond normal range, and you can't attack a target beyond the long range. If you make a ranged attack and you are within 5 feet of a hostile creature who can see you and who isn't incapacitated, you have disadvantage on the attack roll.



**A** **melee attack** grants thee the chance to assail a foe in close quarters, wielding a hand-held weapon like a sword, warhammer, or axe—a creature of monstrosity may employ its claws, horns, teeth, or tentacles for such purpose.

Most creatures, including yourself, have a 5 foot reach. Certain creatures have a reach greater than 5 feet. Instead of using a weapon to make a melee weapon attack, you can use an unarmed strike, with which you are proficient. On a hit, your unarmed strike deals bludgeoning damage equal to 1 + your Strength modifier.

**A**midst a battle's tumult, all eyes remain vigilant for an opening to assail a foe in flight or in transit, a maneuver termed an opportunity attack.

You can make an opportunity attack when a hostile creature that you can see moves out of your reach without Disengaging. You must use your reaction to make one melee attack against the provoking creature, which occurs right before the creature leaves your reach. Creatures do not provoke opportunity attacks when teleporting or when someone or something moves you without using your movement action.

**W**hen wielding **dual weapons** in combat, the potency of the second strike wanes unless a unique ability offsets this drawback.

When you take the **Attack** action and attack with a light melee weapon that you're holding in one hand, you can use a bonus action to attack with a different light melee weapon that you're holding in the other hand. You don't add your ability modifier to the damage of the bonus attack, unless that modifier is negative. If either weapon has the **thrown** property, you can throw the weapon, instead of making a melee attack with it.

In lieu of assailing a creature, thou canst employ thy attack action to perform other distinctive melee maneuvers such as **grappling** or **shoving**.

The target of your grapple or shove must be no more than one size larger than you and must be within your reach. To grapple or shove, with at least one free hand, you make a Strength <Athletics> check contested by the target's Strength <Athletics> or Dexterity <Acrobatics> check, the target's choice. If you succeed, you may knock the target prone, push it 5 feet away from you, or grapple the target. A grappled creature's speed becomes 0 and it can't benefit from any bonus to its speed. The condition ends if the grapple is incapacitated or an effect removes the grappled creature from the

grappler's reach. A grappled creature can use its action to escape, doing so with a successful Strength <Athletics> or Dexterity <Acrobatics> check contested by your Strength (Athletics) check. When you move, you can carry the grappled creature with you, but your speed is halved unless the creature is two or more sizes smaller than you.

**W**alls, trees, creatures, and sundry barriers can offer **cover** during battle, rendering a mark more arduous to afflict. A mark may gain solace from cover solely when an attack or other effect takes root from the opposing flank of the shelter.

There are three degrees of cover. If a target is behind multiple sources of cover, only the most protective degree of cover applies. A target with half cover—half of its body is covered—has a +2 bonus to AC and Dexterity saving throws. A target with three-quarters cover—three-quarters of its body is covered—has a +5 bonus to AC and Dexterity saving throws. A target with total cover is completely concealed and can't be targeted directly by an attack or spell.

**W**ounds and the specter of demise walk alongside those who delve into the realm of New Sanctaria and the Wyrd, a constant presence in their journey. **Hit points** embody a mingling of bodily fortune and mental resilience, the fortitude to endure, and fate's favor. Beings with ample hit points prove resistant to demise, while those with scant endure as more delicate souls.

A creature's current hit points can be any number from the creature's hit point maximum down to 0. Whenever a creature takes damage, that damage is subtracted from its hit points. The loss of hit points has no effect on a creature's capabilities until the creature drops to 0 hit points.

**E**ach weapon, spell, and malign creature's art shall specify the sort of **damage** it brings.

You roll the damage die or dice, add any modifiers, and apply the damage to your target. Magic weapons, special abilities, and other factors can grant a bonus to damage. With a penalty it is possible to deal 0 damage, but never negative damage. When attacking with a weapon, you add your ability modifier—the same modifier used for the attack roll. A spell tells you which dice to roll for damage and whether to add any modifiers. If a spell or other effect deals damage to more than one target at the same time, roll the damage once for all of them. When you score a critical hit, you get to roll extra dice for the attacks' damage against the target. Roll all of the attack's damage dice



twice and add them together. Then add any relevant modifiers as normal. To speed up play, you can roll all the damage dice at once.

Different attacks, damaging spells, and other harmful effects deal different types of damage. These damage types have no rules of their own, but they are important for the purpose of invulnerability, resistance, and vulnerability: acid, bludgeoning, cold, fire, force, lightning, necrotic, piercing, poison, psychic, radiant, slashing, and thunder. If a creature or object has resistance to a damage type, damage of that type is halved against it. If a creature or any object has vulnerability to a damage type, damage of that type is doubled against it.

**U**nless it guides thee to thy final rest, harm bears no lasting weight, and even death itself can be undone through potent enchantments.

When a creature receives healing of any kind, hit points regain are added to its current hit points. A creature's hit points can't exceed its hit point maximum so any hit points regained in excess of this number are lost. A creature that has died can't regain hit points until magic has restored it to life.

**W**hen thy strength falters to naught but naught, thou art faced with the choice of departing this realm or surrendering to unconsciousness.

Massive damage can kill you instantly—when damage reduces you to 0 hit points and there is damage remaining, you die if the remaining damage equals or exceeds your hit points maximum. If damage reduces to hit points and fails to kill you, you fall unconscious—this unconsciousness ends if you regain any hit points.

Typically, monsters die when they reach 0 hit points.

**A**t the dawning of each turn when thou findest thyself ensnared by the chains of naught, thou must undertake a saving throw most peculiar.

When you start your turn with 0 hit points, roll a d20. If the roll is 10 or higher, you succeed. Otherwise, you fail. A roll of 1 on the d20 counts as two failures. But if you roll a 20, you regain 1 hit point and return to consciousness. If you take damage while you have 0 hit points, you suffer a failure. If it is a critical hit, you suffer two failures. A success or failure has no effect by itself. On your third success, you become stable. On your third failure, you die. These successes and failures need not be consecutive. The number resets to zero when you regain any hit points or become stable.

The surest path to rescue a being bereft of vitality is to mend it with healing.

You can use your action to stabilize an unconscious creature, which requires a successful DC Wisdom <Medicine> check. A stable creature doesn't make death saving throws, even though it has 0 hit points, but it doesn't remain unconscious. The creature stops being stable, and must start making death saving throws if it takes any damage. A stable creature that isn't healed regains 1 hit point after 1d4 hours.

Certain incantations and extraordinary aptitudes bestow fleeting vitality upon a creature.

When you have temporary hit points and take damage, the temporary hit points are lost first, and any leftover damage carries over to your normal hit points. Temporary hit points can exceed your hit points, but healing can't restore your temporary hit points and they can't be added together. When you have temporary hit points and receive more, you decide whether to keep the ones you have or to gain the new ones. If you have 0 hit points, receiving temporary hit points doesn't stabilize you or restore you to consciousness. Unless a feature that grants you temporary hit points has a duration, they last until depleted or you finish a long rest.

A creature of your selection, willing and of a grander stature, its constitution suiting, may be caparisoned to function as a **mount** for your ventures.

Once during your move, you can mount a creature that is within 5 of you or dismount. Doing so costs an amount of movement equal to half your speed. If an effect moves your mount against it while you're on it, you must succeed on a DC 10 Dexterity saving throw or fall off the mount, landing prone in a space within 5 feet of it. If you're knocked prone while mounted, you must make the same saving throw. If your mount is knocked prone, you can use your reaction to dismount it as it falls and land on your feet. Otherwise, you are dismounted and fall prone in a space within 5 feet.

While mounted, you can either control the mount or allow it to act independently. Intelligent creatures always act independently. The initiative of a controlled mount changes to match yours when you mount it. It moves as you direct it, and it has only three action options: Dash, Disengage, and Dodge. A controlled mount can move and act even on the turn that you mount it. An independent mount retains its place in initiative order, and bearing a rider puts no restrictions on its actions. Mounts provoke opportunity attacks while you're on it, and the attacker can target you or the mount.



Verily, adventurers oft do descend beneath the waves, where they are compelled to wage battles within an arduous aquatic milieu.

When making a melee weapon attack underwater, a creature that doesn't have a swimming speed has disadvantage on attack roll unless the weapon is a dagger, javelin, shortsword, spear, or trident. A ranged weapon attack automatically misses a target beyond the weapon's normal range. Even against a target within normal range, the attack roll has disadvantage unless the weapon is a crossbow, a net, or a weapon that is thrown like a javelin. Creatures and objects that are fully immersed in water have resistance to fire damage.

**C**onditions do indeed transmute a creature's abilities in sundry manners, manifesting due to spells, class attributes, monstrous assaults, or other influences.

**Blinded**—A blinded creature can't see and automatically fails any ability check that requires sight. Attack rolls against the creature have advantage, and creature's attack rolls have disadvantage.

**Charmed**—A charmed creature can't attack the charmer or target the charmer with harmful abilities or magical effects. The charmer has advantage on any ability check to interact socially with the creature.

**Deafened**—A deafened creature can't hear and automatically fails any ability check that requires hearing.

Frightened—A frightened creature has disadvantage on ability checks and attack rolls while the source of its fear is within line of sight. The creature can't willingly move closer to the source of its fear.

Grappled—A grappled creature's speed becomes 0, and it can't benefit from any bonus to its speed. The condition ends if the grappler is incapacitated. The condition also ends if an effect removes the grappled creature from the reach of the grappler or grappling effect.

Incapacitated—An incapacitated creature can't take actions or reactions.

Invisible—An invisible creature is impossible to see without the aid of magic or a special sense. For the purpose of hiding, the creature is heavily obscured. The creature's location can be detected by any noise it makes or any tracks it

leaves. Attack rolls against the creature have disadvantage, and the creature's attack rolls have advantage.

Paralyzed—A paralyzed creature is incapacitated (see the condition) and can't move or speak. The creature automatically fails Strength and Dexterity saving throws. Attack rolls against the creature have advantage. Any attack that hits the creature is a critical hit if the attacker is within 5 feet of the creature.

Petrified—A petrified creature is transformed, along with any nonmagical object it is wearing or carrying, into a solid inanimate substance (usually stone). Its weight increases by a factor of ten, and it ceases aging. The creature is incapacitated (see the condition), can't move or speak, and is unaware of its surroundings. Attack rolls against the creature have advantage.

The creature automatically fails Strength and Dexterity saving throws. The creature has resistance to all damage. The creature is immune to poison and disease, although a poison or disease already in its system is suspended, not neutralized.

Poisoned—A poisoned creature has disadvantage on attack rolls and ability checks.

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

Restrained—A restrained creature's speed becomes 0, and it can't benefit from any bonus to its speed. Attack rolls against the creature

have advantage, and the creature's attack rolls have disadvantage. The creature has disadvantage on Dexterity saving throws.

Stunned—A stunned creature is incapacitated (see the condition), can't move, and can speak only falteringly. The creature automatically fails Strength and Dexterity saving throws. Attack rolls against the creature have advantage.

Unconscious—An unconscious creature is incapacitated (see the condition), can't move or speak, and is unaware of its surroundings. The creature drops whatever it's holding and falls prone. The creature automatically fails Strength and Dexterity saving throws. Attack rolls against the creature have advantage. Any attack that hits the creature is a critical hit if the attacker is within 5 feet of the creature.

Certain extraordinary faculties and environmental perils, such as famine or the extended impacts of frigid or torrid climes, might induce a unique affliction known as **exhaustion**.

Exhaustion is measured in six levels. An effect can give a creature one or more levels of exhaustion, as specified in the effect's description.

1—Disadvantage on ability checks

2—Speed halved

3—Disadvantage on attack rolls and saving throws

4—Hit point maximum halved

5—Speed reduced to 0

6—Death

If an already exhausted creature suffers another effect that causes exhaustion, its

current level of exhaustion increases by the amount specified in the effect's description. A creature suffers the effect of its current level of exhaustion as well as all lower levels. For example, a creature suffering level 2 exhaustion has its speed halved and has disadvantage on ability checks. An effect that removes exhaustion reduces its level as specified in the effect's description, with all exhaustion effects ending if a creature's exhaustion level is reduced below 1. Finishing a long rest reduces a creature's exhaustion level by 1, provided that the creature has also ingested some food and drink.

















