

# Fantasy Names

## Male

Aedin  
Bowen  
Cade  
Drake  
Elder  
Faust  
Gil  
Henric  
Ian  
Jarin  
Kell  
Lief  
Merek  
Nicol  
Oliver  
Peyton  
Quintus  
Rowan  
Simon  
Tybalt  
Ulric  
Varis  
Walter  
Xalador  
Yorn  
Zane

## Female

Aldith  
Bava  
Catelin  
Desdemona  
Elena  
Fara  
Gillian  
Hawise  
Isolde  
Jocasa  
Katherine  
Lucy  
Matty  
Nell  
Osanna  
Petunia  
Queeny  
Rose  
Stace  
Tabithia  
Uthrid  
Valens  
Winifred  
Xora  
Yael  
Zoete

## Monster

Asher  
Barroc  
Caldrus  
Drudge  
Eggsnatch  
Fang  
Gnash  
Harm  
Irk  
Jarl  
Korr  
Leftclaw  
Malefic  
Nails  
Ogrebane  
Pilfer  
Quorr  
Roar  
Snarl  
Tok  
Ungor  
Vorr  
Wartbiter  
Xill  
Yorg  
Zarn

# Skills

## 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

## Typical Difficulty Classes

Task Difficulty	DC
Very easy	5
Easy	10
Medium	15
Hard	20

Task Difficulty	DC
Very hard	25
Nearly impossible	30

## Trap Save DCs and Attack Bonuses

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

## Damage Severity by Level

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

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

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

# Conditions

## Blinded

- A blinded creature can't see and fails any ability check that requires sight.
- Attack rolls against the creature have advantage, and the 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.

## 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 move closer to the source.

## Grappled

- A grappled creature's speed becomes 0, and it can't benefit from any bonus to its speed.

## **Invisible**

- An invisible creature is impossible to see without the aid of magic or a special sense. 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 Str and Dex saves. 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, can't move or speak, and is unaware of its surroundings.
- Attack rolls against the creature have advantage.
- The creature fails Str and Dex saves.
- 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.
- The creature has disadvantage on attacks.
- 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 can't move and can speak only falteringly.
- The creature automatically fails Strength and Dexterity saving throws.
- Attack rolls against the creature have advantage.