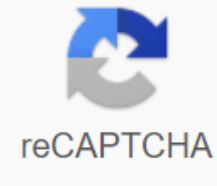




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## 5e xanathar's guide to everything warlock

SORCEROUS ORIGINS VAL J. o so G1 Ct (Htic.) i.e. I kkv'tjy. wiAt level 1, the sorcerer gets a sorcerer of fairy-c origin; J. f'rc;l t'l qv'c;t; wis? T Ht..... sture. The following options are re-available for the sorcerer. c;r'itw'l trt s'ov. (J. c; q;t G°din addition to those offered in the Player's Handbook: D ivine Soul, Shadow Magic, nd Storm Witchcraft. result. DIVINE SOUL EMPOWERED HEALINGNaisha is the spark of magic that feeds the sorcerer from a divine source that flickers within the 6th level, the divine energy of cours ING throughsoul. Having a s uch blessed soul is a sign that your you can empower healing spells. Whenever you orinnate magic can come from a distant but powerful fa. lly within 5 feet of you throws the dice to determ ine themiall connection with the divine being. Maybe your ances-number of points hitting the spell recovers, you can spend 1tor was an angel, tra nsformed in mortal and sent to the point of witchcraft to roll over any number of these D ice once, fight in the name of God. Or your birth may come into line with provided that you are not incapacitated. You can use this fairy-ancient prophecy, Marki ng you as a servant of the gods ture only once for turn.or selected vessel of divine magic. OTHERWORLDDL Y WINGS Divine Soul, with natural magnetism, is seen as athreat by some religious hierarchies. As an outsider who, starting from level 14, you can use the bonus action to commands of sacred power. Divine Soul can undermine a ma nifest pair of spectral wings from the back. Whi lea n existing order, claiming a direct connection with the divine. Wings are present, you have a flight speed of 30 feet. Wings of the last un il l you are incapacitated, you die, or you are in some cul tures, only those who can claim power d ismiss them as a bonus action of divine soul can command religious power. Inthese land, church positions are once again dominated by the affinity ITY you have chosen for your Divine Magic featrefew pedigree and have survived for generations. determines the appearance of spectral wings: eagle wings forever or law, bat wings for evil or chaos, and wings for neutrality. Sorcerer Level Function UNEARTHLY RECOVERY 1st Divine Magic, favored by the gods of the 6th Commissioner Healing On the 18th level, you get the opportunity to overcome the grievous 14th O therworldly Wi ngs injuries. As a bonus action, when you have less than 18th unearthly Recovery half of you hi t points Rema ining, you can restore the arm-bera hit points equal to half hit point maximum ao. DIVINE MAGIC Once you use this feature, you can't use it again, until you link to divine lows you to learn spells from you to finish a long rest. the clergy class. When spelling allows you to learn or replace a sorcerer's sorcerer or the spell of the sorcerer SHADOW MAGICI or above, you can choose a new spell from the clergy spell Lis t or a list of sorcerer's spells. You must you being a shadow, for your innate magicotherwise to obey all the limitations to choose comes from Shadowfell itself. You can trace yoursPELL and it becomes a sorcerer spell for you. Line to n essence from this place, or perhaps you were exposed to it dropped energy and converted by it. You The Power of Magic s hadow throws stra nge pall overlearn to add itional spell based on that intimacy, as shown in your physical presence. The spark of life that sustains it. It's a sorcerer's spell for you, but it doesn't consider you muted, as if he's struggling to stay viable againstaga inst your nude mber sorcerer spells are known. If you have dark energy, that them bues your soul. By your choice, later to replace this spell, you have to replace it w ith spell you can choose from or roll on Shadow Sorcererfro m clergy list of spells. queer table to create a quirk for your character. Affin ity Spell SHADOW SORCERER virksGood cured woundsEvil to inflict wounds d6 quirkLo bless you always icy cold to the touch. Chaos baneNeutrality protection from evil and good 2 When you sleep, you don't seem to breathe (although you still have to breathe to survive). FAVORED BY GODS 3 You barely bleed even when seriously injured. Starting from level 1, d ivine power protects your destiny. 4 Your heart beats once a minute. This eventf you are not a life-saving throw or miss with an attack roll, youcan roll 2d4 and add it in total, perhaps Changi ng sometimes surprises you. s You don't remember that living beings and corpses should be treated differently. 6 You bl ink. Times. Last week. CHAPTER I J CHARACTER OPTTONSSHADOW MAGIC FEATURESSorcerer The function of Level1st Eyes of the Dark, The Power of Grave3rd Eyes of the Dark (Darkness) 6th Dog Sick Omen14th Shadow Walk18th Umbral FormEYES OF THE DARK, but only against its goal. Add itionally, while the dog is within 5 feet of the goal, the goal has a flaw on level 1, you have a darkvis ion with a range of save throws against any spell you throw. The dog is 120 feet tall. disappears if it is reduced to 0 hit points, if its ta rget is reduced to 0 hit points, or after 5 minutes. When you reach level 3 in this class, you will learn that a spell of darkness that does not count against your SHADOW WALKNumber sorcerer spells is known. In addition, you can cast it by spending 2 points of witchcraft or by spending on the 14th level, you get the chance to step away from them pell s a lot. U you threw it to the point you can see the shadow in another. When you are in dim light or dark through the darkness created by the spell. ness, as a bonus action. Can magically teleport up to 120 feet into an unoccupied space you can see that also be a GRAVE in dim light or darkness. Starting from Level 1, your existence in the twilight state of being- UMBRALFORMtween life and death makes you hard to beat. Whendamage reduces you to 0 hit points, you can do starting from level 18. you can spend 6 magic points as a bonus action to magically turn yourself into aCharisma savings throw (DC 5 - damage). On a dark form. In this form, you have resistance to all the damage except strength and radiant damage, and youa success, you instead drop to 1 point of impact. You can't use can move through other creatures and objects as if they are a feature if you are reduced to 0 points hitting the radiant were difficl1.It terrain. You take 5 power damage if you enddamage or critical impact. turn inside the object. Once the saving throw succeeds, you can't use it you stay in this for m for 1 minute. It ends early ffeature again until you finish a long vacation. HOUND OF ILL OMEN STORM SORCERYAt level 6, you get the opportunity to cause the rise of darkness to chase your enemies. As a bonus your innate magic comes from the power of elementary, you can s pend 3 points of witchcraft to magically air. Many with th this power can trace their magic back tos ummon dog bad omens to target one creature you almost fatal experience caused by the Great Rain, but can see within 120 feet of you. The dog uses heavy, perhaps you were born during a howling storm so the power of the wolf statistics (see Monster Guide or app C lul that folk still tell stories about it, or your line mightn player's guide), with the following changes: include the influence of powerful aerial creatures such as the genie. Either way, the magic of the storm permeates – the dog s ize medium, not the big one, and he is considered to ales your being, monster, not beast. It appears with a number of time points equal to half of your sorcerer level. The dog does 5 power damage if it completes the turn inside the object. If the target has been hidden, it is no longer hidden from the dog. The dog appears in the unoccupied space of your eye within 30 feet of the target. Roll the initiative for thehound. In return, he can only move towards his goal on the most direct route, and he can use his action o nly to on-tack his target. Dog can make the possibility of attack. Storm sorcerers re- priceless me mbers of hip HEART STORMcrew. Their magic lows their exercise control over the wi nd and weathe r in ir immediate rea. Ir abili- On level 6, you n resis tance to lig htning and thunderies Iso prove useful in repelling attacks s ahuaing, damage. In add ition, w henever you with cake casting spellpirates, and other threats transmitted through the water. Level 1s t or above, which deals with lightning or thunder da mag, s tormy magic erupts from you. This eruption of STORM SORCERY FEATURES causes creatures of your choice that you can see within 10 feet of you take lig htning or thunde r damageSorcerer fea t u re (choose each time, When this abili ty activates) equal ha lf Level of your sorcerer level.1st Wind Speaker, Tempestuous Magic STORM GUIDE6th Heart Storm, Storm Guide14th Storm in 6th level, you get the opportunity s ubtly to control the weather around you.18th Shower wind If it rains You can use the action to cause rain to stop falling into a 20-foot radius with a phere cente red on you. You can finish this e ffect as a bonus action. The magic of the rcane you command is impregnated with ele-me nta l ai r. You can s rush, read and write Primordial. If it's Wl Ndy, you can use the bonus action eachKnowing it la nguage a lows you understand and round to choose the direction that w ind beats in are realized those w ho s peak his di lects: aq uan, 100-foot radius sphe re centered on you. The wind is blowing, Igna n, and Terra n, in this direction until the electronic end of your next turn. This fairy-ture d oesn't change wind speed. TEMPESTUOUS MAGIC STORM'S FURYStarting on level 1, you can use the bonus action on yourturn to call wh irling g us ts elementary OF BONUS CANTRIPS at the 14th level when you've been hit by melees on your ound you. You can use your react nio to address lig ht. This allows you to fly up to the intruder. Damage equa ls your sorcerer r level.to 10 feet without provoking attack opportunities. The attacker must Iso do the power of saving to throw Aga inst your sorcerer r spell to save DC. On the fa iled save, the striker is a hed in the s traig ht line up to 20 feet from you. WIND SOUL On the 18th level, you get immunity to lightning and tun-der damage. You also get a magical flying s peed 60 feet. As n action, you can red uce your flight speed up to 30 feet in 1 hour and choose the numbe g creatures Wl thin 30 feet of you equal to 3 - your Charis ma modifier. Selected creatures receive a magical flight speed of 30 feet in 1 hour. Once you reduce your flyin g speed in this way, you can't do so agai n until you finis h s hort o r long rest. No ot 'lov. r rwm ..... c.l.. I c; Go 'trc; Gt wit so ..... Is it i' writi 'Fr'G'? Val (,-zavzr ... I am t'l (t'is: Cc; - 1ov.r fow'r'l No1 c;t: lo.....? WARLOCK ПОКРОВИТЕЛЯ ОТНОШЕНИЯВЫ ДУМАЕТЕ, ЧТО Я С УМА? Я думаю, правда INSANITY Я S BEING d6 Отношение Ваш покровитель руководствовался руководствовался helped your family forcent live the life of mortal drudge1y when the knowledge is generational and kind to you, and the power to take in the kingdom beyond. 2 Every interaction with your capricious patron is a surprise, pleasant or painful. -Xarren, MessengerAcamar 3 Your patron spirit of a long-dead hero whoWa rlocks re- seekers and keepers of secrets. They insist sees your pact as a way to continue influ-on the edge of our understanding of the world, always enee world.seeking to expand your experience. Where sages or Wiz-A rds can weigh a clear sign of danger and e nd their 4 Your patron is strict disciplinary, but refers to youresearch, the sorcerer is immersed forward, unsaltable value. with a measure of respect. Thus, to create a sorcerer requires a kind of mixture of intelligence, curiosity and recklessness. Many folk s your patron has deceived you into a pact and treats you to describe this combination as evidence of madness. Sorcerers see this as a show of courage, as a slave. 6 You are basically left on your own devices without in-warlocks re-identified by two elements that workin the concert to forge your way into this class. The first terferent from your patron. Sometimes you dreedelement this event or circumstances that lead to the requirements that he will make when he appears. The second Is the nature of the entity in which the sorcerer is bound by SPECIAL TERMS OF THE PACTto. Unlike clerics who are usually e mbrace deity nd thatgod ethos, the sorcerer may not have love for the patron, the pact can range from free agreement to forma lor vice versa. contract with long, detailed provisions and lists of re-quirements. The terms of the pact are something that the sorcerer should sections that follow provide ways embellis h do to get the patron's favor- always dictated by a warlock character that can generate some intriguing patron. Sometimes these terms include a special history and role-playing capabilities, a caveat that may seem strange or fanoful, but sorcerers take these dicates as seriously as they do others re-P ATRON'S ATTITUDE quirements of their pacts. Every relationship is with the two sides of the street, but in the case of your character there is a pact that requires youwarlocks and their patrons It is not necessarily true that change their behavior in an unusual or seemingly similar side of the street have the same width or out of a frivolous way? Even if your patron doesn't impose the same thing. The feeling that a sorcerer holds on to his s uch duty on you ready, it doesn't mean that he can't, whether positive or negative, can be recipiro still happen.cated by a patron, or two party pactmight view of each other with opposite emotions. SPECIAL TERMS When you the attitude of your sorcerer Charac- d6 Termer conducts towa rd your your also consider how things are sent, you should take immediate action to look from the patron's perspective. How does your pa-against particular enemy of your patron.tron behave towards you? Is your patron a friend and ally, or an enemy that grants you power just because you 2 your pact checks your willpower; Do you have to force a pact on it? abstain from alcohol and other intoxicating. 3 At least once a day, you must write about Mr. cut the name of your patron or symbol on the wall of the building. 4 You must occasionally perform strange rituals to keep your pact. s You can never wear the same outfit twice, as your patron finds such predictability boring. 6 When you use the call of eldritch, as your patron finds such predictability boring. 6 When you use the call of eldritch, you must say the name of your patron out loud or risk incurring his displeasure. Chapter I CHARACTER OPTIONSWARLOCK OF OTHERWORLDLY PATRONS THE CELESTIAL At The 1st level the sorcerer receives the otherworldly function PatronBINDING MARK. The following options are available for the sorcerer, some patrons make a habit, and often enjoy, a sign in addition to those offered in the Player's Handbook: ING sorcerers under their influence is some fashion. Heavenly and Hexblade.binding sign makes it clear to those who know about such things that the person in question is associated with CELESTIALthe patron of the service. The sorcerer can take advantage ofsuch sign by claiming that it is proof of his pact, or perhaps your patron is powerful to be ING Upper Planes.want to keep it a secret (if possible) to avoid dif-You ted yourself to the ancient e mpyrean, the solar, violets he can bring, ki-ri-n, unicorn or other entity that is in the planes of eternal bliss. Your pact with this time allows ifyour sorcerer pact comes with a must sign to experience the barest touch of holy light that illu-how you feel about displaying it probably depends on the minates multiverse.nature of your relationship with the one who gave it to you. Is the sign a source of pride or what you are associated with such power can lead to changes insecr etly embarrassing? you are behavior and beliefs. You may find yourself forced to destroy the undead to defeat the villains, and to protect the innocent. At times, your heart may Iso be filled d6 mark with longing for the celest ial kingdom of your patron. One of your eyes looks just like one of you and the desire to roam that paradise for the resources t your patron's eyes. Days of the week. But you know that your mission is among mortals 2 Every time you wake up, a small vice on your fo r now, and that your pact obliges you to bring light to your face appearing elsewhere. dark places of the world. 3 You show external symptoms of the disease, but do not suffer from any negative consequences. CELESTIAL FEATURES 4 language is an unnatural color. Sorcerer Featu Re 5 You have a rudimentary tail. Lion I 6 Your Nose Glows Darkness. Chapter 1 I CHARACTER OPTTONS 1st Extended Spell List, Bonus Cantrips, Healing Light 6th Rad lant Soul 10th Celestial Resistance 14th Searing Revenge EXPANDED SPELL LIST Heavenly lets you choose from an extended spell list when you learn the spell of the sorcerer. The following spells are added to the witch spell list for you. CELESTIAL EX PAN OED SPELLS Spells 1nd 2nd cured wounds, guiding bolt 3rd flaming sphere, smaller restoration of 4rd daylight, revive 5th keeper of faith, fire wall fire strike, more restoration OF BONUS CANTRIPS at level 1s t, you'll learn light and sacred flame can-travel. They are considered warlock cantrips for you, but they are not counted regarding your number of cantrips known. HEALING LIGHT On level 1, you get abili ty to direct the celestial energy to heal the wounds. You have a pool of d6s that you s pend to fuel this healing. The number of bones in the pool is 1 and your sorcerer's level. As a bonus action, you can heal one creature you can see 60 feet away from you by spending bones out of the pool. The maximum number of bones you can spend at once is equal to your Charisma modifier (minimum one d ie). Roll the dice you spend, add them together, and restore the EXPANDED SPELL LISTa the number of hit points equals the total. Hexblade lets you choose from an extended spell list when you learn the sorcerer's spell. Following your pool restores all the expendable bones when you finish the spells are added to the list of sorcerers' spells for you.long rest. HEXBLADE EXPANDED SPELLSRADIANT SOULStarting on Level 6, your link to Heaven allows Spell Level Spellsyou to serve as a conduit for radiant energy. You have a conduit to radiant damage, and when you cast a spell of one shield, angry smitethat deals radiant or fire damage, you can add your Cha-2nd blu, branding a smitersisma modifier on one radiant or fire-damaged roll that the 3rd blink, elementary army against one of its targets. 4th Phantasma killer, stunning smite 5th exile smite, cone ofooICELESTIAL RESILIENCStarting on the 10th level, you get temporary hit HEXBLADE'S CURSEwhenever you finish a short or long rest. These tempo-Starting from level 1, you get to place bale-rary hit points equal to your sorcerer level your Charisma ful curse on someone. Choose one modifier as a bonus action. Also, select up to five creatures that you can see within 30 feet of you. The goal can see at the end of the rest. These creatures each get cursed within 1 minute. The curse ends early if the target points of hit, equal to half of your sorcerer level, die or you are incapacitated. Before the charisma curse. ends, you get Benefits: SEARING VENGEANCE. You get a bonus to hurt the rolls against the damning Starting on the 14th, shining energy that you direct the goal. The bonus is equal to your skill you confront death. When you have to make adeath save throw at the start of your turn, you can - Any attack roll you do against the damn goal instead spring back on your feet with an explosion of a radiant critical kick on a roll of 19 or 20 on d20.energy. You recover hit points equal to haf f your h is pointmaximum and then you get up 1 f you so choose. Everyone - If the cursed target dies, you restore the point of impact. The equality of your choice, which is within 30 feet of you takes to your sorcerer level (you're a C harisma modia fier (min i-shining damage equal to 2d8 - your charisma modifier, mom 1 punch point). HEKWARRIORTHE HEXBLADE On Level 1, you acquire the training you need to effe-ctively ar yourself for combat. You get the skill of the sy made you pact with a mysterious entity of medium armor, shields and combat weapons. the Shadowfell-force that manifests itself in a reasonable magic weapon carved out of the things of the shadows. The Mighty Influence of Your Patron also allows mys- tically to channel your will through a particular weapon.sword Blackrazor is the most notable of these weapons, whenever you finish a long vacation, you can touch one weapon that you own and what is missing that has been spread throughout the multiverse over two hands of property. When you attack with thatages. The dark power behind these weapons can weaponize, you can use your Charisma Modifier, instead of the power of sorcerers who form pacts with him. There is a lot of strength or Dexterity, for attack and damage rolls.hexblade

warlocks create weapons that imitate that This advantage lasts until you finish a long vacation. If you laterformed I Had Shadowfell. Others give up such weapons, keeping weave the dark magic of this plane into them (a spell. HEXBLADE FEATURESWarlock Fe ature Level1st Extended Spell List, Curse of Hexblade, Hex Warrior6th Accursed Specter10th Armor of Hexes14th Master of Hexes CHAPT. R I I CHARACTER OPTIONS-Ictolc, C. Wc, I c, Cool 'Cl! 5o is :ov.. r l'10r' (vil or cv.. rJC or so...ct? Bv.. l l evil, rie ? ...:ov.. rc Okc,'11 'o' - 0' 1 t as t'Cl fvc,....~J 1 c;r' t l!Cool t'; «O»! ....c:kc l'l. Ukj' c;t;c:r. 5.1? f'm cool, it's..... c:Co J'D'J! W/RL0 Cl (From LIeI! BLIIDE creature cursed by the curse of your dies, you can apply a curse to another creature you caincan covenant pact Function, this advantage extends to see within 30 feet of you, provided that you are not inca to every pact of weapons you conjure with this feature, not pacitated. When you apply the curse in this way, you can't bring out the type of weapon. Do not restore the points of impact after the death of the previously cursed creature. ACCURSED SPECTER ELDRITCH INVOCATIONStarting on level 6, you can curse the soul of the person you were lying with, temporarily linking it to your service. When on level 2, the sorcerer gets Eldritch Calls you lay a humanoid, you can summon his spirit to rise out of the function. Here are new options for this feature, in adding an i-his corpse as a ghost, statistics on which are in tion to the options in the Player's Guide. The Monster Guide. When a ghost appears, it acquires temporal hit points equal to half of your sorcerer level. If the eldritch challenge has the premise, you should roll the initiative for a ghost that has its own twists. meet him to find out the call. You can recognize the call- He obeys your verbal commands and he gets a special roll at the same time that you meet his premise. Abonus refers to its attack rolls equal to your Charisma Level preconditions, which relate to your level in this class. (minimum OK). ASPECT OF THE MOON Ghost stays in your service until the end of your next long vacation, after which it disappears into The Pact of the Tome featureafterlife. You no longer need s leep and can not be forced to sleep Once you associate the ghost with this feature, you can not by any means. To get the benefits of a long vacation, you'll feature again until you finish a long vacation. Armor OF HEXES CLOAK OF FLIESAt level 10, your hex becomes more powerful. If the tar cursed curse of your Hexblade bits you with the condition: Level 5 attacks roll, you can use your reaction to roll down d6. On a4 or higher, attack instead misses you, no matter how bonus action you can surround yourself aof its roll. a magical aura that looks like a buzzing fly. The aura ex-seeks 5 feet away from you in all directions, but not through the HEXES general cover. It lasts until you are incapacitated or you dis-miss it as a bonus action. Starting from level 14, you can spread your Hexblade'sCurse from the killed creature to another being. When the aura grants you an advantage on Charisma (Intimi-dation) checks, but the disadvantage on ll other CharismaCHAPTER 1 I CHARACTER OPTIONS checks. Any other creature that starts to turn in the aura takes poison damage equal to your Charisma mod-lier (minimum 0 damage). Once you use this call, you can't use it again until you finish short or long ELDRITCH SMITE Prerequisite: Level 5, Covenant Blade feature Once in turn, when you hit a creature with your weapon pact, you can spend a sorcerer's sorcerer Slot to deal with the extra ld8 force damage to the goal as well as another ld8 for the level spell slot, and you can knock the goal prone if it is huge or smaller. GHOSTLY GAZE Prerequisite: Level 7 As Action, you get abi lity to see through solid objects in a 30-foot range. As part of this ra nge, you have darkvision if you don't have it yet. This special spectacle lasts for 1 minute or until until your concentration ends (asdlOO Encounter dIOO Encounter S3 1 phase spider 81 l wereboar or ld4 giant boars S4 ld6 harpies 82 ld6 and 2 giant spiders S5 l ettercap or l08 l ores 8 8 8 8 3 ld4 centaurs or ld4 giant elk S6 l boss goblins with 2d6 and l goblin 84 l ore eyeGruumsh with 2d4 and 2 ore S7 l ankheg 85 l gnoll canine of Ieenoghu S8 l giant narrower snake 86 ld4 gricks S9 ld4 bugbears or 2d4 hobgoblins 87 l bandit captain with 2d6 and 3 bandits 60 l Pegasus 88 l d4 wererats flow cool. Clean water flows between 89 l couatl (day) or l banshee (night)61-6S trees 90 l gnoll pack m racer with l d4 giant hyena l d4 half-ogres or l ogre 91 2d4 berserkerkers or l d4 veterans 66 l faerie dragon (green or older) 92 l lizardfofk shaman with l d3 flocks poisonous 67 l werewolf ld8 and l worgs snakes and ldIO 2 lizards 68 l druid cleaning mistletoe 93 ld4 supplanting beasts 69 l will-o'wisps 94 l d3 green witches 70 ld4 terrible wolves or l giant Boar 9S l hobgo blind captain with 2d6 hobgoblins and ld4 71 ldIO giant wasp giant boars l sovos or l giant elk 96 l yuan malison with ld6 and l yuan-ti purebloods 72 2d6 gnolls 97 l d3 weretigers ld6 giant toads 98 l gorgon or l unicorn 73 ld6 web cocoons hanging from branches, hold- 99 l shambling mound 74 ING withered carcasses 00 l yuan-ti abomination 7S76-80CHAPTER 2 I DUNCEON M'S STIR'S TOOLSF0REST ENCOUNTERS (LEVELS 5-10) dlOO Meeting 82 2d4 ouster beastsdlOO En cou nter 83 l d4 shambling mounds 84 l hobgoblin captain with 3dl0 hobgoblins and 4dl201 2d4 vines blights goblins 85 l yuan-ti abomination02 2d6 hobgoblins or 2d6 ore 86 l d8 l spiders phase 87 ld4 trolls03 2d4 monkey or 2d4 satire 88 2d4 yuan-ti malisons04 ld3 will-o'-wisps 89 l oni05 ld4 flocks of venomous snakes 90 ld4 unicorns06 l ore eye of Gruumsh with l d3 orogs and ld8 2 weretigers 92 l young green dragon ore 93 ld4 gorgon 94 l d6 and 2 gnas canine Yeenoghu 07 ld3 snake designer or l d4 tigers 95 l treatant 08 l goblin boss with 3d6 goblins 96 ld4 revenants 09 l faerie dragon ( a ny age) 97 l grick a lpha with l d6 and l gricks 10 l brown bear or l d6 - 2 black bears 98 ld4 giant monkeys11 -13 ld4 giant boars 99 l keeper naga 00 l adult golden dragon14-15 l d8 l giant spiders16-17 l lizard shaman with 2d4 lizardfolk ldIO giant toads 18 ld4 ankhegs 19 ld 3 awakened trees (day) or l banshee (night) 20 Small shack almost hidden deep forest.21-25 R is empty aside from a large cast-iron oven. 26 litres FOREST ENCOUNTERS (LEVELS 11-16)27-28 ld4 ogres or ld6 - 2 half.ogres29- 30 l gnoll pack lord with l d4 and l giant hyenas dlOO Encounter31 - 3 2 ld6 wererats 01-03 l were 04-05 ld4 performing ritual for the dead (only day) or ld4 banshees (night only) 33 ld 4 gricks 34 ld8 and l yuan-ti purebloods 06- 07 ld3 couatl s 35 ld6 pegasi 08- 10 ld3 gnoll fangs Yeenoghu with 2d6 and 3 gnolls36-40 a o ld stone arch apparent elven design. Any 11 - 15 2d4 displaced beasts character that passes und er it makes Wisdom (Per-41 -42 ception) checks with advantage within 1 hour. 16-20 ld6 - 2 veterans 43 ld6 and 2 Driads 21-25 Pool clean, still water. Золотые монеты помета т он бот- 44 л d4 гигантский лось Том, но они исчезают, если удалить из мочиться л. l d8 l harpies45-46 l капитан бандита с l druid и l d6 5 бандитами 26-30 l d4 l зелеными ведьмами с l d3 owlbears47-48 2d4 dire волками 31-35 ld6 2 оборотни49- 50 2d4 bugbears 36- 40 Небольшая древесина nd shri не посвящена таинственному культу под названием Siswa 41 - 45 ld6 и 2 фазы пауков51-52 2d4 кентавров 46-50 2d4 yuan-ti malisons53-54 3dl0 blinking dogs 51-52 ld3 were carriers 53-54 l d4 revenants55- 55- 56 l d4 sov 55-56 l young green dragon57-58 l d8 and l berserkers 57-58 ) d4 trolls 59-60 ld6 2 wereboars59- 60 ld3 green witches 61-65 A group of seven people (general) wearing ani- 61-65 Clean pool with water with l d6 sleeping animals mal ma sks and ambling through the forest Lying around its edges66-67 l d4 werewolves 66-67 ld4 gorgons68-69 l were 68-69 ld3 shambling mounds70-71 ld8 and l capetters 70- 71 l treatant72- 7 3 2dl0 elk 72-73 ld4 unicorns74-75 l d4 veterans 74-75 ld6 and 2 weretigers76- 80 Old tree with wiped face cut in 76-80 Peals silver laughter, which echo from a distance of 81 ld4 wereboars 81-82 l guardian naga 83-84 l young golden dragon Chapter 2 I DUNGEON MASTER'S TOOLS TOOLS d&d 5e xanathar's guide to everything warlock invocations

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