

Druid

August 22, 2022



Level	Proficiency Bonus	Cantrips Known	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	Features
1st	+2	2	2	–	–	–	–	–	–	–	–	Druidic, Spellcasting
2nd	+2	2	3	–	–	–	–	–	–	–	–	Wild Shape, Druid Circle
3rd	+2	2	4	2	–	–	–	–	–	–	–	–
4th	+2	3	4	3	–	–	–	–	–	–	–	Wild Shape Improvement, Ability Score Improvement
5th	+3	3	4	3	2	–	–	–	–	–	–	–
6th	+3	3	4	3	3	–	–	–	–	–	–	Druid Circle feature
7th	+3	3	4	3	3	1	–	–	–	–	–	–
8th	+3	3	4	3	3	2	–	–	–	–	–	Wild Shape Improvement, Ability Score Improvement
9th	+4	3	4	3	3	3	1	–	–	–	–	–
10th	+4	4	4	3	3	3	2	–	–	–	–	Druid Circle feature
11th	+4	4	4	3	3	3	2	1	–	–	–	–

Level	Proficiency Bonus	Cantrips Known	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	Features
12th	+4	4	4	3	3	3	2	1	–	–	–	Ability Score Improvement
13th	+5	4	4	3	3	3	2	1	1	–	–	–
14th	+5	4	4	3	3	3	2	1	1	–	–	Druid Circle feature
15th	+5	4	4	3	3	3	2	1	1	1	–	–
16th	+5	4	4	3	3	3	2	1	1	1	–	Ability Score Improvement
17th	+6	4	4	3	3	3	2	1	1	1	1	–
18th	+6	4	4	3	3	3	3	1	1	1	1	Timeless Body, Beast Spells
19th	+6	4	4	3	3	3	3	2	1	1	1	Ability Score Improvement
20th	+6	4	4	3	3	3	3	2	2	1	1	Archdruid

Class Features

As a druid, you gain the following class features.

Hit Points

Hit Dice: 1d8 per druid level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per druid level after 1st

Proficiencies

Armor: Light armor, medium armor, shields (druids will not wear armor or use shields made of metal)

Weapons: Clubs, daggers, darts, javelins, maces, quarterstaves, scimitars, sickles, slings, spears

Tools: Herbalism kit

Saving Throws: Intelligence, Wisdom

Skills: Choose two from Arcana, Animal Handling, Insight, Medicine, Nature, Perception, Religion, and Survival

Equipment

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a wooden shield or (b) any simple weapon
- (a) a scimitar or (b) any simple melee weapon
- Leather armor, an explorer's pack, and a druidic focus

Druidic

You know Druidic, the secret language of druids. You can speak the language and use it to leave hidden messages. You and others who know this language automatically spot such a message. Others spot the message's presence with a successful DC 15 Wisdom (Perception) check but can't decipher it without magic.

Spellcasting

Drawing on the divine essence of nature itself, you can cast spells to shape that essence to your will.

Cantrips

At 1st level, you know two cantrips of your choice from the druid spell list. You learn additional druid cantrips of your

choice at higher levels, as shown in the Cantrips Known column of the Druid table.

Preparing and Casting Spells

The Druid table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these druid spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest. You prepare the list of druid spells that are available for you to cast, choosing from the druid spell list. When you do so, choose a number of druid spells equal to your Wisdom modifier + your druid level (minimum of one spell). The spells must be of a level for which you have spell slots.

For example, if you are a 3rd-level druid, you have four 1st-level and two 2nd-level spell slots. With a Wisdom of 16, your list of prepared spells can include six spells of 1st or 2nd level, in any combination. If you prepare the 1st-level spell [Cure Wounds](#), you can cast it using a 1st-level or 2nd-level slot. Casting the spell doesn't remove it from your list of prepared spells.

You can also change your list of prepared spells when you finish a long rest. Preparing a new list of druid spells requires time spent in prayer and meditation: at least 1 minute per spell level for each spell on your list.

Spellcasting Ability

Wisdom is your spellcasting ability for your druid spells, since your magic draws upon your devotion and attunement to nature. You use your Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a druid spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Wisdom

modifier

Spell attack modifier = your proficiency bonus + your Wisdom modifier

Ritual Casting

You can cast a druid spell as a ritual if that spell has the ritual tag and you have the spell prepared.

Spellcasting Focus

You can use a druidic focus as a spellcasting focus for your druid spells.

Wild Shape

Starting at 2nd level, you can use your action to magically assume the shape of a beast that you have seen before. You can use this feature twice. You regain expended uses when you finish a short or long rest.

Your druid level determines the beasts you can transform into, as shown in the Beast Shapes table. At 2nd level, for example, you can transform into any beast that has a challenge rating of 1/4 or lower that doesn't have a flying or swimming speed.

Beast Shapes

Level	Max. CR	Limitations	Example
2nd	1/4	No flying or swimming speed	Wolf
4th	1/2	No flying speed	Crocodile
8th	1	—	Giant Eagle

You can stay in a beast shape for a number of hours equal to half your druid level (rounded down). You then revert to your

normal form unless you expend another use of this feature. You can revert to your normal form earlier by using a bonus action on your turn. You automatically revert if you fall unconscious, drop to 0 hit points, or die.

While you are transformed, the following rules apply:

- Your game statistics are replaced by the statistics of the beast, but you retain your alignment, personality, and Intelligence, Wisdom, and Charisma scores. You also retain all of your skill and saving throw proficiencies, in addition to gaining those of the creature. If the creature has the same proficiency as you and the bonus in its stat block is higher than yours, use the creature's bonus instead of yours. If the creature has any legendary or lair actions, you can't use them.
- When you transform, you assume the beast's hit points and Hit Dice. When you revert to your normal form, you return to the number of hit points you had before you transformed. However, if you revert as a result of dropping to 0 hit points, any excess damage carries over to your normal form. For example, if you take 10 damage in animal form and have only 1 hit point left, you revert and take 9 damage. As long as the excess damage doesn't reduce your normal form to 0 hit points, you aren't knocked unconscious.
- You can't cast spells, and your ability to speak or take any action that requires hands is limited to the capabilities of your beast form. Transforming doesn't break your concentration on a spell you've already cast, however, or prevent you from taking actions that are part of a spell, such as [Call Lightning](#), that you've already cast.
- You retain the benefit of any features from your class, race, or other source and can use them if the new form is

physically capable of doing so. However, you can't use any of your special senses, such as darkvision, unless your new form also has that sense.

- You choose whether your equipment falls to the ground in your space, merges into your new form, or is worn by it. Worn equipment functions as normal, but the GM decides whether it is practical for the new form to wear a piece of equipment, based on the creature's shape and size. Your equipment doesn't change size or shape to match the new form, and any equipment that the new form can't wear must either fall to the ground or merge with it. Equipment that merges with the form has no effect until you leave the form.

Druid Circle

At 2nd level, you choose to identify with a circle of druids: the Circle of the Land or the Circle of the Moon, both detailed at the end of the class description. Your choice grants you features at 2nd level and again at 6th, 10th, and 14th level.

Ability Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Timeless Body

Starting at 18th level, the primal magic that you wield causes you to age more slowly. For every 10 years that pass, your body ages only 1 year.

Beast Spells

Beginning at 18th level, you can cast many of your druid spells in any shape you assume using Wild Shape. You can perform the somatic and verbal components of a druid spell while in a beast shape, but you aren't able to provide material components.

Archdruid

At 20th level, you can use your Wild Shape an unlimited number of times.

Additionally, you can ignore the verbal and somatic components of your druid spells, as well as any material components that lack a cost and aren't consumed by a spell. You gain this benefit in both your normal shape and your beast shape from Wild Shape.

Sacred Plants and Wood

A druid holds certain plants to be sacred, particularly alder, ash, birch, elder, hazel, holly, juniper, mistletoe, oak, rowan, willow, and yew. Druids often use such plants as part of a spellcasting focus, incorporating lengths of oak or yew or sprigs of mistletoe.

Similarly, a druid uses such woods to make other objects, such as weapons and shields. Yew is associated with death and

rebirth, so weapon handles for scimitars or sickles might be fashioned from it. Ash is associated with life and oak with strength. These woods make excellent hafts or whole weapons, such as clubs or quarterstaves, as well as shields. Alder is associated with air, and it might be used for thrown weapons, such as darts or javelins.

Druids from regions that lack the plants described here have chosen other plants to take on similar uses. For instance, a druid of a desert region might value the yucca tree and cactus plants.

Druids and the Gods

Some druids venerate the forces of nature themselves, but most druids are devoted to one of the many nature deities worshiped in the multiverse. The worship of these deities is often considered a more ancient tradition than the faiths of clerics and urbanized peoples.

Druid Circles

- [Circle of the Land](#)

Druid Spells

- [Animal Friendship](#)
- [Animal Messenger](#)
- [Animal Shapes](#)
- [Antilife Shell](#)
- [Antipathy/Sympathy](#)
- [Awaken](#)
- [Barkskin](#)

- [Blight](#)
- [Call Lightning](#)
- [Charm Person](#)
- [Commune with Nature](#)
- [Confusion \(Spell\)](#)
- [Conjure Animals](#)
- [Conjure Elemental](#)
- [Conjure Fey](#)
- [Conjure Minor Elementals](#)
- [Conjure Woodland Beings](#)
- [Contagion](#)
- [Control Water](#)
- [Control Weather](#)
- [Create or Destroy Water](#)
- [Cure Wounds](#)
- [Darkvision](#)
- [Daylight](#)
- [Detect Magic](#)
- [Detect Poison and Disease](#)
- [Dispel Magic](#)
- [Dominate Beast](#)
- [Druidcraft](#)
- [Earthquake](#)
- [Enhance Ability](#)
- [Entangle](#)
- [Faerie Fire](#)
- [Feeblemind](#)
- [Find the Path](#)
- [Find Traps](#)
- [Fire Storm](#)
- [Flame Blade](#)
- [Flaming Sphere](#)
- [Fog Cloud](#)
- [Foresight](#)

- [Freedom of Movement](#)
- [Geas](#)
- [Giant Insect](#)
- [Goodberry](#)
- [Greater Restoration](#)
- [Guidance](#)
- [Gust of Wind](#)
- [Hallucinatory Terrain](#)
- [Heal](#)
- [Healing Word](#)
- [Heat Metal](#)
- [Heroes' Feast](#)
- [Hold Person](#)
- [Ice Storm](#)
- [Insect Plague](#)
- [Iz'zart's Swarm Limb](#)
- [Jump](#)
- [Lesser Restoration](#)
- [Locate Animals or Plants](#)
- [Locate Creature](#)
- [Locate Object](#)
- [Longstrider](#)
- [Mass Cure Wounds](#)
- [Meld into Stone](#)
- [Mending](#)
- [Mirage Arcane](#)
- [Moonbeam](#)
- [Move Earth](#)
- [Pass without Trace](#)
- [Planar Binding](#)
- [Plane Shift](#)
- [Plant Growth](#)
- [Poison Spray](#)
- [Polymorph](#)

- [Produce Flame](#)
- [Protection from Energy](#)
- [Protection from Poison](#)
- [Purify Food and Drink](#)
- [Regenerate](#)
- [Reincarnate](#)
- [Resistance](#)
- [Reverse Gravity](#)
- [Scrying](#)
- [Shapechange](#)
- [Shillelagh](#)
- [Sleet Storm](#)
- [Speak with Animals](#)
- [Speak with Plants](#)
- [Spike Growth](#)
- [Stone Shape](#)
- [Stoneskin](#)
- [Storm of Vengeance](#)
- [Sunbeam](#)
- [Sunburst](#)
- [Thunderwave](#)
- [Transport via Plants](#)
- [Tree Stride](#)
- [True Resurrection](#)
- [Wall of Fire](#)
- [Wall of Stone](#)
- [Wall of Thorns](#)
- [Water Breathing](#)
- [Water Walk](#)
- [Wind Walk](#)
- [Wind Wall](#)
- [Zaganna's Lightvision](#)

Cleric

August 22, 2022



Level	Proficiency Bonus	Cantrips Known	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	Features
1st	+2	3	2	–	–	–	–	–	–	–	–	Spellcasting, Divine Domain
2nd	+2	3	3	–	–	–	–	–	–	–	–	Channel Divinity (1/rest), Divine Domain feature
3rd	+2	3	4	2	–	–	–	–	–	–	–	–
4th	+2	4	4	3	–	–	–	–	–	–	–	Ability Score Improvement
5th	+3	4	4	3	2	–	–	–	–	–	–	Destroy Undead (CR 1/2)
6th	+3	4	4	3	3	–	–	–	–	–	–	Channel Divinity (2/rest), Divine Domain feature
7th	+3	4	4	3	3	1	–	–	–	–	–	–

Level	Proficiency Bonus	Cantrips Known	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	Features
8th	+3	4	4	3	3	2	–	–	–	–	–	Ability Score Improvement, Destroy Undead (CR 1), Divine Domain feature
9th	+4	4	4	3	3	3	1	–	–	–	–	–
10th	+4	5	4	3	3	3	2	–	–	–	–	Divine Intervention
11th	+4	5	4	3	3	3	2	1	–	–	–	Destroy Undead (CR 2)
12th	+4	5	4	3	3	3	2	1	–	–	–	Ability Score Improvement
13th	+5	5	4	3	3	3	2	1	1	–	–	–
14th	+5	5	4	3	3	3	2	1	1	–	–	Destroy Undead (CR 3)
15th	+5	5	4	3	3	3	2	1	1	1	–	–
16th	+5	5	4	3	3	3	2	1	1	1	–	Ability Score Improvement
17th	+6	5	4	3	3	3	2	1	1	1	1	Destroy Undead (CR 4), Divine Domain feature
18th	+6	5	4	3	3	3	3	1	1	1	1	Channel Divinity (3/rest)
19th	+6	5	4	3	3	3	3	2	1	1	1	Ability Score Improvement
20th	+6	5	4	3	3	3	3	2	2	1	1	Divine Intervention improvement

Class Features

As a cleric, you gain the following class features.

Hit Points

Hit Dice: 1d8 per cleric level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per cleric level after 1st

Proficiencies

Armor: Light armor, medium armor. shields

Weapons: Simple weapons

Tools: None

Saving Throws: Wisdom, Charisma

Skills: Choose two from History, Insight, Medicine, Persuasion, and Religion

Equipment

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a mace or (b) a warhammer (if proficient)
- (a) scale mail, (b) leather armor, or (c) chain mail (if proficient)
- (a) a light crossbow and 20 bolts or (b) any simple weapon
- (a) a priest's pack or (b) an explorer's pack
- A shield and a holy symbol

Spellcasting

As a conduit for divine power, you can cast cleric spells.

Cantrips

At 1st level, you know three cantrips of your choice from the cleric spell list. You learn additional cleric cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Cleric table.

Preparing and Casting Spells

The Cleric table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest. You prepare the list of cleric spells that are available for you to cast, choosing from the cleric spell list. When you do so, choose a number of cleric spells equal to your Wisdom modifier + your cleric level (minimum of one spell). The spells must be of a level for which you have spell slots.

For example, if you are a 3rd-level cleric, you have four 1st-level and two 2nd-level spell slots. With a Wisdom of 16, your list of prepared spells can include six spells of 1st or 2nd level, in any combination. If you prepare the 1st-level spell *cure wounds*, you can cast it using a 1st-level or 2nd-level slot. Casting the spell doesn't remove it from your list of prepared spells.

You can change your list of prepared spells when you finish a long rest. Preparing a new list of cleric spells requires time spent in prayer and meditation: at least 1 minute per spell level for each spell on your list.

Spellcasting Ability

Wisdom is your spellcasting ability for your cleric spells. The

power of your spells comes from your devotion to your deity. You use your Wisdom whenever a cleric spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a cleric spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Wisdom modifier
Spell attack modifier = your proficiency bonus + your Wisdom modifier

Ritual Casting

You can cast a cleric spell as a ritual if that spell has the ritual tag and you have the spell prepared.

Spellcasting

Focus You can use a holy symbol as a spellcasting focus for your cleric spells.

Divine Domain

Choose one domain related to your deity. Your choice grants you domain spells and other features when you choose it at 1st level. It also grants you additional ways to use Channel Divinity when you gain that feature at 2nd level, and additional benefits at 6th, 8th, and 17th levels.

Domain Spells

Each domain has a list of spells—its domain spells— that you gain at the cleric levels noted in the domain description. Once you gain a domain spell, you always have it prepared, and it doesn't count against the number of spells you can prepare each day.

If you have a domain spell that doesn't appear on the cleric spell list, the spell is nonetheless a cleric spell for you.

Channel Divinity

At 2nd level, you gain the ability to channel divine energy directly from your deity, using that energy to fuel magical effects. You start with two such effects: Turn Undead and an effect determined by your domain. Some domains grant you additional effects as you advance in levels, as noted in the domain description.

When you use your Channel Divinity, you choose which effect to create. You must then finish a short or long rest to use your Channel Divinity again. Some Channel Divinity effects require saving throws. When you use such an effect from this class, the DC equals your cleric spell save DC.

Beginning at 6th level, you can use your Channel Divinity twice between rests, and beginning at 18th level, you can use it three times between rests. When you finish a short or long rest, you regain your expended uses.

Channel Divinity: Turn Undead

As an action, you present your holy symbol and speak a prayer censuring the undead. Each undead that can see or hear you within 30 feet of you must make a Wisdom saving throw. 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.

Ability Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Destroy Undead

Starting at 5th level, when an undead fails its saving throw against your Turn Undead feature, the creature is instantly destroyed if its challenge rating is at or below a certain threshold, as shown in the Destroy Undead table.

Cleric Level	Destroys Undead of CR...
5th	1/2 or lower
8th	1 or lower
11th	2 or lower
14th	3 or lower
17th	4 or lower

Divine Intervention

Beginning at 10th level, you can call on your deity to intervene on your behalf when your need is great.

Imploring your deity's aid requires you to use your action. Describe the assistance you seek, and roll percentile dice. If you roll a number equal to or lower than your cleric level, your

deity intervenes. The GM chooses the nature of the intervention; the effect of any cleric spell or cleric domain spell would be appropriate.

If your deity intervenes, you can't use this feature again for 7 days. Otherwise, you can use it again after you finish a long rest.

At 20th level, your call for intervention succeeds automatically, no roll required.

Divine Domain

- [Life Domain](#)
- [Warmth Domain](#)

Cleric Spells

- [Momo's Rainbow](#)
- [Vitality Exchange](#)
- [Cure Wounds](#)
- [Word of Recall](#)
- [Zone of Truth](#)
- [Water Walk](#)
- [Warding Bond](#)
- [True Seeing](#)
- [True Resurrection](#)
- [Tongues](#)
- [Thaumaturgy](#)
- [Symbol](#)
- [Stone Shape](#)
- [Spiritual Weapon](#)
- [Spirit Guardians](#)
- [Spare the Dying](#)

- [Speak with Dead](#)
- [Shield of Faith](#)
- [Silence](#)
- [Sending](#)
- [Scrying](#)
- [Sanctuary](#)
- [Revivify](#)
- [Sacred Flame](#)
- [Resurrection](#)
- [Resistance](#)
- [Regenerate](#)
- [Remove Curse](#)
- [Protection from Poison](#)
- [Raise Dead](#)
- [Purify Food and Drink](#)
- [Protection from Evil and Good](#)
- [Protection from Energy](#)
- [Prayer of Healing](#)
- [Plane Shift](#)
- [Planar Binding](#)
- [Planar Ally](#)
- [Mending](#)
- [Mass Healing Word](#)
- [Meld into Stone](#)
- [Mass Heal](#)
- [Mass Cure Wounds](#)
- [Magic Circle](#)
- [Locate Creature](#)
- [Locate Object](#)
- [Legend Lore](#)
- [Light](#)
- [Lesser Restoration](#)
- [Insect Plague](#)
- [Inflict Wounds](#)

- [Holy Aura](#)
- [Hold Person](#)
- [Heroes' Feast](#)
- [Heal](#)
- [Harm](#)
- [Healing Word](#)
- [Guiding Bolt](#)
- [Hallow](#)
- [Guidance](#)
- [Guardian of Faith](#)
- [Greater Restoration](#)
- [Glyph of Warding](#)
- [Geas](#)
- [Gate](#)
- [Gentle Repose](#)
- [Freedom of Movement](#)
- [Forbiddance](#)
- [Flame Strike](#)
- [Fire Storm](#)
- [Find Traps](#)
- [Find the Path](#)
- [Etherealness](#)
- [Enhance Ability](#)
- [Earthquake](#)
- [Divination](#)
- [Divine Word](#)
- [Dispel Magic](#)
- [Dispel Evil and Good](#)
- [Detect Poison and Disease](#)
- [Detect Magic](#)
- [Detect Evil and Good](#)
- [Daylight](#)
- [Death Ward](#)
- [Create Food and Water](#)

- [Create Undead](#)
- [Create or Destroy Water](#)
- [Control Water](#)
- [Continual Flame](#)
- [Control Weather](#)
- [Contagion](#)
- [Conjure Celestial](#)
- [Commune](#)
- [Command](#)
- [Calm Emotions](#)
- [Blindness/Deafness](#)
- [Bless](#)
- [Blade Barrier](#)
- [Bestow Curse](#)
- [Beacon of Hope](#)
- [Bane](#)
- [Banishment](#)
- [Astral Projection](#)
- [Augury](#)
- [Antimagic Field](#)
- [Animate Dead](#)
- [Aid](#)

Bard

August 22, 2022



Level	Proficiency Bonus	Cantrips Known	Spells Known	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	Features
1st	+2	2	4	2	–	–	–	–	–	–	–	–	Spellcasting, Bardic Inspiration (d6)
2nd	+2	2	5	3	–	–	–	–	–	–	–	–	Jack of All Trades, Song of Rest (d6)
3rd	+2	2	6	4	2	–	–	–	–	–	–	–	Bard College, Expertise
4th	+2	3	7	4	3	–	–	–	–	–	–	–	Ability Score Improvement
5th	+3	3	8	4	3	2	–	–	–	–	–	–	Bardic Inspiration (d8), Font of Inspiration
6th	+3	3	9	4	3	3	–	–	–	–	–	–	Countercharm, Bard College feature
7th	+3	3	10	4	3	3	1	–	–	–	–	–	–
8th	+3	3	11	4	3	3	2	–	–	–	–	–	Ability Score Improvement
9th	+4	3	12	4	3	3	3	1	–	–	–	–	Song of Rest (d8)
10th	+4	4	14	4	3	3	3	2	–	–	–	–	Bardic Inspiration (d10), Expertise, Magical Secrets
11th	+4	4	15	4	3	3	3	2	1	–	–	–	–

Level	Proficiency Bonus	Cantrips Known	Spells Known	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	Features
12th	+4	4	15	4	3	3	3	2	1	–	–	–	Ability Score Improvement
13th	+5	4	16	4	3	3	3	2	1	1	–	–	Song of Rest (d10)
14th	+5	4	18	4	3	3	3	2	1	1	–	–	Magical Secrets, Bard College feature
15th	+5	4	19	4	3	3	3	2	1	1	1	–	Bardic Inspiration (d12)
16th	+5	4	19	4	3	3	3	2	1	1	1	–	Ability Score Improvement
17th	+6	4	20	4	3	3	3	2	1	1	1	1	Song of Rest (d12)
18th	+6	4	22	4	3	3	3	3	1	1	1	1	Magical Secrets
19th	+6	4	22	4	3	3	3	3	2	1	1	1	Ability Score Improvement
20th	+6	4	22	4	3	3	3	3	2	2	1	1	Superior Inspiration

Class Features

As a bard, you gain the following class features.

Hit Points

Hit Dice: 1d8 per bard level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per bard level after 1st

Proficiencies

Armor: Light armor

Weapons: Simple weapons, hand crossbows, longswords, rapiers, shortswords

Tools: Three musical instruments of your choice

Saving Throws: Dexterity, Charisma

Skills: Choose any three

Equipment

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a rapier, (b) a longsword, or (c) any simple weapon
- (a) a diplomat's pack or (b) an entertainer's pack
- (a) a lute or (b) any other musical instrument
- Leather armor and a dagger

Spellcasting

You have learned to untangle and reshape the fabric of reality in harmony with your wishes and music. Your spells are part of your vast repertoire, magic that you can tune to different situations.

Cantrips

You know two cantrips of your choice from the bard spell list. You learn additional bard cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Bard table.

Spell Slots

The Bard table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

For example, if you know the 1st-level spell cure wounds and have a 1st-level and a 2nd-level spell slot available, you can

cast cure wounds using either slot.

Spells Known of 1st Level and Higher

You know four 1st-level spells of your choice from the bard spell list.

The Spells Known column of the Bard table shows when you learn more bard spells of your choice. Each of these spells must be of a level for which you have spell slots, as shown on the table. For instance, when you reach 3rd level in this class, you can learn one new spell of 1st or 2nd level.

Additionally, when you gain a level in this class, you can choose one of the bard spells you know and replace it with another spell from the bard spell list, which also must be of a level for which you have spell slots.

Spellcasting Ability

Charisma is your spellcasting ability for your bard spells. Your magic comes from the heart and soul you pour into the performance of your music or oration. You use your Charisma whenever a spell refers to your spellcasting ability. In addition, you use your Charisma modifier when setting the saving throw DC for a bard spell you cast and when making an attack roll with one.

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

Spell attack modifier = your proficiency bonus + your Charisma modifier

Ritual Casting

You can cast any bard spell you know as a ritual if that spell has the ritual tag.

Spellcasting Focus

You can use a musical instrument as a spellcasting focus for your bard spells.

Bardic Inspiration

You can inspire others through stirring words or music. To do so, you use a bonus action on your turn to choose one creature other than yourself within 60 feet of you who can hear you. That creature gains one Bardic Inspiration die, a d6.

Once within the next 10 minutes, the creature can roll the die and add the number rolled to one ability check, attack roll, or saving throw it makes. The creature can wait until after it rolls the d20 before deciding to use the Bardic Inspiration die, but must decide before the GM says whether the roll succeeds or fails. Once the Bardic Inspiration die is rolled, it is lost. A creature can have only one Bardic Inspiration die at a time.

You can use this feature a number of times equal to your Charisma modifier (a minimum of once). You regain any expended uses when you finish a long rest.

Your Bardic Inspiration die changes when you reach certain levels in this class. The die becomes a d8 at 5th level, a d10 at 10th level, and a d12 at 15th level.

Jack of All Trades

Starting at 2nd level, you can add half your proficiency bonus, rounded down, to any ability check you make that doesn't already include your proficiency bonus.

Song of Rest

Beginning at 2nd level, you can use soothing music or oration to help revitalize your wounded allies during a short rest. If you or any friendly creatures who can hear your performance regain

hit points at the end of the short rest by spending one or more Hit Dice, each of those creatures regains an extra 1d6 hit points.

The extra hit points increase when you reach certain levels in this class: to 1d8 at 9th level, to 1d10 at 13th level, and to 1d12 at 17th level.

Bard College

At 3rd level, you delve into the advanced techniques of a bard college of your choice. Your choice grants you features at 3rd level and again at 6th and 14th level.

Expertise

At 3rd level, choose two of your skill proficiencies. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies. At 10th level, you can choose another two skill proficiencies to gain this benefit.

Ability Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Font of Inspiration

Beginning when you reach 5th level, you regain all of your

expended uses of Bardic Inspiration when you finish a short or long rest.

Countercharm

At 6th level, you gain the ability to use musical notes or words of power to disrupt mind-influencing effects. As an action, you can start a performance that lasts until the end of your next turn. During that time, you and any friendly creatures within 30 feet of you have advantage on saving throws against being frightened or charmed. A creature must be able to hear you to gain this benefit. The performance ends early if you are incapacitated or silenced or if you voluntarily end it (no action required).

Magical Secrets

By 10th level, you have plundered magical knowledge from a wide spectrum of disciplines. Choose two spells from any class, including this one. A spell you choose must be of a level you can cast, as shown on the Bard table, or a cantrip.

The chosen spells count as bard spells for you and are included in the number in the Spells Known column of the Bard table.

You learn two additional spells from any class at 14th level and again at 18th level.

Superior Inspiration

At 20th level, when you roll initiative and have no uses of Bardic Inspiration left, you regain one use.

Bard Colleges

- [College of Lore](#)

Bard Spells

- [Color Flesh](#)
- [Kosha's Delicate Touch](#)
- [Cure Wounds](#)
- [Zone of Truth](#)
- [Vicious Mockery](#)
- [True Strike](#)
- [Unseen Servant](#)
- [True Polymorph](#)
- [True Seeing](#)
- [Tongues](#)
- [Tiny Hut](#)
- [Thunderwave](#)
- [Teleportation Circle](#)
- [Teleport](#)
- [Symbol](#)
- [Suggestion](#)
- [Stinking Cloud](#)
- [Speak with Plants](#)
- [Speak with Dead](#)
- [Speak with Animals](#)
- [Silent Image](#)
- [Sleep](#)
- [Silence](#)
- [Sending](#)
- [Shatter](#)
- [Seeming](#)

- [Scrying](#)
- [See Invisibility](#)
- [Resurrection](#)
- [Regenerate](#)
- [Raise Dead](#)
- [Project Image](#)
- [Programmed Illusion](#)
- [Prestidigitation](#)
- [Power Word Stun](#)
- [Power Word Kill](#)
- [Polymorph](#)
- [Plant Growth](#)
- [Planar Binding](#)
- [Nondetection](#)
- [Modify Memory](#)
- [Mislead](#)
- [Mirage Arcane](#)
- [Mind Blank](#)
- [Mending](#)
- [Minor Illusion](#)
- [Message](#)
- [Mass Suggestion](#)
- [Magic Mouth](#)
- [Major Image](#)
- [Mass Cure Wounds](#)
- [Magnificent Mansion](#)
- [Mage Hand](#)
- [Longstrider](#)
- [Locate Animals or Plants](#)
- [Locate Creature](#)
- [Locate Object](#)
- [Legend Lore](#)
- [Light](#)
- [Lesser Restoration](#)

- [Knock](#)
- [Irresistible Dance](#)
- [Invisibility](#)
- [Illusory Script](#)
- [Identify](#)
- [Hypnotic Pattern](#)
- [Hold Person](#)
- [Hold Monster](#)
- [Heroism](#)
- [Hideous Laughter](#)
- [Heat Metal](#)
- [Healing Word](#)
- [Hallucinatory Terrain](#)
- [Guards and Wards](#)
- [Greater Restoration](#)
- [Greater Invisibility](#)
- [Glibness](#)
- [Glyph of Warding](#)
- [Geas](#)
- [Freedom of Movement](#)
- [Foresight](#)
- [Forcecage](#)
- [Find the Path](#)
- [Feather Fall](#)
- [Feeblemind](#)
- [Fear](#)
- [Eyebite](#)
- [Faerie Fire](#)
- [Etherealness](#)
- [Enthrall](#)
- [Enhance Ability](#)
- [Dream](#)
- [Dominate Person](#)
- [Dominate Monster](#)

- [Dispel Magic](#)
 - [Disguise Self](#)
 - [Dimension Door](#)
 - [Detect Thoughts](#)
 - [Detect Magic](#)
 - [Dancing Lights](#)
 - [Confusion \(Spell\)](#)
 - [Compulsion](#)
 - [Comprehend Languages](#)
 - [Charm Person](#)
 - [Calm Emotions](#)
 - [Blindness/Deafness](#)
 - [Bestow Curse](#)
 - [Bane](#)
 - [Awaken](#)
 - [Arcane Sword](#)
 - [Animate Objects](#)
 - [Animal Messenger](#)
 - [Animal Friendship](#)
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Path of the Berserker

August 22, 2022

For some barbarians, rage is a means to an end, that end being violence. The Path of the Berserker is a path of untrammelled fury, slick with blood. As you enter the berserker's rage, you thrill in the chaos of battle, heedless of your own health or well-being.

Frenzy

Starting when you choose this path 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 suffer one level of exhaustion (as described in appendix A).

Mindless Rage

Beginning at 6th level, you can't be charmed or frightened while raging. If you are charmed or frightened when you enter your rage, the effect is suspended for the duration of the rage.

Intimidating Presence

Beginning at 10th level, you can use your action to frighten someone with your menacing presence. When you do so, choose one creature that you can see within 30 feet of you. If the creature can see or hear you, it must succeed on a Wisdom saving throw (DC equal to 8 + your proficiency bonus + your Charisma modifier) or be frightened of you until the end of your next turn. On subsequent turns, you can use your action to extend the duration of this effect on the frightened creature until the end of your next turn. This effect ends if the creature ends its turn out of line of sight or more than 60 feet away from you.

If the creature succeeds on its saving throw, you can't use this feature on that creature again for 24 hours.

Retaliation

Starting at 14th level, when you take damage from a creature that is within 5 feet of you, you can use your reaction to make a melee weapon attack against that creature.

Barbarian

August 22, 2022



Level	Proficiency Bonus	Rages	Rage Damage	Features
1st	+2	2	+2	Rage, Unarmored Defense
2nd	+2	2	+2	Reckless Attack, Danger Sense
3rd	+2	3	+2	Primal Path
4th	+2	3	+2	Ability Score Improvement
5th	+3	3	+2	Extra Attack, Fast Movement
6th	+3	4	+2	Path feature
7th	+3	4	+2	Feral Instinct
8th	+3	4	+2	Ability Score Improvement
9th	+4	4	+3	Brutal Critical (1 die)
10th	+4	4	+3	Path feature
11th	+4	4	+3	Relentless

Level	Proficiency Bonus	Rages	Rage Damage	Features
12th	+4	5	+3	Ability Score Improvement
13th	+5	5	+3	Brutal Critical (2 dice)
14th	+5	5	+3	Path Feature
15th	+5	5	+3	Persistent Rage
16th	+5	5	+4	Ability Score Improvement
17th	+6	6	+4	Brutal Critical (3 dice)
18th	+6	6	+4	Indomitable Might
19th	+6	6	+4	Ability Score Improvement
20th	+6	Unlimited	+4	Primal Champion

Class Features

As a barbarian, you gain the following class features.

Hit Points

Hit Dice: 1d12 per barbarian level

Hit Points at 1st Level: 12 + your Constitution modifier

Hit Points at Higher Levels: 1d12 (or 7) + your Constitution modifier per barbarian level after 1st

Proficiencies

Armor: Light armor, medium armor, shields

Weapons: Simple weapons, martial weapons

Tools: None

Saving Throws: Strength, Constitution

Skills: Choose two from Animal Handling, Athletics, Intimidation, Nature, Perception, and Survival

Equipment

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a greataxe or (b) any martial melee weapon
- (a) two handaxes or (b) any simple weapon
- An explorer's pack and four javelins

Rage

In battle, you fight with primal ferocity. 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 bonus to the damage roll that increases as you gain levels as a barbarian, as shown in the Rage Damage column of the Barbarian table.
- 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 for 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 the number of times shown for your barbarian level in the Rages column of the Barbarian table, you must finish a long rest before you can rage again.

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

Starting at 2nd level, you can throw aside all concern for defense to attack with fierce desperation. 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 until your next turn.

Danger Sense

At 2nd level, you gain an uncanny sense of when things nearby aren't as they should be, giving you an edge when you dodge away from danger. 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.

Primal Path

At 3rd level, you choose a path that shapes the nature of your rage. Your choice grants you features at 3rd level and again at 6th, 10th, and 14th levels.

Ability Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Extra Attack

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

Fast Movement

Starting at 5th level, your speed increases by 10 feet while you aren't wearing heavy armor.

Feral Instinct

By 7th level, your instincts are so honed that you have advantage on initiative rolls.

Additionally, if you are surprised at the beginning of combat and aren't incapacitated, you can act normally on your first turn, but only if you enter your rage before doing anything else on that turn.

Brutal Critical

Beginning at 9th level, you can roll one additional weapon damage die when determining the extra damage for a critical hit with a melee attack. This increases to two additional dice at 13th level and three additional dice at 17th level.

Relentless Rage

Starting at 11th level, your rage can keep you fighting despite grievous wounds. If you drop to 0 hit points while you're raging and don't die outright, you can make a DC 10 Constitution saving throw. If you succeed, you drop to 1 hit point instead.

Each time you use this feature after the first, the DC increases by 5. When you finish a short or long rest, the DC resets to 10.

Persistent Rage

Beginning at 15th level, your rage is so fierce that it ends early only if you fall unconscious or if you choose to end it.

Indomitable Might

Beginning at 18th level, if your total for a Strength check is less than your Strength score, you can use that score in place of the total.

Primal Champion

At 20th level, you embody the power of the wilds. Your Strength and Constitution scores increase by 4. Your maximum for those scores is now 24.

Primal Paths

- [Path of the Berserker](#)
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Thief

August 22, 2022

You hone your skills in the larcenous arts. Burglars, bandits, cutpurses, and other criminals typically follow this archetype, but so do rogues who prefer to think of themselves as professional treasure seekers, explorers, delvers, and investigators. In addition to improving your agility and stealth, you learn skills useful for delving into ancient ruins, reading unfamiliar languages, and using magic items you normally couldn't employ.

Fast Hands

Starting 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, or take the Use an Object action.

Second-Story Work

When you choose this archetype 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.

Supreme Sneak

Starting at 9th level, you have advantage on a Dexterity (Stealth) check if you move no more than half your speed on the same turn.

Use Magic Device

By 13th level, you have learned enough about the workings of

magic that you can improvise the use of items even when they are not intended for you. You ignore all class, race, and level requirements on the use of magic items.

Thief's Reflexes

When you reach 17th level, you have become adept at laying ambushes and quickly escaping danger. You can take two turns during the first round of any combat. You take your first turn at your normal initiative and your second turn at your initiative minus 10. You can't use this feature when you are surprised.

Rogue

August 22, 2022

Level	Proficiency Bonus	Sneak Attack	Features
1st	+2	1d6	Expertise, Sneak Attack, Thieves' Cant
2nd	+2	1d6	Cunning Action
3rd	+2	2d6	Roguish Archetype
4th	+2	2d6	Ability Score Improvement
5th	+3	3d6	Uncanny Dodge
6th	+3	3d6	Expertise
7th	+3	4d6	Evasion
8th	+3	4d6	Ability Score Improvement
9th	+4	5d6	Roguish Archetype feature

Level	Proficiency Bonus	Sneak Attack	Features
10th	+4	5d6	Ability Score Improvement
11th	+4	6d6	Reliable Talent
12th	+4	6d6	Ability Score Improvement
13th	+5	7d6	Roguish Archetype Feature
14th	+5	7d6	Blindsense
15th	+5	8d6	Slippery Mind
16th	+5	8d6	Ability Score Improvement
17th	+6	9d6	Roguish Archetype feature
18th	+6	9d6	Elusive
19th	+6	10d6	Ability Score Improvement
20th	+6	10d6	Stroke of Luck

Class Features

As a rogue, you gain the following class features.

Hit Points

Hit Dice: 1d8 per rogue level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per rogue level after 1st

Proficiencies

Armor: Light armor

Weapons: Simple weapons, hand crossbows, longswords, rapiers, shortswords

Tools: Thieves' tools

Saving Throws: Dexterity, Intelligence

Skills: Choose four from Acrobatics, Athletics, Deception, Insight, Intimidation, Investigation, Perception, Performance, Persuasion, Sleight of Hand, and Stealth

Equipment

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a rapier or (b) a shortsword
- (a) a shortbow and quiver of 20 arrows or (b) a shortsword
- (a) a burglar's pack, (b) a dungeoneer's pack, or (c) an explorer's pack
- (a) Leather armor, two daggers, and thieves' tools

Expertise

At 1st level, choose two of your skill proficiencies, or one of your skill proficiencies and your proficiency with thieves' tools. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies.

At 6th level, you can choose two more of your proficiencies (in skills or with thieves' tools) to gain this benefit.

Sneak Attack

Beginning at 1st level, you know how to strike subtly and exploit a foe's distraction. Once per turn, you can deal an extra 1d6 damage to one creature you hit 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 on the attack roll 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.

The amount of the extra damage increases as you gain levels in

this class, as shown in the Sneak Attack column of the Rogue table.

Thieves' Cant

During your rogue training you learned thieves' cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. Only another creature that knows thieves' cant understands such messages. It takes four times longer to convey such a message than it does to speak the same idea plainly.

In addition, you understand a set of secret signs and symbols used to convey short, simple messages, such as whether an area is dangerous or the territory of a thieves' guild, whether loot is nearby, or whether the people in an area are easy marks or will provide a safe house for thieves on the run.

Cunning Action

Starting at 2nd level, your quick thinking and agility allow you to move and act quickly. 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.

Roguish Archetype

At 3rd level, you choose an archetype that you emulate in the exercise of your rogue abilities, all detailed at the end of the class description. Your archetype choice grants you features at 3rd level and then again at 9th, 13th, and 17th level.

Ability Score Improvement

When you reach 4th level, and again at 8th, 10th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your

choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Uncanny Dodge

Starting at 5th 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.

Evasion

Beginning at 7th level, you can nimbly dodge out of the way of certain area effects, such as a red dragon's fiery breath or an [Ice Storm](#) spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Reliable Talent

By 11th level, you have refined your chosen skills until they approach perfection. Whenever you make an ability check that lets you add your proficiency bonus, you can treat a d20 roll of 9 or lower as a 10.

Blindsense

Starting at 14th level, if you are able to hear, you are aware of the location of any hidden or invisible creature within 10 feet of you.

Slippery Mind

By 15th level, you have acquired greater mental strength. You gain proficiency in Wisdom saving throws.

Elusive

Beginning at 18th level, you are so evasive that attackers rarely gain the upper hand against you. No attack roll has advantage against you while you aren't incapacitated.

Stroke of Luck

At 20th level, you have an uncanny knack for succeeding when you need to. If your attack misses a target within range, you can turn the miss into a hit. Alternatively, if you fail an ability check, you can treat the d20 roll as a 20.

Once you use this feature, you can't use it again until you finish a short or long rest.

Roguish Archetypes

Rogues have many features in common, including their emphasis on perfecting their skills, their precise and deadly approach to combat, and their increasingly quick reflexes. But different rogues steer those talents in varying directions, embodied by the rogue archetypes. Your choice of archetype is a reflection of your focus – not necessarily an indication of your chosen profession, but a description of your preferred techniques.

- [Thief](#)
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Yllbella

August 22, 2022



Medium humanoid (human), neutral good

- **Armor Class** 13
- **Hit Points** 19
- **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	16 (+3)	15 (+2)	18 (+4)	13 (+1)

- **Skills** Animal Handling +6, Insight +6, Religion +4, Survival +6
- **Senses** passive Perception 14
- **Languages** Celestial, Common, Druidic
- **Challenge** 2 (450 XP)

Spellcasting. Yllbella is a 2nd-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). She has the following [druid](#) spells prepared:

Cantrips (at will): [Guidance](#), [Mending](#), [Resistance](#)

1st level (3 slots): [Create or Destroy Water](#), [Cure Wounds](#), [Detect Poison and Disease](#), [Entangle](#), [Purify Food and Drink](#), [Speak with Animals](#)

Natural Recovery. Once per long rest during a short rest, she chooses expended spell slots to recover. The spell slots can have a combined level of up to 1, and none of the slots can be 6th level or higher.

Wild Shape. As an action, she can magically assume the shape of a beast that she has seen before twice per short rest. She can stay in beast shape for 1 hour before reverting back to her normal form (or as a bonus action earlier or if she falls unconscious, drops to 0 hit points, or dies). The beast has a maximum CR 1/4, no flying or swimming speed.

Actions

Longbow. Ranged Weapon Attack: +5 to hit, range 150/600 ft., one target. Hit: 7 (1d8 + 3) piercing damage.

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

Traits

Fine Motor Control Loss [IE 3, Chronic]. Yllbella has trouble making precise movements, especially with her hands and arms. She has a -3 penalty on all Dexterity (Sleight of Hand) checks, Dexterity checks to write, or other attempts to use precision with her hands such as playing a musical instrument.

Assistive Device

Aleksei's Obedient Gauntlet

Wondrous Item, common

These copper-accented leather gauntlets obey your mental

commands, reducing Fine Motor Control Loss by 2 IEs. When worn during combat or for spellcasting with somatic components, however, you can only reduce the IE to a minimum of 1 because the mental process to use them is different than typically using hands.

Face (NPC)

August 22, 2022

Medium humanoid (human), lawful evil

- **Armor Class** 17 (splint)
- **Hit Points** 58 (9d8 + 18)
- **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	14 (+2)	10 (+0)	11 (+0)	12 (+1)

- **Skills** Athletics +7, Intimidation +5, Perception +4
- **Damage Resistances** psychic
- **Senses** passive Perception 14
- **Languages** Common
- **Challenge** 9 (5,000 XP)

Relentless (Recharges after a Short or Long Rest). If Face takes 14 damage or less that would reduce him to 0 hit points, he is reduced to 1 hit point instead.

Traits

Pain (Hypoalgesia) [IE 4]. Face experiences less pain from injury than most people. On any day spent on at least mild activity, he must succeed on a DC 12 Dexterity saving throw. On failure, he sustains a sore or wound that he's unaware of. He must then succeed on a DC 12 Wisdom (Perception) check to identify the wound so it can be treated. If he receives help on this check, he makes the roll with advantage. If identified, a successful DC 9 Wisdom (Medicine) check will allow the wound to heal. If the check fails, he sustains 2 (1d4) damage per day until successfully treated. Because he does not feel pain the way most people do, he has resistance to psychic damage.

Actions

Multiattack. Face makes two longsword attacks. If he has a shortsword drawn, he can also make a shortsword attack.

Longsword. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

Shortsword. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) piercing damage.

Heavy Crossbow. Ranged Weapon Attack: +5 to hit, range 100/400 ft., one target. Hit: 6 (1d10 + 1) piercing damage.

Face has burns all over his body, except on his face. He lost all physical feeling, and his lack of pain and attitude after the explosion gives him a sense of invulnerability, making him the bully of the trio.

Ears (NPC)

August 22, 2022

Medium humanoid (human), lawful evil

- **Armor Class** 14 (leather armor)
- **Hit Points** 38 (7d8 + 7)
- **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	12 (+1)	11 (+0)	15 (+2)	9 (-1)

- **Skills** Nature +6, Perception +5, Stealth +6, Survival +8
- **Senses** passive Perception 18
- **Languages** Common, Goblin, Sylvan
- **Challenge** 7 (2,900 XP)

Assistive Familiars. Ears has a magic bond with two companion animals, an [eagle](#) and a [wolf](#).

While either is within 100 feet of him, he can communicate with them telepathically. Additionally, as an action, he can see through the eagle's eyes and smell through the wolf's nose until the start of his next turn. During this time, he is blind and anosmatic with regard to his own senses. Attack rolls made while seeing through the eagle's eyes are made with a -2 penalty due to the difference in perspective.

Freedom of Movement. Ears ignores difficult terrain, and magical effects can't reduce his speed or cause him to be restrained. He

can spend 5 feet of movement to escape from nonmagical restraints or being grappled.

Traits

Hearing Loss [IE 4]. Ears is deaf, which gives a -4 penalty on hearing-related checks but immunity to attacks that use sound (e.g., banshee wail). (Note: thunder damage is vibration, not sound, so this does not grant benefits against it.)

Actions

Multiattack. Ears makes two melee attacks or two ranged attacks.

Rapier. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) piercing damage.

Longbow. Ranged Weapon Attack: +6 to hit, range 150/600 ft., one target. Hit: 7 (1d8 + 3) piercing damage.

Reactions

Parry. Ears adds +4 to his AC against one melee attack that would hit him. To do so, Ears must see the attacker and be wielding a melee weapon.

Traits

Hearing Loss [IE 4]. Ears is deaf, which gives a -4 penalty on hearing-related checks but immunity to attacks that use sound (e.g., banshee wail). (Note: thunder damage is vibration, not sound, so this does not grant benefits against it.)

Ears lost his hearing in the explosion, leaving his head scarred

with burns, completely bald, and his ears look like melted skin sealed the holes. He has developed a supernatural bond with his two familiars and can partake of their senses.