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Welcome to Adventure

Introduction: Welcome to Adventure

Are you ready to embark on fantasy adventures with your friends? Dungeons & Dragons invites you to play imaginary adventurers who delve into dungeons and other perilous locations together, face fearsome foes such as dragons, and build friendships forged amid fantastical dangers.

Fueled by imagination and rules, D&D invites you to adopt a fantasy persona—a mighty Fighter, a cunning Rogue, a faithful Cleric, a magical Wizard, or something else—and then solve problems, fight monsters, and visit wondrous places.

There's no winning and losing in D&D, at least not the way those terms are usually understood. Together you and friends create an exciting story of adventurers who confront perils. Sometimes an adventurer might come to a tragic end. Even so, the other adventurers can search for powerful magic to revive their fallen comrade, or the character's player might create a new character to carry on. No matter what happens, if everyone has a good time and creates a memorable story, they all win.

What You Need

Here's what you need to play D&D with one or more friends (a typical group has five people):

Dungeon Master. One person takes on the role of the Dungeon Master (DM), the game's lead storyteller and referee. The DM creates adventures for the players' characters, who navigate its hazards and decide which paths to explore. The DM also narrates what they experience and plays the friends and foes they meet along

the way. Even though the DM challenges the adventurers, the DM always strives to delight the whole group.

Players. Each player creates an adventurer who teams up with the other players' adventurers. Working together, the group might explore a dark dungeon, a ruined city, a haunted castle, a lost temple, a lava-filled mountain, or another location described by the DM. The adventurers also solve puzzles, talk with other characters, battle fantastic monsters, and discover magic items and other treasure—all while supporting each other's fun.

You also need these resources, either in physical form or on DnDBeyond.com:

***Player's Handbook*.** This book is your essential reference for the game's rules, and it guides you through making an adventurer of your own.

Dungeon Master's Guide and Monster Manual. The first of these books guides the DM through creating and running adventures, and the second holds hundreds of monsters to fill those adventures.

Dice. You need a set of polyhedral dice (shown in chapter 1). You can find dice like these in game stores and from online retailers. Dice-rolling apps are also available.

Character Sheet. To keep track of important information about your character, you need a character sheet, which can be as simple as a piece of paper you write notes on or as feature-rich as a digital record.

The DM might also find these accessories useful:

DM Screen. Many DMs like to use a screen to shield their notes and dice rolls from players. It's bad manners to peek over the screen!

Miniatures and Battle Grid. Some DMs use a battle grid and miniatures to run combat encounters, since they help everyone

visualize the action. A battle grid can be anything marked out in 1-inch squares, from disposable sheets of paper to poster maps. And miniatures range from simple tokens to detailed figurines. Online maps and miniatures are also available, including on DnDBeyond.com.

Using This Book

Here's what you'll find in this book:

Chapter 1: Playing the Game. The first chapter explains the fundamentals of the game, with examples to help you understand how to play.

Chapter 2: Creating a Character. Chapter 2 walks you through the steps of character creation.

Chapter 3: Character Classes. Characters' capabilities are largely determined by class, such as Fighter or Wizard. Chapter 3 offers twelve classes to choose from, along with forty-eight subclasses.

Chapter 4: Character Origins. Background and species are key elements in defining a character's origin, which further shapes the character's abilities beyond the choice of class. Background and species options are presented in chapter 4.

Chapter 5: Feats. The feats in chapter 5 are special features that characters gain as part of their background and class.

Chapter 6: Equipment. Armor, weapons, and adventuring gear are found in chapter 6.

Chapter 7: Spells. This chapter contains descriptions of the spells that spellcasters can cast.

Appendix A: The Multiverse. Here you'll find an overview of the magical multiverse where D&D adventures take place.

Appendix B: Creature Stat Blocks. This appendix brims with game information for creatures that certain characters can befriend or transform into.

Appendix C: Rules Glossary. The game's main rules terminology is summarized in this appendix, making it an invaluable reference during play.

Worlds of Adventure

The worlds of D&D glimmer with magic, monsters, and spectacular adventure. Launching from a foundation of medieval fantasy, these worlds soar with possibilities beyond those of our reality.

D&D worlds exist in a multiverse and are connected to one another and to other planes of existence. Some of the worlds have been published as official D&D settings, including the Greyhawk, Forgotten Realms, Dragonlance, Spelljammer, Planescape, Dark Sun, Eberron, and Ravenloft settings. Alongside these worlds are thousands more, created by generations of D&D players for their own games. Amid the richness of the multiverse, you might create a world of your own.

The worlds of the multiverse share characteristics, but each world is set apart by its own history and geography. Your DM might set a campaign on one of these worlds or on a world of their own invention. Because there is so much variety among D&D worlds, check with your DM about the world of your upcoming adventures.

Playing the Game

Chapter 1: Playing the Game

> ANTONIO JOSÉ MANZANEDO
> While adventuring in the Dragonlance setting, the siblings Caramon
> Majere, Raistlin Majere, and Kitiara uth Matar provoke the rage of a wyvern

Imagination is a key ingredient of Dungeons & Dragons, a cooperative game in which the characters that you roleplay embark on adventures together in fantasy worlds filled with monsters and magic.

In D&D, the action takes place in the imaginations of the players, and it's narrated by everyone together. Here's a glimpse at what that looks like:

Jared (as Dungeon Master): After your long journey, Castle Ravenloft towers before you. Crumbling towers of stone—perhaps abandoned guardhouses—loom over the approach. Beyond them, you see a gaping chasm disappearing into deep fog below. A lowered drawbridge spans the chasm, its chains creaking in the wind. Stone gargoyles stare down at you from the high walls, and a pale light spills into the courtyard from the open castle doors beyond.

Phillip (as Gareth): I examine the gargoyles. I have a feeling they're not just statues!

Maeve (as Mirabella): I want to see how sturdy the drawbridge is. Do I think we can cross it, or is it going to collapse under our weight?

Jared: All right, one at a time. Phillip, Gareth's looking at the gargoyles?

Phillip: Yeah. Is there any hint they might be creatures and not just decorations?

Jared: Make an Intelligence check.

Phillip: Does my Investigation skill apply?

Jared: Sure!

Phillip (rolling a d20): Ugh. Seven.

Jared: They look like decorations to you. And Maeve, Mirabella is examining the drawbridge?

The adventure continues from there, relying on the DM's descriptions to set the scenes. Later in the chapter, other examples of play focus on certain aspects of D&D play: social interaction, exploration, and combat.

Player or DM?

To play D&D, you need one person to be the Dungeon Master and other players (three to six are best) to play adventurers. Which role is right for you?

Being a Player

If you want to be one of the protagonists in your group's adventures, consider being a player. Here's what players do:

Make a Character. Your character is your alter ego in the fantasy world of the game. After you read this chapter, use the rules in chapter 2 to create your character.

Team Up. Your character joins the other players' characters to form an adventuring party. These adventurers are allies who face challenges and fantastical situations together. Each character brings distinctive capabilities, which ideally complement those of the other characters.

Venture Forth. Your character's group explores locations and events presented by the DM. You can respond to them in any way

you can imagine, guided by the rules in this book. Although the DM controls all the monsters you encounter, the DM isn't your adversary. The DM guides your party's journey as your characters become more powerful.

Being the Dungeon Master

If you want to be the mastermind of the game, consider being the DM. Here's what DMs do:

Build Adventures. You prepare the adventures that the players experience. In the Dungeon Master's Guide, you'll find advice for how to create adventures and even create whole worlds.

Guide the Story. You narrate much of the action during play, describing locations and creatures that the adventurers face. The players decide what their characters do as they navigate hazards and choose what to explore. Then you use a combination of imagination and the game's rules to determine the results of the adventurers' decisions.

Adjudicate the Rules. You oversee how the group uses the game's rules, making sure the rules serve the group's fun. You'll want to read the rest of this chapter to understand those rules, and you'll find the rules glossary essential.

Rhythm of Play

The three main pillars of D&D play are social interaction, exploration, and combat. Whichever one you're experiencing, the game unfolds according to this basic pattern:

1. **The Dungeon Master Describes a Scene.** The DM tells the players where their adventurers are and what's around them (how many doors lead out of a room, what's on a table, and so on).

2. **The Players Describe What Their Characters Do.** Typically, the characters stick together as they travel through a dungeon or another environment. Sometimes different adventurers do different things: one adventurer might search a treasure chest while a second examines a mysterious symbol engraved on a wall and a third keeps watch for monsters. Outside combat, the DM ensures that every character has a chance to act and decides how to resolve their activity. In combat, the characters take turns.
3. **The DM Narrates the Results of the Adventurers' Actions.** Sometimes resolving a task is easy. If an adventurer walks across a room and tries to open a door, the DM might say the door opens and describe what lies beyond. But the door might be locked, the floor might hide a trap, or some other circumstance might make it challenging for an adventurer to complete a task. In those cases, the DM might ask the player to roll a die to help determine what happens. Describing the results often leads to another decision point, which brings the game back to step 1.

This pattern holds during every game session (each time you sit down to play D&D), whether the adventurers are talking to a noble, exploring a ruin, or fighting a dragon. In certain situations—particularly combat—the action is more structured, and everyone takes turns.

An Ongoing Game

Sometimes a session of D&D is a complete game in itself (often called a "one-shot"), where you play a short adventure that lasts for just one session. More often, though, D&D sessions are connected in a longer adventure that takes several sessions to complete, and adventures can be strung together into a larger narrative called a campaign.

A campaign is like a TV series, while an adventure is like a season of the series. And a game session is like a single episode—it might

be self-contained, but it usually links to the larger plot if there is one.

Adventures

An adventure might be created by the Dungeon Master or purchased (the examples of play in this chapter are inspired by a published adventure, Curse of Strahd). In either case, an adventure features a fantastic setting, such as an underground dungeon, a wondrous wilderness, or a magic-filled city. It includes a cast of nonplayer characters controlled by the DM. Often one of the NPCs is a villain whose agenda drives much of an adventure's action.

During an adventure, the adventurers explore environments, events, and creatures presented by the DM. Battles, traps, negotiations, mysteries, and more arise during these explorations.

Adventures vary in length and complexity. A short adventure might present only a few challenges and take only one session to complete. A long adventure might involve many combats, interactions, and other challenges and take dozens of sessions.

Campaigns

A campaign is a series of adventures with a consistent group of adventurers following the narrative.

Some campaigns are episodic, where each adventure is its own tale and not much besides the player characters links it to the next one. Other campaigns involve long-running plots, a cast of recurring NPCs, and themes that span multiple adventures, leading toward a climactic conclusion.

As with adventures, a DM might create a campaign from scratch, assemble a campaign from published adventures, or mix homemade material with published material. And the campaign might take place in a world of the DM's creation or in a published campaign setting,

such as the Forgotten Realms or Greyhawk (the latter is described in the Dungeon Master’s Guide).

Dice

Dice add randomness to the game. They help determine whether characters and monsters are successful at the things they attempt.

> ALEJANDRO PACHECO 
> From left to right: D4, D6, D8, D10 (ones digit), D10 (tens digit), D12, D20

Dice Notation

The dice used in D&D are referred to by the letter *d* followed by the die’s number of sides: d4, d6, d8, d10, d12, and d20. For instance, a d6 is a six-sided die (the cube that many games use). The illustration on this page shows what each die looks like.

When you need to roll dice, the rules tell you how many dice to roll of a certain type, along with any numbers to add or subtract. For example, “3d8 + 5” means you roll three eight-sided dice, add them together, and add 5 to the total.

Percentile Dice

The rules sometimes refer to a d100. While such dice exist, the common way to roll 1d100 uses a pair of ten-sided dice numbered from 0 to 9, known as percentile dice. One die—that you designate before rolling—gives the tens digit, and the other gives the ones digit. If you roll a 7 for the tens digit and a 1 for the ones digit, for example, the number rolled is 71. Two 0s represent 100.

Some ten-sided dice are numbered in tens (00, 10, 20, and so on), making it easier to distinguish the tens digit from the ones digit. In this case, a roll of 70 and 1 is 71, and 00 and 0 is 100.

D3

The same *d* notation appears in the expression “1d3,” even though it’s rare to find dice with only three sides. To simulate rolling 1d3, roll 1d6 and divide the number rolled by 2 (round up).

What Are Dice For?

Here are the most common uses of dice in D&D.

D20 Test

The 20-sided die (d20) is the most important die you’ll use in the game. It’s central to the core mechanic—called D20 Tests—the game uses to determine whether creatures succeed or fail at the things they attempt during the game (see “D20 Tests” later in this chapter). You roll a d20 whenever your character tries to do something that the DM decides has a chance of both success and failure. The higher your roll, the more likely it is that you succeed.

Damage

The most common use for dice other than the d20 is to determine damage. When you make a successful attack roll (one kind of D20 Test), you roll damage to see how effective the attack is. When you cast a spell, you might also roll damage. Different weapons and spells use different dice for damage. For example, a Dagger uses 1d4, a Greataxe uses 1d12, and a Fireball spell uses 8d6.

Random Tables

Occasionally, you’ll see a table that uses a die roll to generate a random result. On these tables, you’ll see a die expression, such as d10 or d100, in the header of the leftmost column. Roll that die, and find the number you rolled (or a range containing that number) in that

column. Read across that row for the result. For example, the Trinkets table in chapter 2 uses a d100.

Percentage Chances

Sometimes you might see a rule describing a percentage chance of something happening. For example, a rule might say there is a 5 percent chance of something happening. You can determine whether that thing happens by rolling percentile dice; if the roll is equal to or less than the percentage chance (a 01 to 05, in this example), it happens.

The Six Abilities

All creatures—characters and monsters—have six abilities that measure physical and mental characteristics, as shown on the Ability Descriptions table.

Ability Descriptions

Ability	Score Measures...
Strength	Physical might
Dexterity	Agility, reflexes, and balance
Constitution	Health and stamina
Intelligence	Reasoning and memory
Wisdom	Perceptiveness and mental fortitude
Charisma	Confidence, poise, and charm

Ability Scores

Each ability has a score from 1 to 20, although some monsters have a score as high as 30. The score represents the magnitude of an ability. The Ability Scores table summarizes what the scores mean.

Ability Scores

Score	Meaning
1	This is the lowest a score can normally go. If an effect reduces a score to 0, that effect explains what happens.
2–9	This represents a weak capability.
10–11	This represents the human average.
12–19	This represents a strong capability.
20	This is the highest an adventurer’s score can go unless a feature says otherwise.
21–29	This represents an extraordinary capability.
30	This is the highest a score can go.

Ability Modifiers

Each ability has a modifier that you apply whenever you make a D20 Test with that ability (explained in “D20 Tests”). An ability modifier is derived from its score, as shown in the Ability Modifiers table.

Ability Modifiers

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

Score	Modifier
18–19	+4
20–21	+5
22–23	+6
24–25	+7
26–27	+8
28–29	+9
30	+10

D20 Tests

When the outcome of an action is uncertain, the game uses a d20 roll to determine success or failure. These rolls are called D20 Tests, and they come in three kinds: ability checks, saving throws, and attack rolls. They follow these steps:

1. **Roll 1d20.** You always want to roll high. If the roll has Advantage or Disadvantage (described later in this chapter), you roll two d20s, but you use the number from only one of them—the higher one if you have Advantage or the lower one if you have Disadvantage.
2. **Add Modifiers.** Add these modifiers to the number rolled on the d20:
    - **The Relevant Ability Modifier.** This chapter and the rules glossary explain which ability modifiers to use for various D20 Tests.
    - **Your Proficiency Bonus If Relevant.** Each creature has a Proficiency Bonus, a number added when making a D20 Test that uses something, such as a skill, in which the creature has proficiency. See “Proficiency” later in this chapter.
    - **Circumstantial Bonuses and Penalties.** A class feature, a spell, or another rule might give a bonus or penalty to the die roll.

3. **Compare the Total to a Target Number.** If the total of the d20 and its modifiers equals or exceeds the target number, the D20 Test succeeds. Otherwise, it fails. The Dungeon Master determines target numbers and tells players whether their rolls are successful. The target number for an ability check or a saving throw is called a Difficulty Class (DC). The target number for an attack roll is called an Armor Class (AC), which appears on a character sheet or in a stat block (see the rules glossary).

   JOHN GRELLO
   A D20 Test can result in a dramatic success, a simple accomplishment, or a catastrophe

Ability Checks

An ability check represents a creature using talent and training to try to overcome a challenge, such as forcing open a stuck door, picking a lock, entertaining a crowd, or deciphering a cipher. The DM and the rules often call for an ability check when a creature attempts something other than an attack that has a chance of meaningful failure. When the outcome is uncertain and narratively interesting, the dice determine the result.

Ability Modifier

An ability check is named for the ability modifier it uses: a Strength check, an Intelligence check, and so on. Different ability checks are called for in different situations, depending on which ability is most relevant. See the Ability Check Examples table for examples of each check's use.

Ability Check Examples

Ability	Make a Check To...
Strength	Lift, push, pull, or break something

Ability	Make a Check To...
Dexterity	Move nimbly, quickly, or quietly
Constitution	Push your body beyond normal limits
Intelligence	Reason or remember
Wisdom	Notice things in the environment or in creatures' behavior
Charisma	Influence, entertain, or deceive

Proficiency Bonus

Add your Proficiency Bonus to an ability check when the DM determines that a skill or tool proficiency is relevant to the check and you have that proficiency. For example, if a rule refers to a Strength (Acrobatics or Athletics) check, you can add your Proficiency Bonus to the check if you have proficiency in the Acrobatics or Athletics skill. See "Proficiency" later in this chapter for more information about skill and tool proficiencies.

Difficulty Class

The Difficulty Class of an ability check represents the task's difficulty. The more difficult the task, the higher its DC. The rules provide DCs for certain checks, but the DM ultimately sets them. The Typical Difficulty Classes table presents a range of possible DCs for ability checks.

Typical Difficulty Classes

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

Task Difficulty	DC
Very hard	25
Nearly impossible	30

Saving Throws

A saving throw—also called a save—represents an attempt to evade or resist a threat, such as a fiery explosion, a blast of poisonous gas, or a spell trying to invade your mind. You don't normally choose to make a save; you must make one because your character or a monster (if you're the DM) is at risk. A save's result is detailed in the effect that caused it.

If you don't want to resist the effect, you can choose to fail the save without rolling.

Ability Modifier

Saving throws are named for the ability modifiers they use: a Constitution saving throw, a Wisdom saving throw, and so on. Different saving throws are used to resist different kinds of effects, as shown on the Saving Throw Examples table.

Saving Throw Examples

Ability	Make a Save To...
Strength	Physically resist direct force
Dexterity	Dodge out of harm's way
Constitution	Endure a toxic hazard
Intelligence	Recognize an illusion as fake
Wisdom	Resist a mental assault
Charisma	Assert your identity

Proficiency Bonus

You add your Proficiency Bonus to your saving throw if you have proficiency in that kind of save. See “Proficiency” later in this chapter.

Difficulty Class

The Difficulty Class for a saving throw is determined by the effect that causes it or by the DM. For example, if a spell forces you to make a save, the DC is determined by the caster’s spellcasting ability and Proficiency Bonus. Monster abilities that call for saves specify the DC.

Attack Rolls

An attack roll determines whether an attack hits a target. An attack roll hits if the roll equals or exceeds the target’s Armor Class. Attack rolls usually occur in battle, described in “Combat” later in this chapter, but the DM might also ask for an attack roll in other situations, such as an archery competition.

Ability Modifier

The Attack Roll Abilities table shows which ability modifier to use for different types of attack rolls.

Attack Roll Abilities

Ability	Attack Type
Strength	Melee attack with a weapon or an Unarmed Strike (see the rules glossary)
Dexterity	Ranged attack with a weapon
Varies	Spell attack (the ability used is determined by the spellcaster’s spellcasting feature, as explained in chapter 7)

Some features let you use different ability modifiers from those listed. For example, the Finesse property (see chapter 6) lets you use Strength or Dexterity with a weapon that has that property.

Proficiency Bonus

You add your Proficiency Bonus to your attack roll when you attack using a weapon you have proficiency with, as well as when you attack with a spell. See “Proficiency” later in this chapter for more information about weapon proficiencies.

Armor Class

A creature’s Armor Class represents how well the creature avoids being wounded in combat. The AC of a character is determined at character creation (see chapter 2), whereas the AC of a monster appears in its stat block.

Calculating AC. All creatures start with the same base AC calculation:

Base AC = 10 + the creature’s Dexterity modifier

A creature’s AC can then be modified by armor, magic items, spells, and more.

Only One Base AC. Some spells and class features give characters a different way to calculate their AC. A character with multiple features that give different ways to calculate AC must choose which one to use; only one base calculation can be in effect for a creature.

Rolling 20 or 1

If you roll a 20 on the d20 (called a “natural 20”) for an attack roll, the attack hits regardless of any modifiers or the target’s AC. This is called a Critical Hit (see “Combat” later in this chapter).

If you roll a 1 on the d20 (a “natural 1”) for an attack roll, the attack misses regardless of any modifiers or the target’s AC.

Advantage/Disadvantage

> ALEJANDRO PACHECO [Image 2]
> If you have Advantage, use the 18
> If you have Disadvantage, use the 3

Sometimes a D20 Test is modified by Advantage or Disadvantage. Advantage reflects the positive circumstances surrounding a d20 roll, while Disadvantage reflects negative circumstances.

You usually acquire Advantage or Disadvantage through the use of special abilities and actions. The DM can also decide that circumstances grant Advantage or impose Disadvantage.

Roll Two D20s

When a roll has either 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. For example, if you have Disadvantage and roll an 18 and a 3, use the 3. If you instead have Advantage and roll those numbers, use the 18.

They Don’t Stack

If multiple situations affect a roll and they all grant Advantage on it, you still roll only two d20s. Similarly, if multiple situations impose Disadvantage on a roll, you roll only two d20s.

If circumstances cause a roll to have both Advantage and Disadvantage, the roll has neither of them, and you roll one d20. This is true even if multiple circumstances impose Disadvantage and only one grants Advantage or vice versa. In such a situation, you have neither Advantage nor Disadvantage.

Interactions with Rerolls

When you have Advantage or Disadvantage and something in the game lets you reroll or replace the d20, you can reroll or replace only one die, not both. You choose which one.

For example, if you have Heroic Inspiration (see the sidebar) and roll a 3 and an 18 on an ability check that has Advantage or Disadvantage, you could expend your Heroic Inspiration to reroll one of those dice, not both of them.

Proficiency

Characters and monsters are good at various things. Some are skilled with many weapons, while others can use only a few. Some are better at understanding people's motives, and others are better at unlocking the secrets of the multiverse. All creatures have a Proficiency Bonus, which reflects the impact that training has on the creature's capabilities. A character's Proficiency Bonus increases as the character gains levels (described in chapter 2). A monster's Proficiency Bonus is based on its Challenge Rating (see the rules glossary). The Proficiency Bonus table shows how the bonus is determined.

This bonus is applied to a D20 Test when the creature has proficiency in a skill, in a saving throw, or with an item that the creature uses to make the D20 Test. The bonus is also used for spell attacks and for calculating the DC of saving throws for spells.

Proficiency Bonus

Level or CR	Bonus
Up to 4	+2
5–8	+3

Level or CR	Bonus
9–12	+4
13–16	+5
17–20	+6
21–24	+7
25–28	+8
29–30	+9

The Bonus Doesn’t Stack

Your Proficiency Bonus can’t be added to a die roll or another number more than once. For example, if a rule allows you to make a Charisma (Deception or Persuasion) check, you add your Proficiency Bonus if you’re proficient in either skill, but you don’t add it twice if you’re proficient in both skills.

Occasionally, a Proficiency Bonus might be multiplied or divided (doubled or halved, for example) before being added. For example, the Expertise feature (see the rules glossary) doubles the Proficiency Bonus for certain ability checks. Whenever the bonus is used, it can be multiplied only once and divided only once.

Skill Proficiencies

Most ability checks involve using a skill, which represents a category of things creatures try to do with an ability check. The descriptions of the actions you take (see "Actions" later in this chapter) specify which skill applies if you make an ability check for that action, and many other rules note when a skill is relevant. The DM has the ultimate say on whether a skill is relevant in a situation.

If a creature is proficient in a skill, the creature applies its Proficiency Bonus to ability checks involving that skill. Without proficiency in a skill, a creature can still make ability checks involving that skill but doesn’t add its Proficiency Bonus. For example, if a character tries to climb a cliff, the DM might ask for a Strength (Athletics) check. If the

character has Athletics proficiency, the character adds their Proficiency Bonus to the Strength check. If the character lacks that proficiency, they make the check without adding their Proficiency Bonus.

Skill List

The skills are shown on the Skills table, which notes example uses for each skill proficiency as well as the ability check the skill most often applies to.

Skills

Skill	Ability	Example Uses
Acrobatics	Dexterity	Stay on your feet in a tricky situation, or perform an acrobatic stunt.
Animal Handling	Wisdom	Calm or train an animal, or get an animal to behave in a certain way.
Arcana	Intelligence	Recall lore about spells, magic items, and the planes of existence.
Athletics	Strength	Jump farther than normal, stay afloat in rough water, or break something.
Deception	Charisma	Tell a convincing lie, or wear a disguise convincingly.
History	Intelligence	Recall lore about historical events, people, nations, and cultures.
Insight	Wisdom	Discern a person’s mood and intentions.
Intimidation	Charisma	Awe or threaten someone into doing what you want.
Investigation	Intelligence	Find obscure information in books, or deduce how something works.
Medicine	Wisdom	Diagnose an illness, or determine what killed the recently slain.

Skill	Ability	Example Uses
Nature	Intelligence	Recall lore about terrain, plants, animals, and weather.
Perception	Wisdom	Using a combination of senses, notice something that’s easy to miss.
Performance	Charisma	Act, tell a story, perform music, or dance.
Persuasion	Charisma	Honestly and graciously convince someone of something.
Religion	Intelligence	Recall lore about gods, religious rituals, and holy symbols.
Sleight of Hand	Dexterity	Pick a pocket, conceal a handheld object, or perform legerdemain.
Stealth	Dexterity	Escape notice by moving quietly and hiding behind things.
Survival	Wisdom	Follow tracks, forage, find a trail, or avoid natural hazards.

Determining Skills

A character’s starting skill proficiencies are determined at character creation, and a monster’s skill proficiencies appear in its stat block.

Saving Throw Proficiencies

Proficiency in a saving throw lets a character add their Proficiency Bonus to saves that use a particular ability. For example, proficiency in Wisdom saves lets you add your Proficiency Bonus to your Wisdom saves. Some monsters also have saving throw proficiencies, as noted in their stat blocks.

Each class gives proficiency in at least two saving throws, representing that class’s training in evading or resisting certain threats. Wizards, for example, are proficient in Intelligence and Wisdom saves; they train to resist mental assault.

Equipment Proficiencies

A character gains proficiency with various weapons and tools from their class and background. There are two categories of equipment proficiency:

Weapons. Anyone can wield a weapon, but proficiency makes you better at wielding it. If you have proficiency with a weapon, you add your Proficiency Bonus to attack rolls you make with it.

Tools. If you have proficiency with a tool, you can add your Proficiency Bonus to any ability check you make that uses the tool. If you have proficiency in the skill that's also used with that check, you have Advantage on the check too. This means you can benefit from both skill proficiency and tool proficiency on the same ability check.

Actions

When you do something other than moving or communicating, you typically take an action. The Action table lists the game's main actions, which are defined in more detail in the rules glossary.

Actions

Action	Summary
Attack	Attack with a weapon or an Unarmed Strike.
Dash	For the rest of the turn, give yourself extra movement equal to your Speed.
Disengage	Your movement doesn't provoke Opportunity Attack for the rest of the turn.
Dodge	Until the start of your next turn, attack rolls against you have Disadvantage, and you make Dexterity saving throws with Advantage. You lose this benefit if you have the Incapacitated condition or if your Speed is 0.

Action	Summary
Help	Help another creature’s ability check or attack roll, or administer first aid.
Hide	Make a Dexterity (Stealth) check.
Influence	Make a Charisma (Deception, Intimidation, Performance, or Persuasion) or Wisdom (Animal Handling) check to alter a creature’s attitude.
Magic	Cast a spell, use a magic item, or use a magical feature.
Ready	Prepare to take an action in response to a trigger you define.
Search	Make a Wisdom (Insight, Medicine, Perception, or Survival) check.
Study	Make an Intelligence (Arcana, History, Investigation, Nature, or Religion) check.
Utilize	Use a nonmagical object.

Player characters and monsters can also do things not covered by these actions. Many class features and other abilities provide additional action options, and you can improvise other actions. When you describe an action not detailed elsewhere in the rules, the Dungeon Master tells you whether that action is possible and what kind of D20 Test you need to make, if any.

One Thing at a Time

The game uses actions to govern how much you can do at one time. You can take only one action at a time. This principle is most important in combat, as explained in “Combat” later in this chapter.

Actions can come up in other situations, too: in a social interaction, you can try to Influence a creature or use the Search action to read the creature’s body language, but you can’t do both at the same time. And when you’re exploring a dungeon, you can’t simultaneously use the Search action to look for traps and use the Help action to aid another character who’s trying to open a stuck door (with the Utilize action).

Bonus Actions

Various class features, spells, and other abilities let you take an additional action on your turn called a Bonus Action. The Cunning Action feature, for example, allows a Rogue to take a Bonus Action. You can take a Bonus Action only when a special ability, a spell, or another feature of the game states that you can do something as a Bonus Action. You otherwise don't have a Bonus Action to take.

You can take only one Bonus Action on your turn, so you must choose which Bonus Action to use if you have more than one available.

You choose when to take a Bonus Action during your turn unless the Bonus Action's timing is specified. Anything that deprives you of your ability to take actions also prevents you from taking a Bonus Action.

Reactions

Certain special abilities, spells, and situations allow you to take a special action called a Reaction. A Reaction is an instant response to a trigger of some kind, which can occur on your turn or on someone else's. The Opportunity Attack, described later in this chapter, is the most common type of Reaction.

When you take a Reaction, you can't take another one until the start of your next turn. If the reaction interrupts another creature's turn, that creature can continue its turn right after the Reaction.

In terms of timing, a Reaction takes place immediately after its trigger unless the Reaction's description says otherwise.

> LINDA LITHEN
> Characters lay on the charm while bartering for magic items with a green hag

During their adventures, player characters meet many different people and face some monsters that would rather talk than fight. In

those situations, it’s time for social interaction, which takes many forms. For example, you might try to convince a burglar to confess to wrongdoing or try to flatter a guard. The Dungeon Master assumes the roles of any nonplayer characters who are participating.

An NPC’s attitude toward your character is Friendly, Indifferent, or Hostile, as defined in the rules glossary. Friendly NPCs are predisposed to help, and Hostile ones are inclined to hinder.

Social interactions progress in two ways: through roleplaying and ability checks.

Roleplaying

Roleplaying is, literally, the act of playing out a role. In this case, it’s you as a player determining how your character thinks, acts, and talks. Roleplaying is part of every aspect of the game, and it comes to the fore during social interactions.

As you roleplay, consider whether you prefer an active approach or a descriptive approach, each of which is described in “Social Interaction Example.”

The DM uses an NPC’s personality and your character’s actions and attitudes to determine how an NPC reacts. A cowardly bandit might buckle under threats of imprisonment. A stubborn merchant refuses to help if the characters badger her. A vain dragon laps up flattery.

When interacting with an NPC, pay attention to the DM’s portrayal of the NPC’s personality. You might be able to learn an NPC’s goals and then use that information to influence the NPC.

If you offer NPCs something they want or play on their sympathies, fears, or goals, you can form friendships, ward off violence, or learn a key piece of information. On the other hand, if you insult a proud warrior or speak ill of a noble’s allies, your efforts to convince or deceive will likely fail.

Ability checks can be key in determining the outcome of a social interaction. Your roleplaying efforts can alter an NPC's attitude, but there might still be an element of chance if the DM wants dice to play a role in determining an NPC's response to you. In such situations, the DM will typically ask you to take the Influence action.

Pay attention to your skill proficiencies when thinking of how you will interact with an NPC; use an approach that relies on your group's skill proficiencies. For example, if the group needs to trick a guard into letting them into a castle, the Rogue who is proficient in Deception should lead the discussion.

In this scene, players engage in a social interaction encounter. You and your group determine how similar scenes play out in your adventures.

Four adventurers—Shreeve, Mirabella, Auro, and Gareth—have traveled to the Blood on the Vine tavern in the grim village of Barovia.

Jared (as DM): This tavern might have been finely appointed once, but it has grown shoddy with the passage of years. A blazing fire in the hearth barely gives any warmth to the room. You see a man behind the counter, methodically cleaning glasses. Three older women huddle together at one table. And a handsome young man sits by himself at a corner table, sipping a glass of wine. He looks up as you enter, but the other people ignore you. "Welcome to Barovia," he says. He holds a coin toward the bartender: "A pitcher for the visitors." The glint of silver catches the server's attention.

Maeve (as Mirabella): "Thank you, friend. May we know to whom we're indebted?"

Jared: "I am Ismark Kolyanovich, though around here, I am often called Ismark the Lesser."

Russell (as Shreeve): "That's unfortunate."

Jared: “Indeed. I hope one day to live up to my father’s example and rid myself of that title. And so, my new friends, who are you?”

Amy (as Auro): “I’m Auro.”

Russell: “Shreeve.”

Phillip (as Gareth): “My name is Gareth.”

Maeve (as Mirabella): “I’m called Mirabella. You said your name was Kolyanovich. Are you related to Kolyan Indirovich, the burgomaster of this town?”

Jared: He looks a little surprised. He says, “Kolyan Indirovich is my esteemed father, yes.”

Maeve: “Then he’s the one who summoned us!” I show him the letter that drew us here.

Phillip: I watch his reaction as he reads it.

Jared: You notice that Ismark is trying to conceal his terror. He’s afraid to even touch the letter’s seal.

Phillip: I ask him what’s frightening him.

Russell: “Yeah, whose seal is it?”

Jared: “The Devil Strahd.”

Amy: “Sounds like a pleasant fellow.”

Jared: “No! He is the vampire lord of Castle Ravenloft and a plague to my sister. You must help her!”

Amy: “So Strahd wrote this letter, pretending to be the burgomaster, imploring us to come to Barovia and rescue Ireena Kolyana from a deadly affliction... which is him? Why would he do that?”

Russell: “Why would he want us to come here?”

Maeve: “Clearly, he doesn’t think we’re a threat.”

Amy: “Well, he hasn’t met us yet!”

Jared: “He’s toying with you. He delights in the destruction of all things good, like my dear sister.”

Jared: Ismark leans toward you, Gareth, with a suspicious glance at the other people in the tavern, like he’s worried they’re eavesdropping. He whispers, “The Devil Strahd desires to make Ireena his latest plaything. Twice he has visited her in the night, using his devilry to secure an invitation into the house—for he can’t enter where he isn’t invited. Twice he has bitten her, yet she clings to life. But I fear she won’t survive another visit!”

Russell: “All right, Ismark. You bought us drinks and told us about the Devil Strahd and your sister. How can we help?”

Jared: “You are too kind! First, I need your help transporting Ireena to the town of Vallaki.”

Maeve: “Where’s Vallaki?”

Jared: “It lies to the northwest, in the heart of the valley. As the raven flies, it is less than ten miles, but the road winds among the hills and woods, and the journey takes at least five hours at speed.”

Russell: “And why there?”

Jared: “The town lies beyond the view of Castle Ravenloft, so I hope it’s beyond Strahd’s spies. And I have heard that Vallaki is well defended, with a wooden palisade and iron gates.”

Russell: “As if such defenses would stop a vampire.”

Jared: “Indeed. But if moving her there can keep him away from her for even a few days, we have time for the second part of our task.”

Russell: “A part where you help us?”

Jared: “Yes, when I help you face the vampire!”

Exploration

Exploration involves delving into places that are dangerous and full of mystery. The rules in this section detail some of the ways adventurers interact with the environment in such places.

Adventuring Equipment

As adventurers explore, their equipment can help them in many ways. For example, they can reach out-of-the-way places with a Ladder, perceive things they wouldn’t otherwise notice with a Torch or another light source, bypass locked doors and containers with Thieves’ Tools, and create obstacles for pursuers with Caltrops.

See chapter 6 for rules on many items that are useful on adventures. The items in that chapter’s “Tools” and “Adventuring Gear” sections are especially useful. The weapons in that chapter can also be used for more than battle; you could use a Quarterstaff, for example, to push a sinister-looking button that you’re reluctant to touch.

Vision and Light

DAVID ASTRUGA [Image 3]

Some adventuring tasks—such as noticing danger, hitting an enemy, and targeting certain spells—are affected by sight, so effects that obscure vision can hinder you, as explained below.

Obscured Areas

An area might be Lightly or Heavily Obscured. In a Lightly Obscured area—such as an area with Dim Light, patchy fog, or moderate

foliage—you have Disadvantage on Wisdom (Perception) checks that rely on sight.

A Heavily Obscured area—such as an area with Darkness, heavy fog, or dense foliage—is opaque. You have the Blinded condition (see the rules glossary) when trying to see something there.

Light

The presence or absence of light determines the category of illumination in an area, as defined below.

Bright Light. Bright Light lets most creatures see normally. Even gloomy days provide Bright Light, as do torches, lanterns, fires, and other sources of illumination within a specific radius.

Dim Light. Dim Light, also called shadows, creates a Lightly Obscured area. An area of Dim Light is usually a boundary between Bright Light and surrounding Darkness. The soft light of twilight and dawn also counts as Dim Light. A full moon might bathe the land in Dim Light.

Darkness. Darkness creates a Heavily Obscured area. Characters face Darkness outdoors at night (even most moonlit nights), within the confines of an unlit dungeon, or in an area of magical Darkness.

Special Senses

Some creatures have special senses that help them perceive things in certain situations. The rules glossary defines the following special senses:

Hiding

Adventurers and monsters often hide, whether to spy on one another, sneak past a guardian, or set an ambush. The Dungeon

Master decides when circumstances are appropriate for hiding. When you try to hide, you take the Hide action.

Interacting with Objects

Interacting with objects is often simple to resolve. The player tells the DM that their character is doing something, such as moving a lever or opening a door, and the DM describes what happens. Sometimes, however, rules govern what you can do with an object, as detailed in the following sections.

What Is an Object?

For the purpose of the rules, an object is a discrete, inanimate item like a window, door, sword, book, table, chair, or stone. It isn't a building or a vehicle, which are composed of many objects.

Time-Limited Object Interactions

When time is short, such as in combat, interactions with objects are limited: one free interaction per turn. That interaction must occur during a creature's movement or action. Any additional interactions require the Utilize action, as explained in "Combat" later in this chapter.

Finding Hidden Objects

When your character searches for hidden things, such as a secret door or a trap, the DM typically asks you to make a Wisdom (Perception) check, provided you describe the character searching in the hidden object's vicinity. On a success, you find the object, other important details, or both.

If you describe your character searching nowhere near a hidden object, a Wisdom (Perception) check won't reveal the object, no matter the check's total.

Carrying Objects

You can usually carry your gear and treasure without worrying about the weight of those objects. If you try to haul an unusually heavy object or a massive number of lighter objects, the DM might require you to abide by the rules for carrying capacity in the rules glossary.

Breaking Objects

As an action, you can automatically break or otherwise destroy a fragile, nonmagical object, such as a glass container or a piece of paper. If you try to damage something more resilient, the DM might use the rules on breaking objects in the rules glossary.

Hazards

Monsters are the main perils characters face, but other dangers await. The rules glossary defines the following hazards:

Travel

During an adventure, the characters might travel long distances on trips that could take hours or days. The DM can summarize this travel without calculating exact distances or travel times, or the DM might have you use the travel pace rules below.

If you need to know how fast you can move when every second matters, see the movement rules in “Combat” later in this chapter.

Travel Pace

While traveling outside combat, a group can move at a Fast, Normal, or Slow pace, as shown on the Travel Pace table. The table states how far the party can move in a period of time; if riding horses or other mounts, the group can move twice that distance for 1 hour, after which the mounts need a Short or Long Rest before they can

move at that increased pace again (see chapter 6 for a selection of mounts for sale). The Dungeon Master’s Guide has rules that affect which pace you can choose in certain types of terrain.

Travel Pace

	Distance Traveled Per...		
Pace	Minute	Hour	Day
Fast	400 feet	4 miles	30 miles
Normal	300 feet	3 miles	24 miles
Slow	200 feet	2 miles	18 miles

Each travel pace has a game effect, as defined below.

Fast. Traveling at a Fast pace imposes Disadvantage on a traveler’s Wisdom (Perception or Survival) and Dexterity (Stealth) checks.

Normal. Traveling at a Normal pace imposes Disadvantage on Dexterity (Stealth) checks.

Slow. Traveling at a Slow pace grants Advantage on Wisdom (Perception or Survival) checks.

Vehicles

Travelers in wagons, carriages, or other land vehicles choose a pace as normal. Characters in a waterborne vessel are limited to the speed of the vessel, and they don’t choose a travel pace. Depending on the vessel and the size of the crew, ships might be able to travel for up to 24 hours per day. Chapter 6 includes vehicles for sale.

Exploration Example

This scene finds the player characters investigating a mysterious and potentially dangerous location. They're moving through the

environment and interacting with things they find there.

JOHN GRELLO

The characters are exploring Castle Ravenloft, and the DM describes the room the characters have entered.

Jared (as DM): A blazing hearth fire fills this room with warm light. Firelight glints off a poker beside the fireplace, and the walls are lined with ancient books. A huge painting hangs above the mantelpiece in a gilded frame. The firelight illuminates the portrait—an exact likeness of Ireena Kolyana.

Phillip (as Gareth): How old does the painting look?

Maeve (as Mirabella): I'm going to check the books!

Jared: OK, I'll get to those in a second. Russell and Amy, what are your characters doing?

Russell (as Shreeve): I stand near the door, sword drawn, ready for danger. This place is creepy!

Amy (as Auro): I go near the fireplace. A warm fire sounds nice. But I'm also alert for danger.

Jared: Two things leap out at Gareth about the painting. First, the woman's clothes look old-fashioned. Second, the paint is flaking in places, and the whole thing is covered by a thin layer of soot. You'd say this painting is a few centuries old.

Phillip: So maybe an ancestor of Ireena's? Unless she's already a vampire and this "bitten by Strahd" thing is a ruse.

Jared: Who knows? Now, Mirabella's looking at the books?

Maeve: Yeah, I pull one off the shelf at random.

Jared: It’s a book written in Common called *On the Habitations of the Divine in the Celestial and Infernal Realms*.

Russell: Did you just make that up?

Jared: I’ll never tell. As you flip through the book, you notice it’s very academic, almost impenetrable.

Maeve: OK, I put that one back and pull out another.

Jared: Are Shreeve and Auro doing anything else?

Amy: “Uh, folks? I found something!” Can I see anything in the room beyond?

Jared: Past the flames and smoke, you see a glimmering pile of coins heaped near a chest.

Amy: I check out the chest!

Jared: And the rest of you?

Phillip: Gareth enters and looks at the skeleton.

Maeve: I keep watch on this side of the fireplace.

Russell: I’m still back by the first door.

Jared: Amy, the chest seems expertly made, with elegant fittings and clawed feet.

Combat

CRAIG J SPEARING

Adventurers encounter many dangerous monsters and nefarious villains. In those moments, combat often breaks out.

The Order of Combat

A typical combat encounter is a clash between two sides: a flurry of weapon swings, feints, parries, footwork, and spellcasting. The game organizes combat into a cycle of rounds and turns. A round represents about 6 seconds in the game world. During a round, each participant in a battle takes a turn. The order of turns is determined at the beginning of combat when everyone rolls Initiative. Once everyone has taken a turn, the fight continues to the next round if neither side is defeated.

Combat Step by Step

Combat unfolds in these steps:

1. **Establish Positions.** The Dungeon Master determines where all the characters and monsters are located. Given the adventurers' marching order or their stated positions in the room or other location, the DM figures out where the adversaries are —how far away and in what direction.
2. **Roll Initiative.** Everyone involved in the combat encounter rolls Initiative, determining the order of combatants' turns.
3. **Take Turns.** Each participant in the battle takes a turn in Initiative order. When everyone involved in the combat has had a turn, the round ends. Repeat this step until the fighting stops.

Initiative

Initiative determines the order of turns during combat. When combat starts, every participant rolls Initiative; they make a Dexterity check that determines their place in the Initiative order. The DM rolls for monsters. For a group of identical creatures, the DM makes a single roll, so each member of the group has the same Initiative.

Surprise. If a combatant is surprised by combat starting, that combatant has Disadvantage on their Initiative roll. For example, if

an ambusher starts combat while hidden from a foe who is unaware that combat is starting, that foe is surprised.

Initiative Order. A combatant's check total is called their Initiative count, or Initiative for short. The DM ranks the combatants, from highest to lowest Initiative. This is the order in which they act during each round. The Initiative order remains the same from round to round.

Ties. If a tie occurs, the DM decides the order among tied monsters, and the players decide the order among tied characters. The DM decides the order if the tie is between a monster and a player character.

Your Turn

On your turn, you can move a distance up to your Speed and take one action. You decide whether to move first or take your action first.

The main actions you can take are listed in "Actions" earlier in this chapter. A character's features and a monster's stat block also provide action options. "Movement and Position" later in this chapter gives the rules for movement.

Communicating. You can communicate however you are able—through brief utterances and gestures—as you take your turn. Doing so uses neither your action nor your move.

Extended communication, such as a detailed explanation of something or an attempt to persuade a foe, requires an action. The Influence action is the main way you try to influence a monster.

Interacting with Things. You can interact with one object or feature of the environment for free, during either your move or action. For example, you could open a door during your move as you stride toward a foe.

If you want to interact with a second object, you need to take the Utilize action. Some magic items and other special objects always require an action to use, as stated in their descriptions.

The DM might require you to use an action for any of these activities when it needs special care or when it presents an unusual obstacle. For instance, the DM might require you to take the Utilize action to open a stuck door or turn a crank to lower a drawbridge.

Doing Nothing on Your Turn. You can forgo moving, taking an action, or doing anything at all on your turn. If you can't decide what to do, consider taking the defensive Dodge action or the Ready action to delay acting.

Ending Combat

Combat ends when one side or the other is defeated, which can mean the creatures are killed or knocked out or have surrendered or fled. Combat can also end when both sides agree to end it.

Movement and Position

> IGOR GRECHANYI
> Creatures occupy spaces of varying sizes. This Displacer Beast occupies
> a 10-by-10-foot space, while the adventurers occupy 5-by-5-foot spaces

On your turn, you can move a distance equal to your Speed or less. Or you can decide not to move.

Your movement can include climbing, crawling, jumping, and swimming (each explained in the rules glossary). These different modes of movement can be combined with your regular movement, or they can constitute your entire move.

However you're moving with your Speed, you deduct the distance of each part of your move from it until it is used up or until you are done moving, whichever comes first.

A character's Speed is determined during character creation. A monster's Speed is noted in the monster's stat block. See the rules glossary for more about Speed as well as about special speeds, such as a Climb Speed, Fly Speed, or Swim Speed.

Difficult Terrain

Combatants are often slowed down by Difficult Terrain. Low furniture, rubble, undergrowth, steep stairs, snow, and shallow bogs are examples of Difficult Terrain.

Every foot of movement in Difficult Terrain costs 1 extra foot, even if multiple things in a space count as Difficult Terrain.

Breaking Up Your Move

You can break up your move, using some of its movement before and after any action, Bonus Action, or Reaction you take on the same turn. For example, if you have a Speed of 30 feet, you could go 10 feet, take an action, and then go 20 feet.

Dropping Prone

On your turn, you can give yourself the Prone condition (see the rules glossary) without using an action or any of your Speed, but you can't do so if your Speed is 0.

Creature Size

A creature belongs to a size category, which determines the width of the square space the creature occupies on a map, as shown on the Creature Size and Space table. That table lists the sizes from

smallest (Tiny) to largest (Gargantuan). A creature's space is the area that it effectively controls in combat and the area it needs to fight effectively.

A character's size is determined by species, and a monster's size is specified in the monster's stat block.

Creature Size and Space

Size	Space (Feet)	Space (Squares)
Tiny	2½ by 2½ feet	4 per square
Small	5 by 5 feet	1 square
Medium	5 by 5 feet	1 square
Large	10 by 10 feet	4 squares (2 by 2)
Huge	15 by 15 feet	9 squares (3 by 3)
Gargantuan	20 by 20 feet	16 squares (4 by 4)

Moving around Other Creatures

During your move, you can pass through the space of an ally, a creature that has the Incapacitated condition (see the rules glossary), a Tiny creature, or a creature that is two sizes larger or smaller than you.

Another creature's space is Difficult Terrain for you unless that creature is Tiny or your ally.

You can't willingly end a move in a space occupied by another creature. If you somehow end a turn in a space with another creature, you have the Prone condition (see the rules glossary) unless you are Tiny or are of a larger size than the other creature.

Making an Attack

When you take the Attack action, you make an attack. Some other actions, Bonus Actions, and Reactions also let you make an attack. Whether you strike with a Melee weapon, fire a Ranged weapon, or make an attack roll as part of a spell, an attack has the following structure:

1. **Choose a Target.** Pick a target within your attack's range: a creature, an object, or a location.
2. **Determine Modifiers.** The DM determines whether the target has Cover (see the next section) and whether you have Advantage or Disadvantage against the target. In addition, spells, special abilities, and other effects can apply penalties or bonuses to your attack roll.
3. **Resolve the Attack.** Make the attack roll, as detailed earlier in this chapter. On a hit, you roll damage unless the particular attack has rules that specify otherwise. Some attacks cause special effects in addition to or instead of damage.

Cover

Walls, trees, creatures, and other obstacles can provide cover, making a target more difficult to harm. As detailed in the Cover table, there are three degrees of cover, each of which gives a different benefit to a target.

A target can benefit from cover only when an attack or other effect originates on the opposite side of the cover. If a target is behind multiple sources of cover, only the most protective degree of cover applies; the degrees aren't added together. For example, if a target is behind a creature that gives Half Cover and a tree trunk that gives Three-Quarters Cover, the target has Three-Quarters Cover.

Cover

Degree	Benefit to Target	Offered By...

Degree	Benefit to Target	Offered By...
Half	+2 bonus to AC and Dexterity saving throws	Another creature or an object that covers at least half of the target
Three-Quarters	+5 bonus to AC and Dexterity saving throws	An object that covers at least three-quarters of the target
Total	Can’t be targeted directly	An object that covers the whole target

Ranged Attacks

When you make a ranged attack, you fire a bow, hurl an axe, or otherwise send projectiles to strike a foe at a distance. Many spells also involve making a ranged attack.

Range

You can make ranged attacks only against targets within a specified range. If a ranged attack, such as one made with a spell, has a single range, you can’t attack a target beyond this range.

Some ranged attacks, such as those made with a Longbow, 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 long range.

Ranged Attacks in Close Combat

Aiming a ranged attack is more difficult when a foe is next to you. When you make a ranged attack roll with a weapon, a spell, or some other means, you have Disadvantage on the roll if you are within 5 feet of an enemy who can see you and doesn’t have the Incapacitated condition (see the rules glossary).

Melee Attacks

A melee attack allows you to attack a target within your reach. A melee attack typically uses a handheld weapon or an Unarmed Strike. Many monsters make melee attacks with claws, teeth, or other body parts. A few spells also involve melee attacks.

Reach

A creature has a 5-foot reach and can thus attack targets within 5 feet when making a melee attack. Certain creatures have melee attacks with a reach greater than 5 feet, as noted in their descriptions.

Opportunity Attacks

Combatants watch for enemies to drop their guard. If you move heedlessly past your foes, you put yourself in danger by provoking an Opportunity Attack.

Avoiding Opportunity Attacks. You can avoid provoking an Opportunity Attack by taking the Disengage action. You also don't provoke an Opportunity Attack when you teleport or when you are moved without using your movement, action, Bonus Action, or Reaction. For example, you don't provoke an Opportunity Attack if an explosion hurls you out of a foe's reach or if you fall past an enemy.

Making an Opportunity Attack. You can make an Opportunity Attack when a creature that you can see leaves your reach. To make the attack, take a Reaction to make one melee attack with a weapon or an Unarmed Strike against that creature. The attack occurs right before it leaves your reach.

Mounted Combat

GABOLEPS [Image 4]
Astride a giant seahorse, a
paladin adventures underwater

A willing creature that is at least one size larger than a rider and that has an appropriate anatomy can serve as a mount, using the following rules.

Mounting and Dismounting

During your move, you can mount a creature that is within 5 feet of you or dismount. Doing so costs an amount of movement equal to half your Speed (round down). For example, if your Speed is 30 feet, you spend 15 feet of movement to mount a horse.

Controlling a Mount

You can control a mount only if it has been trained to accept a rider. Domesticated horses, mules, and similar creatures have such training.

The Initiative of a controlled mount changes to match yours when you mount it. It moves on your turn as you direct it, and it has only three action options during that turn: Dash, Disengage, and Dodge. A controlled mount can move and act even on the turn that you mount it.

In contrast, an independent mount—one that lets you ride but ignores your control—retains its place in the Initiative order and moves and acts as it likes.

Falling Off

If an effect is about to move your mount against its will while you're on it, you must succeed on a DC 10 Dexterity saving throw or fall off, landing with the Prone condition (see the rules glossary) in an unoccupied space within 5 feet of the mount.

While mounted, you must make the same save if you're knocked Prone or the mount is.

Underwater Combat

A fight underwater follows these rules.

Impeded Weapons

When making a melee attack roll with a weapon underwater, a creature that lacks a Swim Speed has Disadvantage on the attack roll unless the weapon deals Piercing damage.

A ranged attack roll with a weapon underwater automatically misses a target beyond the weapon's normal range, and the attack roll has Disadvantage against a target within normal range.

Fire Resistance

Anything underwater has Resistance to Fire damage (explained in "Damage and Healing").

Damage and Healing

Injury and death are frequent threats in D&D, as detailed in the following rules.

Hit Points

Hit Points represent durability and the will to live. Creatures with more Hit Points are more difficult to kill. Your Hit Point maximum is the number of Hit Points you have when uninjured. Your current Hit Points can be any number from that maximum down to 0, which is the lowest Hit Points can go.

Whenever you take damage, subtract it from your Hit Points. Hit Point loss has no effect on your capabilities until you reach 0 Hit Points.

If you have half your Hit Points or fewer, you're Bloodied, which has no game effect on its own but which might trigger other game effects.

Damage Rolls

Each weapon, spell, and damaging monster ability specifies the damage it deals. You roll the damage dice, add any modifiers, and deal the damage to your target. If there's a penalty to the damage, it's possible to deal 0 damage but not negative damage.

When attacking with a weapon, you add your ability modifier—the same modifier used for the attack roll—to the damage roll. A spell tells you which dice to roll for damage and whether to add any modifiers. Unless a rule says otherwise, you don't add your ability modifier to a fixed damage amount that doesn't use a roll, such as the damage of a Blowgun. See chapter 6 for weapons' damage dice and chapter 7 for spells' damage dice.

Critical Hits

When you score a Critical Hit, you deal extra damage. Roll the attack's damage dice twice, add them together, and add any relevant modifiers as normal. For example, if you score a Critical Hit with a Dagger, roll 2d4 for the damage rather than 1d4, and add your relevant ability modifier. If the attack involves other damage dice, such as from the Rogue's Sneak Attack feature, you also roll those dice twice.

Saving Throws and Damage

Damage dealt via saving throws uses these rules.

Damage against Multiple Targets

When you create a damaging effect that forces two or more targets to make saving throws against it at the same time, roll the damage

once for all the targets. For example, when a wizard casts Fireball, the spell's damage is rolled once for all creatures caught in the blast.

Half Damage

Many saving throw effects deal half damage (round down) to a target when the target succeeds on the saving throw. The halved damage is equal to half the damage that would be dealt on a failed save.

Damage Types

Each instance of damage has a type, like Fire or Slashing. Damage types are listed in the rules glossary and have no rules of their own, but other rules, such as Resistance, rely on damage types.

Resistance and Vulnerability

Some creatures and objects have Resistance or Vulnerability to certain damage types. If you have Resistance to a damage type, damage of that type is halved against you (round down). If you have Vulnerability to a damage type, damage of that type is doubled against you. For example, if you have Resistance to Cold damage, such damage is halved against you, and if you have Vulnerability to Fire damage, such damage is doubled against you.

No Stacking

Multiple instances of Resistance or Vulnerability that affect the same damage type count as only one instance. For example, if you have Resistance to Necrotic damage as well as Resistance to all damage, Necrotic damage is reduced by half against you.

Order of Application

Modifiers to damage are applied in the following order: adjustments such as bonuses, penalties, or multipliers are applied first;

Resistance is applied second; and Vulnerability is applied third.

For example, a creature has Resistance to all damage and Vulnerability to Fire damage, and it's within a magical aura that reduces all damage by 5. If it takes 28 Fire damage, the damage is first reduced by 5 (to 23), then halved for the creature's Resistance (and rounded down to 11), then doubled for its Vulnerability (to 22).

Immunity

Some creatures and objects have Immunity to certain damage types and conditions. Immunity to a damage type means you don't take damage of that type, and Immunity to a condition means you aren't affected by it.

Healing

Hit Points can be restored by magic, such as the Cure Wounds spell or a Potion of Healing, or by a Short or Long Rest (see the rules glossary).

When you receive healing, add the restored Hit Points to your current Hit Points. Your Hit Points can't exceed your Hit Point maximum, so any Hit Points regained in excess of the maximum are lost. For example, if you receive 8 Hit Points of healing and have 14 Hit Points and a Hit Point maximum of 20, you regain 6 Hit Points, not 8.

Dropping to 0 Hit Points

When a creature drops to 0 Hit Points, it either dies outright or falls unconscious, as explained below.

Instant Death

Here are the main ways a creature can die instantly.

Monster Death. A monster dies the instant it drops to 0 Hit Points, although a Dungeon Master can ignore this rule for an individual monster and treat it like a character.

Hit Point Maximum of 0. A creature dies if its Hit Point maximum reaches 0. Certain effects drain life energy, reducing a creature's Hit Point maximum.

Massive Damage. When damage reduces a character to 0 Hit Points and damage remains, the character dies if the remainder equals or exceeds their Hit Point maximum. For example, if your character has a Hit Point maximum of 12, currently has 6 Hit Points, and takes 18 damage, the character drops to 0 Hit Points, but 12 damage remains. The character then dies, since 12 equals their Hit Point maximum.

Character Demise

If your character dies, others might find a magical way to revive your character, such as with the Raise Dead spell. Or talk with the DM about making a new character to join the group. The rules glossary has more information on being dead.

Falling Unconscious

If you reach 0 Hit Points and don't die instantly, you have the Unconscious condition (see the rules glossary) until you regain any Hit Points, and you now face making Death Saving Throws (see below).

Death Saving Throws

Whenever you start your turn with 0 Hit Points, you must make a Death Saving Throw to determine whether you creep closer to death or hang on to life. Unlike other saving throws, this one isn't tied to an ability score. You're in the hands of fate now.

Three Successes/Failures. Roll 1d20. If the roll is 10 or higher, you succeed. Otherwise, you fail. A success or failure has no effect by itself. On your third success, you become Stable (see “Stabilizing a Character” below). On your third failure, you die.

The successes and failures don’t need to be consecutive; keep track of both until you collect three of a kind. The number of both is reset to zero when you regain any Hit Points or become Stable.

Rolling a 1 or 20. When you roll a 1 on the d20 for a Death Saving Throw, you suffer two failures. If you roll a 20 on the d20, you regain 1 Hit Point.

Damage at 0 Hit Points. If you take any damage while you have 0 Hit Points, you suffer a Death Saving Throw failure. If the damage is from a Critical Hit, you suffer two failures instead. If the damage equals or exceeds your Hit Point maximum, you die.

Stabilizing a Character

You can take the Help action to try to stabilize a creature with 0 Hit Points, which requires a successful DC 10 Wisdom (Medicine) check.

A Stable creature doesn’t make Death Saving Throws even though it has 0 Hit Points, but it still has the Unconscious condition. If the creature takes damage, it stops being Stable and starts making Death Saving Throws again. A Stable creature that isn’t healed regains 1 Hit Point after 1d4 hours.

Temporary Hit Points

Some spells and other effects confer Temporary Hit Points, which are a buffer against losing actual Hit Points, as explained below.

Lose Temporary Hit Points First

If you have Temporary Hit Points and take damage, those points are lost first, and any leftover damage carries over to your Hit Points. For example, if you have 5 Temporary Hit Points and take 7 damage, you lose those points and then lose 2 Hit Points.

Duration

Temporary Hit Points last until they're depleted or you finish a Long Rest (see the rules glossary).

Temporary Hit Points Don't Stack

Temporary Hit Points can't be added together. If you have Temporary Hit Points and receive more of them, you decide whether to keep the ones you have or to gain the new ones. For example, if a spell grants you 12 Temporary Hit Points when you already have 10, you can have 12 or 10, not 22.

They're Not Hit Points or Healing

Temporary Hit Points can't be added to your Hit Points, healing can't restore them, and receiving Temporary Hit Points doesn't count as healing. Because Temporary Hit Points aren't Hit Points, a creature can be at full Hit Points and receive Temporary Hit Points.

If you have 0 Hit Points, receiving Temporary Hit Points doesn't restore you to consciousness. Only true healing can save you.

Conditions

Many effects impose a condition, a temporary state that alters the recipient's capabilities. The following conditions are defined in the rules glossary:

The definition of a condition specifies what happens to its recipient while affected by it, and some conditions apply other conditions.

Duration

A condition lasts either for a duration specified by the effect that imposed the condition or until the condition is countered (the Prone condition is countered by standing up, for example).

Conditions Don’t Stack

If multiple effects impose the same condition on you, each instance of the condition has its own duration, but the condition’s effects don’t get worse. Either you have a condition or you don’t. The Exhaustion condition is an exception; its effects get worse if you have the condition and receive it again.

Combat and Damage Example

In this scene, threats force a group of adventurers into battle. This example demonstrates the turn-based flow of combat that gives each player a chance to detail what they do during the high-stakes moments of a fight.

Below Castle Ravenloft, the characters enter combat!

Jared (as DM): Yellow lichen covers the ceiling in this passage, which has alcoves along both sides.

Russell (as Shreeve): I peer into the nearest alcoves.

Russell: Ack! How many skeletons?

Russell: Ten skeletons? Yikes! I got a 16.

Maeve (as Mirabella): I got 8.

Phillip (as Gareth): An incredible 2 for Gareth.

Amy (as Auro): I got a 19!

Russell: Oh, boy.

Russell: Is that the best you can do?

Phillip: Never say that to the DM.

Jared: Heh. Now two of them attack Auro. The first roll is a natural 1: a miss. The second roll is 16.

Amy: That hits.

Jared: You take 4 Piercing damage, and one of them attacks Mirabella with a roll of 14.

Jared: The skeleton's blade bounces off your shield of magical force. Then two of them attack Gareth. One misses with a 5, but the other one lands a solid blow with a 21, dealing 7 piercing damage.

Phillip: That got my attention!

Jared: That's nine attacks. There's one more skeleton at the end of the hall. It moves up and waits for an opening. Now it's Auro's turn.

Amy: I attack one close to me. Does a 24 hit?

Jared: A solid hit!

Amy: And it's next to one of my allies, right?

Jared: Yes.

Jared: Your blade slides into an empty eye socket, and the skeleton clatters to the ground, now inanimate and harmless.

Jared: Very good. Shreeve?

Jared: It tries to block your swing, but the force of your blow destroys the skeleton!

Russell: I swing at the next skeleton with 11 to hit.

Jared: The skeleton dodges out of the way.

Russell: Rats. That's my turn.

Jared: Mirabella?

Jared: Three if you don't want to get Shreeve too.

Maeve: Because I used a level 2 slot, that's 15 Thunder damage, and they're pushed 10 feet away.

Jared: They're pushed back and shattered.

Maeve: Excellent! Four down, six to go.

Jared: And it's Gareth's turn at last!

Phillip: How many of them are within 30 feet of me?

Jared: All six.

Jared (rolling): Oh, those are not good numbers. None of them even got close.

Phillip: They each take 18 Radiant damage and—

Jared: Never mind the "and." Pelor does indeed smite these skeletons! They're silhouetted for a moment in a burst of brilliant light, then they vanish, leaving only their broken swords behind.

Creating a Character

Chapter 2: Creating a Character

DMITRY BURMAK
World-traveling explorers Hank, Bobby, Sheila, Diana, and Presto stand on the threshold of their next adventure

You can make a character for Dungeons & Dragons using the building blocks in this book. Your character is a combination of game statistics, roleplaying hooks, and your imagination. You choose a class (such as Fighter or Wizard), a background (such as Sailor or Acolyte), and a species (such as Human or Elf). You also invent the personality and appearance of your character. Once completed, your character serves as your avatar in the D&D multiverse.

Get Ready

Before you dive into character creation, there are a few things to do to get ready, as explained below.

Talk with Your DM

Start by talking with your Dungeon Master about the type of D&D game they plan to run. If the DM draws inspiration from Greek myth, for example, you might choose a different direction for your character than if the DM is planning for swashbuckling on the high seas. Think about the kind of adventurer you want to play in this game. If you don’t know where to begin, look at the character illustrations in this book for inspiration.

Choose a Character Sheet

You’ll record the main details of your character on a character sheet. Throughout this chapter, we use the term “character sheet” to mean whatever you use to track your character’s details, whether it’s a printed character sheet, a digital character sheet like the one on

D&D Beyond, or plain paper. Choose whichever style of sheet works for you, and then embark on creating a character!

Create Your Character

Here are the steps to make a character; each step is explored in detail in this chapter:

1. **Choose a Class.** Every adventurer is a member of a class. A class broadly describes a character's vocation, special talents, and favored tactics.
2. **Determine Origin.** A character's origin includes two elements: background and species. How did the character spend the years leading up to a life of adventure? Who are the character's ancestors? You can also choose your character's languages.
3. **Determine Ability Scores.** Much of what your character does in the game depends on the character's six abilities.
4. **Choose an Alignment.** Alignment is a shorthand for your character's moral compass.
5. **Fill in Details.** Using the choices you've made, fill in the remaining details on your character sheet.

Step 1: Choose a Class

Choose a class, and write it on your character sheet. The Class Overview table summarizes the classes. See chapter 3 for the classes' details.

Class Overview

Class	Likes...	Primary Ability	Complexity
Barbarian	Battle	Strength	Average
Bard	Performing	Charisma	High
Cleric	Gods	Wisdom	Average
Druid	Nature	Wisdom	High

Class	Likes...	Primary Ability	Complexity
Fighter	Weapons	Strength or Dexterity	Low
Monk	Unarmed combat	Dexterity and Wisdom	High
Paladin	Defense	Strength and Charisma	Average
Ranger	Survival	Dexterity and Wisdom	Average
Rogue	Stealth	Dexterity	Low
Sorcerer	Power	Charisma	High
Warlock	Occult lore	Charisma	High
Wizard	Spellbooks	Intelligence	Average

Write Your Level

Write your character's level on your character sheet. Typically, a character starts at level 1 and advances in level by adventuring and gaining Experience Points (XP).

Write Your XP. Also record your Experience Points. A level 1 character has 0 XP.

Starting at a Higher Level. Your DM might start you at a higher level. If you start at level 3 or higher, write your chosen subclass on your character sheet. See the "Starting at Higher Levels" section later in the chapter for more information.

Note Armor Training

Your class might give you training with certain categories of armor. Note your armor training on your character sheet. Armor training with a kind of armor means you can wear that armor effectively, gaining defensive bonuses from it. The categories of armor are described in chapter 6.

Hold That Thought

You'll fill in more details about your class later. Choosing your class is the most important decision you make in creating a character, and it informs many of the decisions you make in later steps. You'll return to your class's description in chapter 3 several more times before you're done.

Step 2: Determine Origin

Determining your character's origin involves choosing a background, a species, and two languages.

A character's background represents the place and occupation that were most formative for the character. The combination of background, species, and languages provides fertile soil for your imagination as you ponder your character's earliest days.

Choose a Background

Choose your character's background, and write it on your character sheet. You can choose any of the backgrounds detailed in chapter 4, and your DM might offer additional backgrounds as options.

The background you choose influences step 3, when you determine your character's ability scores. If you're having trouble choosing, the Ability Scores and Backgrounds table shows which backgrounds benefit which ability scores. Look for your class's primary ability there.

Ability Scores and Backgrounds

Ability	Backgrounds
Strength	Artisan, Entertainer, Farmer, Guard, Noble, Sailor, Soldier
Dexterity	Artisan, Charlatan, Criminal, Entertainer, Guide, Sailor, Scribe, Soldier, Wayfarer

Ability	Backgrounds
Constitution	Charlatan, Criminal, Farmer, Guide, Hermit, Merchant, Sage, Soldier
Intelligence	Acolyte, Artisan, Criminal, Guard, Merchant, Noble, Sage, Scribe
Wisdom	Acolyte, Farmer, Guard, Guide, Hermit, Sage, Sailor, Scribe, Wayfarer
Charisma	Acolyte, Charlatan, Entertainer, Hermit, Merchant, Noble, Wayfarer

Record Your Feat. A background gives you a feat, which grants your character particular capabilities. Feats are detailed in chapter 5. Write the feat on your character sheet.

Note Proficiencies. Your background gives proficiency in two skills and with one tool. Record this information on your character sheet.

Your class also gives proficiencies. Check your class description in chapter 3 and note the proficiencies on your character sheet.

On the sample character sheet, you can indicate proficiency in skills and saving throws by marking the circle next to them.

The features table in your class description shows your Proficiency Bonus (described in chapter 1), which is +2 for a level 1 character. Note this number on your character sheet. You'll fill in other numbers connected to these proficiencies in step 5.

Choose Starting Equipment

Your background and class both provide starting equipment. Any coins that you gain at this step can be immediately spent on equipment from chapter 6. In addition, you can have one trinket at no cost (see the Trinkets table at the end of this chapter).

Record your chosen equipment on your character sheet. Equipment is described in chapter 6, but for now you can just write it all down

and look up the specifics in that chapter later. There's also space on the sample character sheet to note any coins you have left after purchasing your equipment, as well as treasure you acquire on your adventures.

CHRIS SEAMAN [Image 1]
Consider how your choices combine to set your character on the path to adventure

Choose a Species

Choose a species for your character. The following species options are detailed in chapter 4: Aasimar, Dragonborn, Dwarf, Elf, Gnome, Goliath, Halfling, Human, Orc, and Tiefling. Once you've chosen a species, write it on your character sheet. Then record your species' traits.

Your character's size and Speed are determined by the character's species; record these in the appropriate places on your character sheet as well (you may write just the first letter of your size).

Imagine Your Past and Present

Let your character's background and species inspire how you imagine their past. That past fed into the character's present. With that in mind, consider answers to the following questions as your character:

- Who raised you?
- Who was your dearest childhood friend?
- Did you grow up with a pet?
- Have you fallen in love? If so, with whom?
- Did you join an organization, such as a guild or religion? If so, are you still a member of it?
- What elements of your past inspire you to go on adventures now?

Choose Languages

Your character knows at least three languages: Common plus two languages you roll or choose from the Standard Languages table. Knowledge of a language means your character can communicate in it, read it, and write it. Your class and other features might also give you languages.

The Standard Languages table lists languages that are widespread on D&D worlds. Every player character knows Common, which originated in the planar metropolis of Sigil, the hub of the multiverse. The other standard languages originated with the first members of the most prominent species in the worlds of D&D and have since spread widely.

Standard Languages

1d12	Language	Origin
—	Common	Sigil
1	Common Sign Language	Sigil
2	Draconic	Dragons
3–4	Dwarvish	Dwarves
5–6	Elvish	Elves
7	Giant	Giants
8	Gnomish	Gnomes
9	Goblin	Goblinoids
10–11	Halfling	Halflings
12	Orc	Orcs

The Rare Languages table lists languages that are either secret or derived from other planes of existence and thus less widespread in the worlds of the Material Plane. Some features let a character learn a rare language.

Rare Languages

Language	Origin
Abyssal	Demons of the Abyss
Celestial	Celestials
Deep Speech	Aberrations
Druidic	Druidic circles
Infernal	Devils of the Nine Hells
Primordial*	Elementals
Sylvan	The Feywild
Thieves' Cant	Various criminal guilds
Undercommon	The Underdark

*Primordial includes the Aquan, Auran, Ignan, and Terran dialects. Creatures that know one of these dialects can communicate with those that know a different one.

Step 3: Determine Ability Scores

To determine your character's ability scores, you first generate a set of six numbers using the instructions below and then assign them to your six abilities. Chapter 1 explains what each ability means.

Generate Your Scores

Determine your ability scores by using one of the following three methods. Your DM might prefer you to use a particular one.

Standard Array. Use the following six scores for your abilities: 15, 14, 13, 12, 10, 8.

Random Generation. Roll four d6s and record the total of the highest three dice. Do this five more times, so you have six numbers.

Point Cost. You have 27 points to spend on your ability scores. The cost of each score is shown on the Ability Score Point Costs table.

For example, a score of 14 costs 7 of your 27 points.

Ability Score Point Costs

Score	Cost
8	0
9	1
10	2
11	3
12	4
13	5
14	7
15	9

Assign Ability Scores

Once you've generated six scores, assign them to Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma, keeping in mind your class's primary ability. Fill in the ability modifiers as well.

If you're using the Standard Array option, consult the Standard Array by Class table for suggestions on where to assign scores for your character's class. The table puts the highest scores in a class's main abilities. If you used a different method to generate the scores, you may still use this table to guide where you place your highest and lowest scores.

Standard Array by Class

Class	Str.	Dex.	Con.	Int.	Wis.	Cha.
Barbarian	15	13	14	10	12	8
Bard	8	14	12	13	10	15

Class	Str.	Dex.	Con.	Int.	Wis.	Cha.
Cleric	14	8	13	10	15	12
Druid	8	12	14	13	15	10
Fighter	15	14	13	8	10	12
Monk	12	15	13	10	14	8
Paladin	15	10	13	8	12	14
Ranger	12	15	13	8	14	10
Rogue	12	15	13	14	10	8
Sorcerer	10	13	14	8	12	15
Warlock	8	14	13	12	10	15
Wizard	8	12	13	15	14	10

Adjust Ability Scores

After assigning your ability scores, adjust them according to your background. Your background lists three abilities; increase one of those scores by 2 and a different one by 1, or increase all three by 1. None of these increases can raise a score above 20.

Some players like to increase their class's primary ability, while others prefer to increase a low score.

Determine Ability Modifiers

Finally, determine your ability modifiers using the Ability Scores and Modifiers table. Write the modifier next to each of your scores.

Ability Scores and Modifiers

Score	Modifier
3	−4
4–5	−3

Score	Modifier
6–7	−2
8–9	−1
10–11	+0
12–13	+1
14–15	+2
16–17	+3
18–19	+4
20	+5

Describe Appearance and Personality

Ability scores are an essential part of the rules, but they can be more than that. Once you've assigned your ability scores, give some thought to what those scores might say about your character's appearance and personality. A very strong character with low Charisma might look and behave differently from a charismatic character with low Strength. The following tables of descriptive words give suggestions of how you might describe your character based on having a high or low score in an ability.

Note your character's appearance and personality on your character sheet.

RANDALL MACKEY [Image 2]

Strength

1d4	High Strength	Low Strength
1	Muscular	Weak
2	Sinewy	Slight
3	Protective	Self-conscious
4	Direct	Indirect



Dexterity

1d4	High Dexterity	Low Dexterity
1	Lithe	Jittery
2	Dynamic	Clumsy
3	Fidgety	Hesitant
4	Poised	Unsteady



Constitution

1d4	High Constitution	Low Constitution
1	Energetic	Frail
2	Hale	Squeamish
3	Hearty	Lethargic
4	Stable	Fragile



Intelligence

1d4	High Intelligence	Low Intelligence
1	Decisive	Artless
2	Logical	Illogical
3	Informative	Uninformed
4	Curious	Frivolous



Wisdom

1d4	High Wisdom	Low Wisdom
1	Serene	Rash
2	Considerate	Distracted
3	Attentive	Oblivious
4	Wary	Naive



Charisma

1d4	High Charisma	Low Charisma
1	Charming	Pedantic
2	Commanding	Humorless
3	Hilarious	Reserved
4	Inspiring	Tactless

Step 4: Choose an Alignment

Choose your character’s alignment from the options below, and note it on your character sheet.

D&D assumes that player characters aren’t of an evil alignment. Check with your DM before making an evil character.

The Nine Alignments

A creature’s alignment broadly describes its ethical attitudes and ideals. Alignment is a combination of two factors: one identifies morality (good, evil, or neutral), and the other describes attitudes toward order (lawful, chaotic, or neutral).

The summaries of the alignments below describe the typical behavior of a creature with that alignment; individuals can vary from that behavior.

CHRIS SEAMAN 
Alignments might be visualized as a grid like this—along with creatures that embody those alignments

Lawful Good (LG). Lawful Good creatures endeavor to do the right thing as expected by society. Someone who fights injustice and protects the innocent without hesitation is probably Lawful Good.

Neutral Good (NG). Neutral Good creatures do the best they can, working within rules but not feeling bound by them. A kindly person who helps others according to their needs is probably Neutral Good.

Chaotic Good (CG). Chaotic Good creatures act as their conscience directs with little regard for what others expect. A rebel who waylays a cruel baron's tax collectors and uses the stolen money to help the poor is probably Chaotic Good.

Lawful Neutral (LN). Lawful Neutral individuals act in accordance with law, tradition, or personal codes. Someone who follows a disciplined rule of life—and isn't swayed either by the demands of those in need or by the temptations of evil—is probably Lawful Neutral.

Neutral (N). Neutral is the alignment of those who prefer to avoid moral questions and don't take sides, doing what seems best at the time. Someone who's bored by moral debate is probably Neutral.

Chaotic Neutral (CN). Chaotic Neutral creatures follow their whims, valuing their personal freedom above all else. A scoundrel who wanders the land living by their wits is probably Chaotic Neutral.

Lawful Evil (LE). Lawful Evil creatures methodically take what they want within the limits of a code of tradition, loyalty, or order. An

aristocrat exploiting citizens while scheming for power is probably Lawful Evil.

Neutral Evil (NE). Neutral Evil is the alignment of those who are untroubled by the harm they cause as they pursue their desires. A criminal who robs and murders as they please is probably Neutral Evil.

Chaotic Evil (CE). Chaotic Evil creatures act with arbitrary violence, spurred by their hatred or bloodlust. A villain pursuing schemes of vengeance and havoc is probably Chaotic Evil.

Alignment and Personality

Alignment can shape a character's personality, goals, and core beliefs. Looking at the two elements of an alignment, you can use the lists below to inspire details of your character's personality.

Personality Traits by Alignment

Alignment	1d4	Associated Trait
Chaotic	1	Boastful
	2	Impulsive
	3	Rebellious
	4	Self-absorbed
Good	1	Compassionate
	2	Helpful
	3	Honest
	4	Kind
Evil	1	Dishonest
	2	Vengeful
	3	Cruel
	4	Greedy
Lawful		

Alignment	1d4	Associated Trait
Neutral	1	Cooperative
	2	Loyal
	3	Judgmental
	4	Methodical
	1	Selfish
	2	Disinterested
	3	Laconic
	4	Pragmatic

Step 5: Fill In Details

Now fill in the rest of your character sheet.

Record Class Features

Look at your class's feature table in chapter 3, and write down the level 1 features. The class features are detailed in that same chapter.

Some class features offer choices. Make sure to read all your features and make any offered choices.

Fill In Numbers

Note these numbers on your character sheet.

Saving Throws. For the saving throws you have proficiency in, add your Proficiency Bonus to the appropriate ability modifier and note the total. Some players also like to note the modifier for saving throws they're not proficient in, which is just the relevant ability modifier.

Skills. For skills you have proficiency in, add your Proficiency Bonus to the ability modifier associated with that skill, and note the total.

You might also wish to note the modifier for skills you're not proficient in, which is just the relevant ability modifier.

Passive Perception. Sometimes your DM will determine whether your character notices something without asking you to make a Wisdom (Perception) check; the DM uses your Passive Perception instead. Passive Perception is a score that reflects a general awareness of your surroundings when you're not actively looking for something. Use this formula to determine your Passive Perception score:

Passive Perception = 10 + Wisdom (Perception) check modifier

Include all modifiers that apply to your Wisdom (Perception) checks. For example, if your character has a Wisdom of 15 and proficiency in the Perception skill, you have a Passive Perception of 14 (10 + 2 for your Wisdom modifier + 2 for proficiency).

Hit Points. Your class and Constitution modifier determine your Hit Point maximum at level 1, as shown on the Level 1 Hit Points by Class table.

Level 1 Hit Points by Class

Class	Hit Point Maximum
Barbarian	12 + Con. modifier
Fighter, Paladin, or Ranger	10 + Con. modifier
Bard, Cleric, Druid, Monk, Rogue, or Warlock	8 + Con. modifier
Sorcerer or Wizard	6 + Con. modifier

The character sheet includes room to note your current Hit Points when you take damage, as well as any Temporary Hit Points you might gain. There's also space to track Death Saving Throws.

Hit Point Dice. Your class's description tells you the die type of your character's Hit Point Dice (or Hit Dice for short); write this on your

character sheet. At level 1, your character has 1 Hit Die. You can spend Hit Dice during a Short Rest to recover Hit Points. Your character sheet also includes space to note how many Hit Dice you've spent.

Initiative. Write your Dexterity modifier in the space for Initiative on your character sheet.

Armor Class. Without armor or a shield, your base Armor Class is 10 plus your Dexterity modifier. If your starting equipment includes armor or a Shield (or both), calculate your AC using the rules in chapter 6. A class feature might give you a different way to calculate your AC.

Attacks. In the Weapons & Damage Cantrips section of the character sheet, write your starting weapons. The attack roll bonus for a weapon with which you have proficiency is one of the following unless a weapon's property says otherwise:

Melee attack bonus = Strength modifier + Proficiency Bonus

Ranged attack bonus = Dexterity modifier + Proficiency Bonus

Look up the damage and properties of your weapons in chapter 6. You add the same ability modifier you use for attacks with a weapon to your damage rolls with that weapon.

Spellcasting. Note both the saving throw DC for your spells and the attack bonus for attacks you make with them, using these formulas:

Spell save DC = 8 + spellcasting ability modifier + Proficiency Bonus

Spell attack bonus = spellcasting ability modifier + Proficiency Bonus

Your spellcasting ability modifier for a spell is determined by whatever feature gives you the ability to cast the spell.

Spell Slots, Cantrips, and Prepared Spells. If your class gives you the Spellcasting or Pact Magic feature, your class features table shows the number of spell slots you have available, how many cantrips you know, and how many spells you can prepare. Choose your cantrips and prepared spells, and note them—along with your number of spell slots—on your character sheet.

Name Your Character

Choose a name for your character, and write it on your character sheet. The name can be whatever you like. Was it the name of an ancestor? Does it have religious or other significance? Is it a name you chose for yourself?

Create Final Details

As you finish creating your character, consider whether you'd like to make up any other details about the character. Here are the sorts of things you might ask yourself as the character:

- What's your gender?
- What person or people do you care most about?
- What's your deepest fear?
- On your adventures, will you seek knowledge, wealth, glory, enlightenment, justice, mercy, power, or something else?

Level Advancement

> CHRIS SEAMAN
> Adventuring equipment improves as a character progresses through the tiers of play

While going on adventures, your character gains experience, represented by Experience Points (XP). A character who reaches a specified Experience Point total advances in capability. This advancement is called gaining a level.

The Character Advancement table lists the XP you need to advance to a level and the Proficiency Bonus for a character of that level. When your XP total equals or exceeds a number in the Experience Points column, you reach the corresponding level.

Character Advancement

Level	Experience Points	Proficiency Bonus
1	0	+2
2	300	+2
3	900	+2
4	2,700	+2
5	6,500	+3
6	14,000	+3
7	23,000	+3
8	34,000	+3
9	48,000	+4
10	64,000	+4
11	85,000	+4
12	100,000	+4
13	120,000	+5
14	140,000	+5
15	165,000	+5
16	195,000	+5
17	225,000	+6
18	265,000	+6
19	305,000	+6
20	355,000	+6

Gaining a Level

When you gain a level, follow these steps:

1. **Choose a Class.** Most characters advance in the same class. However, you might decide to gain a level in another class using the rules in the “Multiclassing” section later in this chapter.
2. **Adjust Hit Points and Hit Point Dice.** Each time you gain a level, you gain an additional Hit Die. Roll that die, add your Constitution modifier to the roll, and add the total (minimum of 1) to your Hit Point maximum. Instead of rolling, you can use the fixed value shown in the Fixed Hit Points by Class table.

Fixed Hit Points by Class

Class	Hit Points per Level
Barbarian	7 + Con. modifier
Fighter, Paladin, or Ranger	6 + Con. modifier
Bard, Cleric, Druid, Monk, Rogue, or Warlock	5 + Con. modifier
Sorcerer or Wizard	4 + Con. modifier

3. **Record New Class Features.** Look at your class features table in chapter 3, and note the features you gain at your new level in that class. Make any choices offered by a new feature.
4. **Adjust Proficiency Bonus.** A character’s Proficiency Bonus increases at certain levels, as shown in the Character Advancement table and your class features table in chapter 3. When your Proficiency Bonus increases, increase all the numbers on your character sheet that include your Proficiency Bonus.
5. **Adjust Ability Modifiers.** If you choose a feat that increases one or more of your ability scores, your ability modifier also changes if the new score is an even number. When that happens, adjust all the numbers on your character sheet that use that ability modifier. When your Constitution modifier increases by 1, your Hit Point maximum increases by 1 for each level you have attained. For example, if a character reaches level 8 and increases their Constitution score from 17 to 18, the Constitution modifier increases to +4. The character’s Hit Point

maximum then increases by 8, in addition to the Hit Points gained for reaching level 8.

Tiers of Play

With each new level, characters acquire new capabilities that equip them to handle greater challenges. As characters advance in level, the tone of the game also changes, and the stakes of the campaign get higher. It's helpful to think of a character's (and a campaign's) arc in terms of four tiers of play, describing the journey from a level 1 character just beginning an adventuring career to the epic heights of level 20. These tiers don't have any rules associated with them; they point to the fact that the play experience evolves as characters gain levels.

Tier 1 (Levels 1–4)

In tier 1, characters are apprentice adventurers, though they are already set apart from the broader populace by virtue of their extraordinary abilities. They learn their starting class features and choose a subclass. The threats they face usually pose a danger to local farmsteads or villages.

Tier 2 (Levels 5–10)

In tier 2, characters are full-fledged adventurers. Spellcasters gain iconic spells such as Fireball, Lightning Bolt, and Raise Dead. Most weapon-focused classes gain the ability to make multiple attacks in a round. The characters now face dangers that threaten cities and kingdoms.

Tier 3 (Levels 11–16)

In tier 3, characters have reached a level of power that makes them special among adventurers. At level 11, many spellcasters learn reality-altering spells. Other characters gain features that allow them

to make more attacks or to do more impressive things with those attacks. These adventurers often confront threats to whole regions.

Tier 4 (Levels 17–20)

At tier 4, characters achieve the pinnacle of their class features, becoming heroic archetypes. The fate of the world or even the order of the multiverse might hang in the balance during their adventures.

Starting at Higher Levels

Your DM might start your group's characters at a level higher than 1. It is particularly recommended to start at level 3 if your group is composed of seasoned D&D players.

Creating Your Character

Creating a higher-level character uses the same character-creation steps outlined in this chapter and the rules for advancing beyond level 1 provided in the "Level Advancement" section. You begin with the minimum amount of XP required to reach your starting level. For example, if the DM starts you at level 10, you have 64,000 XP.

Starting Equipment

The DM decides whether your character starts with more than the standard equipment for a level 1 character, possibly even one or more magic items. The Starting Equipment at Higher Levels table is a guide for the DM.

Also, check with your DM about what equipment is available for you to buy with your starting money. For example, the firearms described in chapter 6 are too expensive for level 1 characters, but they might be available for purchase if your DM allows them.

Starting Equipment at Higher Levels

Starting Level	Equipment and Money	Magic Items
2–4	Normal starting equipment	1 Common
5–10	500 GP plus 1d10 × 25 GP plus normal starting equipment	1 Common, 1 Uncommon
11–16	5,000 gp plus 1d10 × 250 GP plus normal starting equipment	2 Common, 3 Uncommon, 1 Rare
17–20	20,000 GP plus 1d10 × 250 GP plus normal starting equipment	2 Common, 4 Uncommon, 3 Rare, 1 Very Rare

Multiclassing

Multiclassing allows you to gain levels in multiple classes. With this rule, you have the option of gaining a level in a new class whenever you advance in level instead of gaining a level in your current class. Doing so lets you mix the abilities of those classes to realize a character concept that might not be reflected in a single class.

Prerequisites

To qualify for a new class, you must have a score of at least 13 in the primary ability of the new class and your current classes. For example, a Barbarian who decides to multiclass into the Druid class must have Strength and Wisdom scores of 13 or higher, since Strength is the primary ability for Barbarians and Wisdom is the primary ability for Druids.

Experience Points

The Experience Point cost to gain a level is based on your total character level, not your level in a particular class, as shown in the Character Advancement table in this chapter. For example, if you are

a level 6 Cleric / level 1 Fighter, you must gain enough XP to reach level 8 before you can take your second level as a Fighter or your seventh level as a Cleric.

Hit Points and Hit Point Dice

You gain the Hit Points from your new class as described for levels after 1. You gain the level 1 Hit Points for a class only when your total character level is 1.

Add together the Hit Dice granted by all your classes to form your pool of Hit Dice. If these dice are the same die type, you can pool them together. For example, both the Fighter and the Paladin have a d10 Hit Die, so if you are a level 5 Fighter / level 5 Paladin, you have ten d10 Hit Dice. If your classes give you Hit Dice of different types, track them separately. If you are a level 5 Cleric / level 5 Paladin, for example, you have five d8 Hit Dice and five d10 Hit Dice.

Proficiency Bonus

Your Proficiency Bonus is based on your total character level, not your level in a particular class, as shown in the Character Advancement table. For example, if you are a level 3 Fighter / level 2 Rogue, you have the Proficiency Bonus of a level 5 character, which is +3.

Proficiencies

When you gain your first level in a class other than your initial class, you gain only some of the new class's starting proficiencies, as detailed in each class's description in chapter 3.

Class Features

When you gain a new level in a class, you get its features for that level. A few features have additional rules when you're multiclassing.

Check the information about multiclassing included in each of your classes' descriptions.

Special rules apply to Extra Attack, Spellcasting, and features (such as Unarmored Defense) that give you alternative ways to calculate your Armor Class.

Armor Class

If you have multiple ways to calculate your Armor Class, you can benefit from only one at a time. For example, a Monk/Sorcerer with a Monk's Unarmored Defense feature and a Sorcerer's Draconic Resilience feature must choose only one of those features as a way to calculate Armor Class.

If you gain the Extra Attack feature from more than one class, the features don't stack. You can't make more than two attacks with this feature unless you have a feature that says you can (such as the Fighter's Two Extra Attacks feature).

Similarly, the Warlock's Thirsting Blade invocation, which grants you the Extra Attack feature with your pact weapon, doesn't give you additional attacks if you also have Extra Attack.

Spellcasting

Your capacity for spellcasting depends partly on your combined levels in all your spellcasting classes and partly on your individual levels in those classes. Once you have the Spellcasting feature from more than one class, use the rules below. If you multiclass but have the Spellcasting feature from only one class, follow the rules for that class.

Multiclass Spellcaster: Spell Slots per Spell Level

Level	1	2	3	4	5	6	7	8	9
1	2	—	—	—	—	—	—	—	—
2	3	—	—	—	—	—	—	—	—
3	4	2	—	—	—	—	—	—	—
4	4	3	—	—	—	—	—	—	—
5	4	3	2	—	—	—	—	—	—
6	4	3	3	—	—	—	—	—	—
7	4	3	3	1	—	—	—	—	—
8	4	3	3	2	—	—	—	—	—
9	4	3	3	3	1	—	—	—	—
10	4	3	3	3	2	—	—	—	—
11	4	3	3	3	2	1	—	—	—
12	4	3	3	3	2	1	—	—	—
13	4	3	3	3	2	1	1	—	—
14	4	3	3	3	2	1	1	—	—
15	4	3	3	3	2	1	1	1	—
16	4	3	3	3	2	1	1	1	—
17	4	3	3	3	2	1	1	1	1
18	4	3	3	3	3	1	1	1	1
19	4	3	3	3	3	2	1	1	1
20	4	3	3	3	3	2	2	1	1

Spells Prepared. You determine what spells you can prepare for each class individually, as if you were a single-classed member of that class. If you are a level 4 Ranger / level 3 Sorcerer, for example, you can prepare five level 1 Ranger spells, and you can prepare six Sorcerer spells of level 1 or 2 (as well as four Sorcerer cantrips).

Each spell you prepare is associated with one of your classes, and you use the spellcasting ability of that class when you cast the spell.

> CHRIS SEAMAN [Image 9]
> A character with Paladin and Warlock levels might call on both a mighty oath and an otherworldly patron

Cantrips. If a cantrip of yours increases in power at higher levels, the increase is based on your total character level, not your level in a particular class, unless the spell says otherwise.

Spell Slots. You determine your available spell slots by adding together the following:

- All your levels in the Bard, Cleric, Druid, Sorcerer, and Wizard classes
- Half your levels (round up) in the Paladin and Ranger classes
- One third of your Fighter or Rogue levels (round down) if you have the Eldritch Knight or Arcane Trickster subclass.

Then look up this total level in the Level column of the Multiclass Spellcaster table. You use the slots for that level to cast spells of an appropriate level from any class whose Spellcasting feature you have.

This table might give you spell slots of a higher level than the spells you prepare. You can use those slots but only to cast your lower-level spells. If a lower-level spell that you cast, like Burning Hands, has an enhanced effect when cast at a higher level, you can use the enhanced effect as normal.

For example, if you are a level 4 Ranger / level 3 Sorcerer, you count as a level 5 character when determining your spell slots, counting all your levels as a Sorcerer and half your Ranger levels. As shown in the Multiclass Spellcaster table, you have four level 1 spell slots, three level 2 slots, and two level 3 slots. However, you can’t prepare any level 3 spells, nor can you prepare any level 2 Ranger spells. You can use the spell slots of those levels to cast the spells you do prepare—and potentially enhance their effects.

Pact Magic. If you have the Pact Magic feature from the Warlock class and the Spellcasting feature, you can use the spell slots you gain from Pact Magic to cast spells you have prepared from classes with the Spellcasting feature, and you can use the spell slots you

gain from the Spellcasting feature to cast Warlock spells you have prepared.

Trinkets

When you make your character, you can roll once on the Trinkets table to gain a Tiny trinket, a simple item lightly touched by mystery. The DM might also use this table. It can help stock a room in a dungeon or fill a creature’s pockets.

COUPLEOFKOOKS [Image 10]

Trinkets

1d100	Trinket
01	A mummified goblin hand
02	A crystal that faintly glows in moonlight
03	A gold coin minted in an unknown land
04	A diary written in a language you don’t know
05	A brass ring that never tarnishes
06	An old chess piece made from glass
07	A pair of knucklebone dice, each with a skull symbol on the side that would normally show six pips
08	A small idol depicting a nightmarish creature that gives you unsettling dreams when you sleep near it
09	A lock of someone’s hair
10	The deed for a parcel of land in a realm unknown to you
11	A 1-ounce block made from an unknown material
12	A small cloth doll skewered with needles
13	A tooth from an unknown beast
14	An enormous scale, perhaps from a dragon
15	A bright-green feather
16	An old divination card bearing your likeness

1d100	Trinket
17	A glass orb filled with moving smoke
18	A 1-pound egg with a bright-red shell
19	A pipe that blows bubbles
20	A glass jar containing a bit of flesh floating in pickling fluid
21	A gnome-crafted music box that plays a song you dimly remember from your childhood
22	A wooden statuette of a smug halfling
23	A brass orb etched with strange runes
24	A multicolored stone disk
25	A silver icon of a raven
26	A bag containing forty-seven teeth, one of which is rotten
27	A shard of obsidian that always feels warm to the touch
28	A dragon’s talon strung on a leather necklace
29	A pair of old socks
30	A blank book whose pages refuse to hold ink, chalk, graphite, or any other marking
31	A silver badge that is a five-pointed star
32	A knife that belonged to a relative
33	A glass vial filled with nail clippings
34	A rectangular metal device with two tiny metal cups on one end that throws sparks when wet
35	A white, sequined glove sized for a human
36	A vest with one hundred tiny pockets
37	A weightless stone
38	A sketch of a goblin
39	An empty glass vial that smells of perfume
40	A gemstone that looks like a lump of coal when examined by anyone but you
41	A scrap of cloth from an old banner
42	A rank insignia from a lost legionnaire
43	A silver bell without a clapper

1d100	Trinket
44	A mechanical canary inside a lamp
45	A miniature chest carved to look like it has numerous feet on the bottom
46	A dead sprite inside a clear glass bottle
47	A metal can that has no opening but sounds as if it is filled with liquid, sand, spiders, or broken glass (your choice)
48	A glass orb filled with water, in which swims a clockwork goldfish
49	A silver spoon with an *M* engraved on the handle
50	A whistle made from gold-colored wood
51	A dead scarab beetle the size of your hand
52	Two toy soldiers, one missing a head
53	A small box filled with different-sized buttons
54	A candle that can’t be lit
55	A miniature cage with no door
56	An old key
57	An indecipherable treasure map
58	A hilt from a broken sword
59	A rabbit’s foot
60	A glass eye
61	A cameo of a hideous person
62	A silver skull the size of a coin
63	An alabaster mask
64	A cone of sticky black incense that stinks
65	A nightcap that gives you pleasant dreams when you wear it
66	A single caltrop made from bone
67	A gold monocle frame without the lens
68	A 1-inch cube, each side a different color
69	A crystal doorknob
70	A packet filled with pink dust

1d100	Trinket
71	A fragment of a beautiful song, written as musical notes on two pieces of parchment
72	A silver teardrop earring containing a real teardrop
73	An eggshell painted with scenes of misery in disturbing detail
74	A fan that, when unfolded, shows a sleepy cat
75	A set of bone pipes
76	A four-leaf clover pressed inside a book discussing manners and etiquette
77	A sheet of parchment upon which is drawn a mechanical contraption
78	An ornate scabbard that fits no blade you have found
79	An invitation to a party where a murder happened
80	A bronze pentacle with an etching of a rat’s head in its center
81	A purple handkerchief embroidered with the name of an archmage
82	Half a floor plan for a temple, a castle, or another structure
83	A bit of folded cloth that, when unfolded, turns into a stylish cap
84	A receipt of deposit at a bank in a far-off city
85	A diary with seven missing pages
86	An empty silver snuffbox bearing the inscription “dreams” on its lid
87	An iron holy symbol devoted to an unknown god
88	A book about a legendary hero’s rise and fall, with the last chapter missing
89	A vial of dragon blood
90	An ancient arrow of elven design
91	A needle that never bends
92	An ornate brooch of dwarven design
93	An empty wine bottle bearing a pretty label that says, “The Wizard of Wines Winery, Red Dragon Crush, 331422-W”
94	A mosaic tile with a multicolored, glazed surface

1d100	Trinket
95	A petrified mouse
96	A black pirate flag adorned with a dragon’s skull and crossbones
97	A tiny mechanical crab or spider that moves about when it’s not being observed
98	A glass jar containing lard with a label that reads, “Griffon Grease”
99	A wooden box with a ceramic bottom that holds a living worm with a head on each end of its body
00	A metal urn containing the ashes of a hero

COUPLEOFKOOKS [Image 11]

Character Classes

Chapter 3: Character Classes

ANDREA PIPARO [Image 1]
The heroes Mercion, Molliver, Strongheart, and Ringlerun
protect a portal to another plane from diabolical invaders

Character class provides a character's most exciting capabilities. This chapter offers twelve classes, each of which contains four subclasses—all summarized below.

[Image 2]

Barbarian. Storm with Rage, and wade into hand-to-hand combat. Then follow the Path of the...

Berserker to unleash raw violence.

Wild Heart to manifest kinship with animals.

World Tree to tap into cosmic vitality.

Zealot to rage in union with a god.

[Image 3]

Bard. Perform spells that inspire and heal allies or beguile foes. Then join the College of...

Dance to harness agility in battle.

Glamour to weave beguiling Feywild magic.

Lore to collect knowledge and magical secrets.

Valor to wield weapons with spells.

[Image 4]

Cleric. Invoke divine magic to heal, bolster, and smite. Then harness the...

Life Domain to be a master of healing.

Light Domain to wield searing, warding light.

Trickery Domain to bedevil foes with mischief.

War Domain to inspire valor and chastise foes.



Druid. Channel nature magic to heal, shape-shift, and control the elements. Then join the Circle of the...

Land to draw on the magic of the environment.

Moon to adopt powerful animal forms.

Sea to channel tides and storms.

Stars to gain powers in a starry form.



Fighter. Master all weapons and armor. Then embody the...

Battle Master to use special combat maneuvers.

Champion to strive for peak combat prowess.

Eldritch Knight to learn spells to aid in combat.

Psi Warrior to augment attacks with psionic power.



Monk. Dart in and out of melee while striking fast and hard. Then become a Warrior of...

Mercy to heal or harm with a touch.

Shadow to employ shadows for subterfuge.

The Elements to wield elemental power.

The Open Hand to master unarmed combat.



Paladin. Smite foes and shield allies with divine and martial might. Then swear the Oath of...

Devotion to emulate the angels of justice.

Glory to reach the heights of heroism.

The Ancients to preserve life, joy, and nature.

Vengeance to hunt down evildoers.



Ranger. Weave together martial prowess, nature magic, and survival skills. Then embody the...

Beast Master to bond with a primal beast.

Fey Wanderer to manifest fey mirth and fury.

Gloom Stalker to hunt foes that lurk in darkness.

Hunter to protect nature with martial versatility.



Rogue. Launch deadly Sneak Attacks while avoiding harm through stealth. Then embody the...

Arcane Trickster to enhance stealth with spells.

Assassin to deliver ambushes and poison.

Soulknife to strike foes with psi blades.

Thief to master infiltration and treasure hunting.







Wizard. Study arcane magic and master spells for every purpose. Then embody the...

Abjurer to shield allies and banish foes.

Diviner to learn the multiverse's secrets.

Evoker to create explosive effects.

Illusionist to weave spells of deception.

Barbarian

DENMAN ROOKE
A Fierce Warrior of Primal Rage

Core Barbarian Traits

Primary Ability	Strength
Hit Point Die	D12 per Barbarian level
Saving Throw Proficiencies	Strength and Constitution
Skill Proficiencies	*Choose 2:* Animal Handling, Athletics, Intimidation, Nature, Perception, or Survival
Weapon Proficiencies	Simple and Martial weapons
Armor Training	Light and Medium armor and Shields
Starting Equipment	*Choose A or B:* (A) Greataxe, 4 Handaxes, Explorer's Pack, and 15 GP; or (B) 75 GP

Barbarians are mighty warriors who are powered by primal forces of the multiverse that manifest as a Rage. More than a mere emotion—and not limited to anger—this Rage is an incarnation of a predator's ferocity, a storm's fury, and a sea's turmoil.

Some Barbarians personify their Rage as a fierce spirit or revered forebear. Others see it as a connection to the pain and anguish of the world, as an impersonal tangle of wild magic, or as an expression of their own deepest self. For every Barbarian, their Rage is a power that fuels not just battle prowess, but also uncanny reflexes and heightened senses.

Barbarians often serve as protectors and leaders in their communities. They charge headlong into danger so those under their protection don't have to. Their courage in the face of danger makes Barbarians perfectly suited for adventure.

Becoming a Barbarian...

As a Level 1 Character

- Gain all the traits in the Core Barbarian Traits table.
- Gain the Barbarian's level 1 features, which are listed in the Barbarian Features table.

As a Multiclass Character

- Gain the following traits from the Core Barbarian Traits table: Hit Point Die, proficiency with Martial weapons, and training with Shields.
- Gain the Barbarian's level 1 features, which are listed in the Barbarian Features table.

Barbarian Class Features

As a Barbarian, you gain the following class features when you reach the specified Barbarian levels. These features are listed in the Barbarian Features table.

Barbarian Features

Level	Proficiency Bonus	Class Features	Rages	Rage Damage	Weapon Mastery
1	+2	Rage, Unarmored Defense, Weapon Mastery	2	+2	2
2	+2	Danger Sense, Reckless Attack	2	+2	2
3	+2	Barbarian Subclass, Primal Knowledge	3	+2	2
4	+2	Ability Score Improvement	3	+2	3
5	+3	Extra Attack, Fast Movement	3	+2	3
6	+3	Subclass feature	4	+2	3
7	+3	Feral Instinct, Instinctive Pounce	4	+2	3
8	+3	Ability Score Improvement	4	+2	3
9	+4	Brutal Strike	4	+3	3
10	+4	Subclass feature	4	+3	4
11	+4	Relentless Rage	4	+3	4
12	+4	Ability Score Improvement	5	+3	4
13	+5	Improved Brutal Strike	5	+3	4
14	+5	Subclass feature	5	+3	4
15	+5	Persistent Rage	5	+3	4
16	+5	Ability Score Improvement	5	+4	4
17	+6	Improved Brutal Strike	6	+4	4
18	+6	Indomitable Might	6	+4	4
19	+6	Epic Boon	6	+4	4

Level	Proficiency Bonus	Class Features	Rages	Rage Damage	Weapon Mastery
20	+6	Primal Champion	6	+4	4

Level 1: Rage

You can imbue yourself with a primal power called Rage, a force that grants you extraordinary might and resilience. You can enter it as a Bonus Action if you aren't wearing Heavy armor.

You can enter your Rage the number of times shown for your Barbarian level in the Rages column of the Barbarian Features table. You regain one expended use when you finish a Short Rest, and you regain all expended uses when you finish a Long Rest.

While active, your Rage follows the rules below.

Damage Resistance. You have Resistance to Bludgeoning, Piercing, and Slashing damage.

Rage Damage. When you make an attack using Strength—with either a weapon or an Unarmed Strike—and deal damage to the target, you gain a bonus to the damage that increases as you gain levels as a Barbarian, as shown in the Rage Damage column of the Barbarian Features table.

Strength Advantage. You have Advantage on Strength checks and Strength saving throws.

No Concentration or Spells. You can't maintain Concentration, and you can't cast spells.

Duration. The Rage lasts until the end of your next turn, and it ends early if you don Heavy armor or have the Incapacitated condition. If your Rage is still active on your next turn, you can extend the Rage for another round by doing one of the following:

- Make an attack roll against an enemy.
- Force an enemy to make a saving throw.
- Take a Bonus Action to extend your Rage.

Each time the Rage is extended, it lasts until the end of your next turn. You can maintain a Rage for up to 10 minutes.

Level 1: Unarmored Defense

While you aren't wearing any armor, your base Armor Class equals 10 plus your Dexterity and Constitution modifiers. You can use a Shield and still gain this benefit.

WAYNE ENGLAND [Image 14]

Level 1: Weapon Mastery

Your training with weapons allows you to use the mastery properties of two kinds of Simple or Martial Melee weapons of your choice, such as Greataxes and Handaxes. Whenever you finish a Long Rest, you can practice weapon drills and change one of those weapon choices.

When you reach certain Barbarian levels, you gain the ability to use the mastery properties of more kinds of weapons, as shown in the Weapon Mastery column of the Barbarian Features table.

Level 2: Danger Sense

You gain an uncanny sense of when things aren't as they should be, giving you an edge when you dodge perils. You have Advantage on Dexterity saving throws unless you have the Incapacitated condition.

Level 2: Reckless Attack

You can throw aside all concern for defense to attack with increased ferocity. When you make your first attack roll on your turn, you can decide to attack recklessly. Doing so gives you Advantage on attack rolls using Strength until the start of your next turn, but attack rolls against you have Advantage during that time.

Level 3: Barbarian Subclass

You gain a Barbarian subclass of your choice. The Path of the Berserker, Path of the Wild Heart, Path of the World Tree, and Path of the Zealot subclasses are detailed after this class's description. A subclass is a specialization that grants you features at certain Barbarian levels. For the rest of your career, you gain each of your subclass's features that are of your Barbarian level or lower.

Level 3: Primal Knowledge

You gain proficiency in another skill of your choice from the skill list available to Barbarians at level 1.

In addition, while your Rage is active, you can channel primal power when you attempt certain tasks; whenever you make an ability check using one of the following skills, you can make it as a Strength check even if it normally uses a different ability: Acrobatics, Intimidation, Perception, Stealth, or Survival. When you use this ability,

your Strength represents primal power coursing through you, honing your agility, bearing, and senses.

Level 4: Ability Score Improvement

You gain the Ability Score Improvement feat (see chapter 5) or another feat of your choice for which you qualify. You gain this feature again at Barbarian levels 8, 12, and 16.

You can attack twice instead of once whenever you take the Attack action on your turn.

Level 5: Fast Movement

Your speed increases by 10 feet while you aren't wearing Heavy armor.

Level 7: Feral Instinct

Your instincts are so honed that you have Advantage on Initiative rolls.

Level 7: Instinctive Pounce

As part of the Bonus Action you take to enter your Rage, you can move up to half your Speed.

Level 9: Brutal Strike

If you use Reckless Attack, you can forgo any Advantage on one Strength-based attack roll of your choice on your turn. The chosen attack roll mustn't have Disadvantage. If the chosen attack roll hits, the target takes an extra 1d10 damage of the same type dealt by the weapon or Unarmed Strike, and you can cause one Brutal Strike effect of your choice. You have the following effect options.

Forceful Blow. The target is pushed 15 feet straight away from you. You can then move up to half your Speed straight toward the target without provoking Opportunity Attacks.

Hamstring Blow. The target's Speed is reduced by 15 feet until the start of your next turn. A target can be affected by only one Hamstring Blow at a time—the most recent one.

Level 11: Relentless Rage

Your Rage can keep you fighting despite grievous wounds. If you drop to 0 Hit Points while your Rage is active and don't die outright, you can make a DC 10 Constitution saving throw. If you succeed, your Hit Points instead change to a number equal to twice your Barbarian level.

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.

Level 13: Improved Brutal Strike

You have honed new ways to attack furiously. The following effects are now among your Brutal Strike options.

Staggering Blow. The target has Disadvantage on the next saving throw it makes, and it can't make Opportunity Attacks until the start of your next turn.

Sundering Blow. Before the start of your next turn, the next attack roll made by another creature against the target gains a +5 bonus to the roll. An attack roll can gain only one Sundering Blow bonus.

Level 15: Persistent Rage

When you roll Initiative, you can regain all expended uses of Rage. After you regain uses of Rage in this way, you can't do so again until you finish a Long Rest.

In addition, your Rage is so fierce that it now lasts for 10 minutes without you needing to do anything to extend it from round to round. Your Rage ends early if you have the Unconscious condition (not just the Incapacitated condition) or don Heavy armor.

Level 17: Improved Brutal Strike

The extra damage of your Brutal Strike increases to 2d10. In addition, you can use two different Brutal Strike effects whenever you use your Brutal Strike feature.

Level 18: Indomitable Might

If your total for a Strength check or Strength saving throw is less than your Strength score, you can use that score in place of the total.

Level 19: Epic Boon

You gain an Epic Boon feat (see chapter 5) or another feat of your choice for which you qualify. Boon of Irresistible Offense is recommended.

Level 20: Primal Champion

You embody primal power. Your Strength and Constitution scores increase by 4, to a maximum of 25.

Barbarian Subclasses

A Barbarian subclass is a specialization that grants you features at certain Barbarian levels, as specified in the subclass. This section presents the Path of the Berserker, Path of the Wild Heart, Path of the World Tree, and Path of the Zealot subclasses.

Path of the Berserker

NATHANIEL HIMAWAN [Image 15]
Path of the Berserker Subclass

Channel Rage into Violent Fury

Barbarians who walk the Path of the Berserker direct their Rage primarily toward violence. Their path is one of untrammeled fury, and they thrill in the chaos of battle as they allow their Rage to seize and empower them.

Level 3: Frenzy

If you use Reckless Attack while your Rage is active, you deal extra damage to the first target you hit on your turn with a Strength-based attack. To determine the extra damage, roll a number of d6s equal to your Rage Damage bonus, and add them together. The damage has the same type as the weapon or Unarmed Strike used for the attack.

Level 6: Mindless Rage

You have Immunity to the Charmed and Frightened conditions while your Rage is active. If you're Charmed or Frightened when you enter your Rage, the condition ends on you.

Level 10: Retaliation

When you take damage from a creature that is within 5 feet of you, you can take a Reaction to make one melee attack against that creature, using a weapon or an Unarmed Strike.

Level 14: Intimidating Presence

As a Bonus Action, you can strike terror into others with your menacing presence and primal power. When you do so, each creature of your choice in a 30-foot

Emanation originating from you must make a Wisdom saving throw (DC 8 plus your Strength modifier and Proficiency Bonus). On a failed save, a creature has the Frightened condition for 1 minute. At the end of each of the Frightened creature's turns, the creature repeats the save, ending the effect on itself on a success.

Once you use this feature, you can't use it again until you finish a Long Rest unless you expend a use of your Rage (no action required) to restore your use of it.

Path of the Wild Heart

Walk in Community with the Animal World

Barbarians who follow the Path of the Wild Heart view themselves as kin to animals. These Barbarians learn magical means to communicate with animals, and their Rage heightens their connection to animals as it fills them with supernatural might.

> ALDITHA SIREGAR [Image 16]
> Path of the Wild Heart Subclass

Level 3: Animal Speaker

You can cast the Beast Sense and Speak with Animals spells but only as Rituals. Wisdom is your spellcasting ability for them.

Level 3: Rage of the Wilds

Your Rage taps into the primal power of animals. Whenever you activate your Rage, you gain one of the following options of your choice.

Bear. While your Rage is active, you have Resistance to every damage type except Force, Necrotic, Psychic, and Radiant.

Eagle. When you activate your Rage, you can take the Disengage and Dash actions as part of that Bonus Action. While your Rage is active, you can take a Bonus Action to take both of those actions.

Wolf. While your Rage is active, your allies have Advantage on attack rolls against any enemy of yours within 5 feet of you.

Level 6: Aspect of the Wilds

You gain one of the following options of your choice. Whenever you finish a Long Rest, you can change your choice.

Owl. You have Darkvision with a range of 60 feet. If you already have Darkvision, its range increases by 60 feet.

Panther. You have a Climb Speed equal to your Speed.

Salmon. You have a Swim Speed equal to your Speed.

Level 10: Nature Speaker

You can cast the Commune with Nature spell but only as a Ritual. Wisdom is your spellcasting ability for it.

Level 14: Power of the Wilds

Whenever you activate your Rage, you gain one of the following options of your choice.

Falcon. While your Rage is active, you have a Fly Speed equal to your Speed if you aren't wearing any armor.

Lion. While your Rage is active, any of your enemies within 5 feet of you have Disadvantage on attack rolls against targets other than you or another Barbarian who has this option active.

Ram. While your Rage is active, you can cause a Large or smaller creature to have the Prone condition when you hit it with a melee attack.

Path of the World Tree

MARCELA MEDEIROS [Image 17]
Path of the World Tree Subclass

Trace the Roots and Branches of the Multiverse

Barbarians who follow the Path of the World Tree connect with the cosmic tree Yggdrasil through their Rage. This tree grows among the Outer Planes, connecting them to each other and the Material Plane. These Barbarians draw on the tree's magic for vitality and as a means of dimensional travel.

Level 3: Vitality of the Tree

Your Rage taps into the life force of the World Tree. You gain the following benefits.

Vitality Surge. When you activate your Rage, you gain a number of Temporary Hit Points equal to your Barbarian level.

Life-Giving Force. At the start of each of your turns while your Rage is active, you can choose another creature within 10 feet of yourself to gain Temporary Hit Points. To determine the number of Temporary Hit Points, roll a number of d6s equal to your

Rage Damage bonus, and add them together. If any of these Temporary Hit Points remain when your Rage ends, they vanish.

Level 6: Branches of the Tree

Whenever a creature you can see starts its turn within 30 feet of you while your Rage is active, you can take a Reaction to summon spectral branches of the World Tree around it. The target must succeed on a Strength saving throw (DC 8 plus your Strength modifier and Proficiency Bonus) or be teleported to an unoccupied space you can see within 5 feet of yourself or in the nearest unoccupied space you can see. After the target teleports, you can reduce its Speed to 0 until the end of the current turn.

Level 10: Battering Roots

During your turn, your reach is 10 feet greater with any Melee weapon that has the Heavy or Versatile property, as tendrils of the World Tree extend from you. When you hit with such a weapon on your turn, you can activate the Push or Topple mastery property in addition to a different mastery property you're using with that weapon.

Level 14: Travel along the Tree

When you activate your Rage and as a Bonus Action while your Rage is active, you can teleport up to 60 feet to an unoccupied space you can see.

In addition, once per Rage, you can increase the range of that teleport to 150 feet. When you do so, you can also bring up to six willing creatures who are within 10 feet of you. Each creature teleports to an unoccupied space of your choice within 10 feet of your destination space.

Path of the Zealot

Rage in Ecstatic Union with a God

Barbarians who walk the Path of the Zealot receive boons from a god or pantheon. These Barbarians experience their Rage as an ecstatic episode of divine union that infuses them with power. They are often allies to the priests and other followers of their god or pantheon.

> IGNATIUS BUDI [Image 18]
> Path of the Zealot Subclass

Level 3: Divine Fury

You can channel divine power into your strikes. On each of your turns while your Rage is active, the first creature you hit with a weapon or an Unarmed Strike takes

extra damage equal to 1d6 plus half your Barbarian level (round down). The extra damage is Necrotic or Radiant; you choose the type each time you deal the damage.

Level 3: Warrior of the Gods

A divine entity helps ensure you can continue the fight. You have a pool of four d12s that you can spend to heal yourself. As a Bonus Action, you can expend dice from the pool, roll them, and regain a number of Hit Points equal to the roll's total.

Your pool regains all expended dice when you finish a Long Rest.

The pool's maximum number of dice increases by one when you reach Barbarian levels 6 (5 dice), 12 (6 dice), and 17 (7 dice).

Level 6: Fanatical Focus

Once per active Rage, if you fail a saving throw, you can reroll it with a bonus equal to your Rage Damage bonus, and you must use the new roll.

Level 10: Zealous Presence

As a Bonus Action, you unleash a battle cry infused with divine energy. Up to ten other creatures of your choice within 60 feet of you gain Advantage on attack rolls and saving throws until the start of your next turn.

Once you use this feature, you can't use it again until you finish a Long Rest unless you expend a use of your Rage (no action required) to restore your use of it.

Level 14: Rage of the Gods

When you activate your Rage, you can assume the form of a divine warrior. This form lasts for 1 minute or until you drop to 0 Hit Points. Once you use this feature, you can't do so again until you finish a Long Rest.

While in this form, you gain the benefits below.

Flight. You have a Fly Speed equal to your Speed and can hover.

Resistance. You have Resistance to Necrotic, Psychic, and Radiant damage.

Revivification. When a creature within 30 feet of you would drop to 0 Hit Points, you can take a Reaction to expend a use of your Rage to instead change the target's Hit Points to a number equal to your Barbarian level.

Bard

EVYN FONG [Image 19]
An Inspiring Performer of Music, Dance, and Magic

Core Bard Traits

Primary Ability	Charisma
Hit Point Die	D8 per Bard level
Saving Throw Proficiencies	Dexterity and Charisma
Skill Proficiencies	Choose any 3 skills (see chapter 1)
Weapon Proficiencies	Simple weapons
Tool Proficiencies	Choose 3 Musical Instruments (see chapter 6)
Armor Training	Light armor
Starting Equipment	Choose A or B: (A) Leather Armor, 2 Daggers, **Musical Instrument** of your choice, Entertainer's Pack, and 19 GP; or (B) 90 GP

Invoking magic through music, dance, and verse, Bards are expert at inspiring others, soothing hurts, disheartening foes, and creating illusions. Bards believe the multiverse was spoken into existence and that remnants of its Words of Creation still resound and glimmer on every plane of existence. Bardic magic attempts to harness those words, which transcend any language.

Anything can inspire a new song or tale, so Bards are fascinated by almost everything. They become masters of many things, including performing music, working magic, and making jests.

A Bard's life is spent traveling, gathering lore, telling stories, and living on the gratitude of audiences, much like any other entertainer. But Bards' depth of knowledge and mastery of magic sets them apart.

Becoming a Bard...

As a Level 1 Bard

- Gain all the traits in the Core Bard Traits table.
- Gain the Bard's level 1 features, which are listed in the Bard Features table.

As a Multiclass Bard

- Gain the following traits from the Core Bard Traits table: Hit Point Die, proficiency in one skill of your choice, proficiency with one Musical Instrument of your choice, and training with Light armor.
- Gain the Bard's level 1 features, which are listed in the Bard Features table. See the multiclassing rules in chapter 2 to determine your available spell slots.

Bard Class Features

As a Bard, you gain the following class features when you reach the specified Bard levels. These features are listed in the Bard Features table.

Bard Features

Level	Proficiency Bonus	Class Features	Bardic Die	Cantrips	Prepared Spells	——Spell Slots per Spell Level——								
						1	2	3	4	5	6	7	8	9
1	+2	Bardic Inspiration, Spellcasting	D6	2	4	2	—	—	—	—	—	—	—	—
2	+2	Expertise, Jack of All Trades	D6	2	5	3	—	—	—	—	—	—	—	—
3	+2	Bard Subclass	D6	2	6	4	2	—	—	—	—	—	—	—
4	+2	Ability Score Improvement	D6	3	7	4	3	—	—	—	—	—	—	—
5	+3	Font of Inspiration	D8	3	9	4	3	2	—	—	—	—	—	—
6	+3	Subclass feature	D8	3	10	4	3	3	—	—	—	—	—	—
7	+3	Countercharm	D8	3	11	4	3	3	1	—	—	—	—	—
8	+3	Ability Score Improvement	D8	3	12	4	3	3	2	—	—	—	—	—
9	+4	Expertise	D8	3	14	4	3	3	3	1	—	—	—	—
10	+4	Magical Secrets	D10	4	15	4	3	3	3	2	—	—	—	—
11	+4	—	D10	4	16	4	3	3	3	2	1	—	—	—
12	+4	Ability Score Improvement	D10	4	16	4	3	3	3	2	1	—	—	—
13	+5	—	D10	4	17	4	3	3	3	2	1	1	—	—

Level	Proficiency Bonus	Class Features	Bardic Die	Cantrips	Prepared Spells	——Spell Slots per Spell Level——								
						1	2	3	4	5	6	7	8	9
14	+5	Subclass feature	D10	4	17	4	3	3	3	2	1	1	—	—
15	+5	—	D12	4	18	4	3	3	3	2	1	1	1	—
16	+5	Ability Score Improvement	D12	4	18	4	3	3	3	2	1	1	1	—
17	+6	—	D12	4	19	4	3	3	3	2	1	1	1	1
18	+6	Superior Inspiration	D12	4	20	4	3	3	3	3	1	1	1	1
19	+6	Epic Boon	D12	4	21	4	3	3	3	3	2	1	1	1
20	+6	Words of Creation	D12	4	22	4	3	3	3	3	2	2	1	1

Level 1: Bardic Inspiration

You can supernaturally inspire others through words, music, or dance. This inspiration is represented by your Bardic Inspiration die, which is a d6.

Using Bardic Inspiration. As a Bonus Action, you can inspire another creature within 60 feet of yourself who can see or hear you. That creature gains one of your Bardic Inspiration dice. A creature can have only one Bardic Inspiration die at a time.

Once within the next hour when the creature fails a D20 Test, the creature can roll the Bardic Inspiration die and add the number rolled to the d20, potentially turning the failure into a success. A Bardic Inspiration die is expended when it's rolled.

Number of Uses. You can confer a Bardic Inspiration die a number of times equal to your Charisma modifier (minimum of once), and you regain all expended uses when you finish a Long Rest.

At Higher Levels. Your Bardic Inspiration die changes when you reach certain Bard levels, as shown in the Bardic Die column of the Bard Features table. The die becomes a d8 at level 5, a d10 at level 10, and a d12 at level 15.

Level 1: Spellcasting

You have learned to cast spells through your bardic arts. See chapter 7 for the rules on spellcasting. The information below details how you use those rules with Bard spells, which appear in the Bard spell list later in the class's description.

Cantrips. You know two cantrips of your choice from the Bard spell list. Dancing Lights and Vicious Mockery are recommended.

Whenever you gain a Bard level, you can replace one of your cantrips with another cantrip of your choice from the Bard spell list.

When you reach Bard levels 4 and 10, you learn another cantrip of your choice from the Bard spell list, as shown in the Cantrips column of the Bard Features table.

Spell Slots. The Bard Features table shows how many spell slots you have to cast your level 1+ spells. You regain all expended slots when you finish a Long Rest.

Prepared Spells of Level 1+. You prepare the list of level 1+ spells that are available for you to cast with this feature. To start, choose four level 1 spells from the Bard spell list. Charm Person, Color Spray, Dissonant Whispers, and Healing Word are recommended.

The number of spells on your list increases as you gain Bard levels, as shown in the Prepared Spells column of the Bard Features table. Whenever that number increases, choose additional spells from the Bard spell list until the number of spells on your list matches the number on the table. The chosen spells must be of a level for which you have spell slots. For example, if you're a level 3 Bard, your list of prepared spells can include six spells of levels 1 and 2 in any combination.

If another Bard feature gives you spells that you always have prepared, those spells don't count against the number of spells you can prepare with this feature, but those spells otherwise count as Bard spells for you.

Changing Your Prepared Spells. Whenever you gain a Bard level, you can replace one spell on your list with another Bard spell for which you have spell slots.

Spellcasting Ability. Charisma is your spellcasting ability for your Bard spells.

Spellcasting Focus. You can use a **Musical Instrument** as a Spellcasting Focus for your Bard spells.

Level 2: Expertise

You gain Expertise (see the rules glossary) in two of your skill proficiencies of your choice. Performance and Persuasion are recommended if you have proficiency in them.

At Bard level 9, you gain Expertise in two more of your skill proficiencies of your choice.

Level 2: Jack of All Trades

You can add half your Proficiency Bonus (round down) to any ability check you make that uses a skill proficiency you lack and that doesn't otherwise use your Proficiency Bonus.

For example, if you make a Strength (Athletics) check and lack Athletics proficiency, you can add half your Proficiency Bonus to the check.

Level 3: Bard Subclass

You gain a Bard subclass of your choice. The College of Dance, College of Glamour, College of Lore, and College of Valor subclasses are detailed after this class's description. A subclass is a specialization that grants you features at certain Bard levels. For the rest of your career, you gain each of your subclass's features that are of your Bard level or lower.

Level 4: Ability Score Improvement

You gain the Ability Score Improvement feat (see chapter 5) or another feat of your choice for which you qualify. You gain this feature again at Bard levels 8, 12, and 16.

YUHONG DING [Image 20]
A Bard shapes inspiration and imagination into magic

Level 5: Font of Inspiration

You now regain all your expended uses of Bardic Inspiration when you finish a Short or Long Rest.

In addition, you can expend a spell slot (no action required) to regain one expended use of Bardic Inspiration.

Level 7: Countercharm

You can use musical notes or words of power to disrupt mind-influencing effects. If you or a creature within 30 feet of you fails a saving throw against an effect that applies the Charmed or Frightened condition, you can take a Reaction to cause the save to be rerolled, and the new roll has Advantage.

Level 10: Magical Secrets

You've learned secrets from various magical traditions. Whenever you reach a Bard level (including this level) and the Prepared Spells number in the Bard Features table increases, you can choose any of your new prepared spells from the Bard, Cleric, Druid, and Wizard spell lists, and the chosen spells count as Bard spells for you (see

a class's section for its spell list). In addition, whenever you replace a spell prepared for this class, you can replace it with a spell from those lists.

Level 18: Superior Inspiration

When you roll Initiative, you regain expended uses of Bardic Inspiration until you have two if you have fewer than that.

Level 19: Epic Boon

You gain an Epic Boon feat (see chapter 5) or another feat of your choice for which you qualify. Boon of Spell Recall is recommended.

Level 20: Words of Creation

You have mastered two of the Words of Creation: the words of life and death. You therefore always have the Power Word Heal and Power Word Kill spells prepared. When you cast either spell, you can target a second creature with it if that creature is within 10 feet of the first target.

Bard Spell List

This section presents the Bard spell list. The spells are organized by spell level and then alphabetized, and each spell's school of magic is listed. In the Special column, *C* means the spell requires Concentration, *R* means it's a Ritual, and *M* means it requires a specific Material component.

Cantrips (Level 0 Bard Spells)

Spell	School	Special
Blade Ward	Abjuration	C
Dancing Lights	Illusion	C
Friends	Enchantment	C
Light	Evocation	—
Mage Hand	Conjuration	—
Mending	Transmutation	—
Message	Transmutation	—
Minor Illusion	Illusion	—
Prestidigitation	Transmutation	—
Starry Wisp	Evocation	—
Thunderclap	Evocation	—

Spell	School	Special
True Strike	Divination	—
Vicious Mockery	Enchantment	—

Level 1 Bard Spells

Spell	School	Special
Animal Friendship	Enchantment	—
Bane	Enchantment	C
Charm Person	Enchantment	—
Color Spray	Illusion	—
Command	Enchantment	—
Comprehend Languages	Divination	R
Cure Wounds	Abjuration	—
Detect Magic	Divination	C, R
Disguise Self	Illusion	—
Dissonant Whispers	Enchantment	—
Faerie Fire	Evocation	C
Feather Fall	Transmutation	—
Healing Word	Abjuration	—
Heroism	Enchantment	C
Identify	Divination	R, M
Illusory Script	Illusion	R, M
Longstrider	Transmutation	—
Silent Image	Illusion	C
Sleep	Enchantment	C
Speak with Animals	Divination	R
Tasha’s Hideous Laughter	Enchantment	C
Thunderwave	Evocation	—
Unseen Servant	Conjuration	R

Level 2 Bard Spells

Spell	School	Special
Aid	Abjuration	—
Animal Messenger	Enchantment	R
Blindness/Deafness	Transmutation	—
Calm Emotions	Enchantment	C
Cloud of Daggers	Conjuration	C

Spell	School	Special
Crown of Madness	Enchantment	C
Detect Thoughts	Divination	C
Enhance Ability	Transmutation	C
Enlarge/Reduce	Transmutation	C
Enthrall	Enchantment	C
Heat Metal	Transmutation	C
Hold Person	Enchantment	C
Invisibility	Illusion	C
Knock	Transmutation	—
Lesser Restoration	Abjuration	—
Locate Animals or Plants	Divination	R
Locate Object	Divination	C
Magic Mouth	Illusion	R, M
Mirror Image	Illusion	—
Phantasmal Force	Illusion	C
See Invisibility	Divination	—
Shatter	Evocation	—
Silence	Illusion	C, R
Suggestion	Enchantment	C
Zone of Truth	Enchantment	—

Level 3 Bard Spells

Spell	School	Special
Bestow Curse	Necromancy	C
Clairvoyance	Divination	C, M
Dispel Magic	Abjuration	—
Fear	Illusion	C
Feign Death	Necromancy	R
Glyph of Warding	Abjuration	M
Hypnotic Pattern	Illusion	C
Leomund’s Tiny Hut	Evocation	R
Major Image	Illusion	C
Mass Healing Word	Abjuration	—
Nondetection	Abjuration	M
Plant Growth	Transmutation	—
Sending	Divination	—
Slow	Transmutation	C

Spell	School	Special
Speak with Dead	Necromancy	—
Speak with Plants	Transmutation	—
Stinking Cloud	Conjuration	C
Tongues	Divination	—

Level 4 Bard Spells

Spell	School	Special
Charm Monster	Enchantment	—
Compulsion	Enchantment	C
Confusion	Enchantment	C
Dimension Door	Conjuration	—
Fount of Moonlight	Evocation	C
Freedom of Movement	Abjuration	—
Greater Invisibility	Illusion	C
Hallucinatory Terrain	Illusion	—
Locate Creature	Divination	C
Phantasmal Killer	Illusion	C
Polymorph	Transmutation	C

Level 5 Bard Spells

Spell	School	Special
Animate Objects	Transmutation	C
Awaken	Transmutation	M
Dominate Person	Enchantment	C
Dream	Illusion	—
Geas	Enchantment	—
Greater Restoration	Abjuration	M
Hold Monster	Enchantment	C
Legend Lore	Divination	M
Mass Cure Wounds	Abjuration	—
Mislead	Illusion	C
Modify Memory	Enchantment	C
Planar Binding	Abjuration	M
Raise Dead	Necromancy	M
Rary’s Telepathic Bond	Divination	R
Scrying	Divination	C, M

Spell	School	Special
Seeming	Illusion	—
Synaptic Static	Enchantment	—
Teleportation Circle	Conjuration	M
Yolande’s Regal Presence	Enchantment	C

Level 6 Bard Spells

Spell	School	Special
Eyebite	Necromancy	C
Find the Path	Divination	C, M
Guards and Wards	Abjuration	M
Heroes’ Feast	Conjuration	M
Mass Suggestion	Enchantment	—
Otto’s Irresistible Dance	Enchantment	C
Programmed Illusion	Illusion	M
True Seeing	Divination	M

Level 7 Bard Spells

Spell	School	Special
Etherealness	Conjuration	—
Forcecage	Evocation	C, M
Mirage Arcane	Illusion	—
Mordenkainen’s Magnificent Mansion	Conjuration	M
Mordenkainen’s Sword	Evocation	C, M
Power Word Fortify	Enchantment	—
Prismatic Spray	Evocation	—
Project Image	Illusion	C, M
Regenerate	Transmutation	—
Resurrection	Necromancy	M
Symbol	Abjuration	M
Teleport	Conjuration	—

Level 8 Bard Spells

Spell	School	Special
Antipathy/Sympathy	Enchantment	—
Befuddlement	Enchantment	—

Spell	School	Special
Dominate Monster	Enchantment	C
Glibness	Enchantment	—
Mind Blank	Abjuration	—
Power Word Stun	Enchantment	—

Level 9 Bard Spells

Spell	School	Special
Foresight	Divination	—
Power Word Heal	Enchantment	—
Power Word Kill	Enchantment	—
Prismatic Wall	Abjuration	—
True Polymorph	Transmutation	C

Bard Subclasses

A Bard subclass is a specialization that grants you features at certain Bard levels, as specified in the subclass. Bards form loose associations, which they call colleges, to preserve their traditions. This section presents the College of Dance, College of Glamour, College of Lore, and College of Valor subclasses.

College of Dance

KATERINA LADON [Image 21]
College of Dance Subclass

Move in Harmony with the Cosmos

Bards of the College of Dance know that the Words of Creation can’t be contained within speech or song; the words are uttered by the movements of celestial bodies and flow through the motions of the smallest creatures. These Bards practice a way of being in harmony with the whirling cosmos that emphasizes agility, speed, and grace.

Level 3: Dazzling Footwork

While you aren’t wearing armor or wielding a Shield, you gain the following benefits.

Dance Virtuoso. You have Advantage on any Charisma (Performance) check you make that involves you dancing.

Unarmored Defense. Your base Armor Class equals 10 plus your Dexterity and Charisma modifiers.

Agile Strikes. When you expend a use of your Bardic Inspiration as part of an action, a Bonus Action, or a Reaction, you can make one Unarmed Strike as part of that action, Bonus Action, or Reaction.

Bardic Damage. You can use Dexterity instead of Strength for the attack rolls of your Unarmed Strikes. When you deal damage with an Unarmed Strike, you can deal Bludgeoning damage equal to a roll of your Bardic Inspiration die plus your Dexterity modifier, instead of the strike's normal damage. This roll doesn't expend the die.

Level 6: Inspiring Movement

When an enemy you can see ends its turn within 5 feet of you, you can take a Reaction and expend one use of your Bardic Inspiration to move up to half your Speed. Then one ally of your choice within 30 feet of you can also move up to half their Speed using their Reaction.

None of this feature's movement provokes Opportunity Attacks.

Level 6: Tandem Footwork

When you roll Initiative, you can expend one use of your Bardic Inspiration if you don't have the Incapacitated condition. When you do so, roll your Bardic Inspiration die; you and each ally within 30 feet of you who can see or hear you gains a bonus to Initiative equal to the number rolled.

Level 14: Leading Evasion

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. If any creatures within 5 feet of you are making the same Dexterity saving throw, you can share this benefit with them for that save.

You can't use this feature if you have the Incapacitated condition.

College of Glamour

Weave Beguiling Fey Magic

The College of Glamour traces its origins to the beguiling magic of the Feywild. Bards who study this magic weave threads of beauty and terror into their songs and stories, and the mightiest among them can cloak themselves in otherworldly majesty.

Their performances stir up wistful longing for forgotten innocence, evoke unconscious memories of long-held fears, and tug at the emotions of even the most hard-hearted listeners.

HOCHEOL RYU [Image 22]
College of Glamour Subclass

Level 3: Beguiling Magic

You always have the Charm Person and Mirror Image spells prepared.

In addition, immediately after you cast an Enchantment or Illusion spell using a spell slot, you can cause a creature you can see within 60 feet of yourself to make a Wisdom saving throw against your spell save DC. On a failed save, the target has the Charmed or Frightened condition (your choice) for 1 minute. The target repeats the save at the end of each of its turns, ending the effect on itself on a success.

Once you use this benefit, you can't use it again until you finish a Long Rest. You can also restore your use of it by expending one use of your Bardic Inspiration (no action required).

Level 3: Mantle of Inspiration

You can weave fey magic into a song or dance to fill others with vigor. As a Bonus Action, you can expend a use of Bardic Inspiration, rolling a Bardic Inspiration die. When you do so, choose a number of other creatures within 60 feet of yourself, up to a number equal to your Charisma modifier (minimum of one creature). Each of those creatures gains a number of Temporary Hit Points equal to two times the number rolled on the Bardic Inspiration die, and then each can use its Reaction to move up to its Speed without provoking Opportunity Attacks.

Level 6: Mantle of Majesty

You always have the Command spell prepared.

As a Bonus Action, you cast *Command* without expending a spell slot, and you take on an unearthly appearance for 1 minute or until your Concentration ends. During this time, you can cast *Command* as a Bonus Action without expending a spell slot.

Any creature Charmed by you automatically fails its saving throw against the *Command* you cast with this feature.

Once you use this feature, you can't use it again until you finish a Long Rest. You can also restore your use of it by expending a level 3+ spell slot (no action required).

Level 14: Unbreakable Majesty

As a Bonus Action, you can assume a magically majestic presence for 1 minute or until you have the Incapacitated condition. For the duration, whenever any creature hits you with an attack roll for the first time on a turn, the attacker must succeed on a Charisma saving throw against your spell save DC, or the attack misses instead, as the creature recoils from your majesty.

Once you assume this majestic presence, you can't do so again until you finish a Short or Long Rest.

College of Lore

MIKE PAPE [Image 23]
College of Lore Subclass

Plumb the Depths of Magical Knowledge

Bards of the College of Lore collect spells and secrets from diverse sources, such as scholarly tomes, mystical rites, and peasant tales. The college's members gather in libraries and universities to share their lore with one another. They also meet at festivals or affairs of state, where they can expose corruption, unravel lies, and poke fun at self-important figures of authority.

Level 3: Bonus Proficiencies

You gain proficiency with three skills of your choice.

Level 3: Cutting Words

You learn to use your wit to supernaturally distract, confuse, and otherwise sap the confidence and competence of others. When a creature that you can see within 60 feet of yourself makes a damage roll or succeeds on an ability check or attack roll, you can take a Reaction to expend one use of your Bardic Inspiration; roll your Bardic Inspiration die, and subtract the number rolled from the creature's roll, reducing the damage or potentially turning the success into a failure.

Level 6: Magical Discoveries

You learn two spells of your choice. These spells can come from the Cleric, Druid, or Wizard spell list or any combination thereof (see a class's section for its spell list). A spell you choose must be a cantrip or a spell for which you have spell slots, as shown in the Bard Features table.

You always have the chosen spells prepared, and whenever you gain a Bard level, you can replace one of the spells with another spell that meets these requirements.

Level 14: Peerless Skill

When you make an ability check or attack roll and fail, you can expend one use of Bardic Inspiration; roll the Bardic Inspiration die, and add the number rolled to the d20, potentially turning a failure into a success. On a failure, the Bardic Inspiration isn't expended.

College of Valor

Sing the Deeds of Ancient Heroes

> IGNATIUS BUDI [Image 24]
> College of Valor Subclass

Bards of the College of Valor are daring storytellers whose tales preserve the memory of the great heroes of the past. These Bards sing the deeds of the mighty in vaulted halls or to crowds gathered around great bonfires. They travel to witness great events firsthand and to ensure that the memory of these events doesn't pass away. With their songs, they inspire new generations to reach the same heights of accomplishment as the heroes of old.

Level 3: Combat Inspiration

You can use your wit to turn the tide of battle. A creature that has a Bardic Inspiration die from you can use it for one of the following effects.

Defense. When the creature is hit by an attack roll, that creature can use its Reaction to roll the Bardic Inspiration die and add the number rolled to its AC against that attack, potentially causing the attack to miss.

Offense. Immediately after the creature hits a target with an attack roll, the creature can roll the Bardic Inspiration die and add the number rolled to the attack's damage against the target.

Level 3: Martial Training

You gain proficiency with Martial weapons and training with Medium armor and Shields.

In addition, you can use a Simple or Martial weapon as a Spellcasting Focus to cast spells from your Bard spell list.

You can attack twice instead of once whenever you take the Attack action on your turn.

In addition, you can cast one of your cantrips that has a casting time of an action in place of one of those attacks.

Level 14: Battle Magic

After you cast a spell that has a casting time of an action, you can make one attack with a weapon as a Bonus Action.

Cleric

MICHAEL BROUSSARD
A Miraculous Priest of Divine Power

Core Cleric Traits

Primary Ability	Wisdom
Hit Point Die	D8 per Cleric level
Saving Throw Proficiencies	Wisdom and Charisma
Skill Proficiencies	*Choose 2:* History, Insight, Medicine, Persuasion, or Religion
Weapon Proficiencies	Simple weapons
Armor Training	Light and Medium armor and Shields
Starting Equipment	*Choose A or B:* (A) Chain Shirt, Shield, Mace, Holy Symbol, Priest's Pack, and 7 GP; or (B) 110 GP

Clerics draw power from the realms of the gods and harness it to work miracles. Blessed by a deity, a pantheon, or another immortal entity, a Cleric can reach out to the divine magic of the Outer Planes—where gods dwell—and channel it to bolster people and battle foes.

Because their power is a divine gift, Clerics typically associate themselves with temples dedicated to the deity or other immortal force that unlocked their magic. Harnessing divine magic doesn't rely on specific training, yet Clerics might learn prayers and rites that help them draw on power from the Outer Planes.

Not every member of a temple or shrine is a Cleric. Some priests are called to a simple life of temple service, carrying out their devotion through prayer and rituals, not through magic. Many mortals claim to speak for the gods, but few can marshal the power of those gods the way a Cleric can.

Becoming a Cleric...

As a Level 1 Cleric

- Gain all the traits in the Core Cleric Traits table.
- Gain the Cleric's level 1 features, which are listed in the Cleric Features table.

As a Multiclass Cleric

- Gain the following traits from the Core Cleric Traits table: Hit Point Die and training with Light and Medium armor and Shields.
- Gain the Cleric's level 1 features, which are listed in the Cleric Features table. See the multiclassing rules in chapter 2 to determine your available spell slots.

Cleric Class Features

As a Cleric, you gain the following class features when you reach the specified Cleric levels. These features are listed in the Cleric Features table.

Cleric Features

						——Spell Slots per Spell Level——								
Level	**Proficiency Bonus**	**Class Features**	**Channel Divinity**	**Cantrips**	**Prepared Spells**	**1**	**2**	**3**	**4**	**5**	**6**	**7**	**8**	**9**
1	+2	Spellcasting, Divine Order	—	3	4	2	—	—	—	—	—	—	—	—
2	+2	Channel Divinity	2	3	5	3	—	—	—	—	—	—	—	—
3	+2	Cleric Subclass	2	3	6	4	2	—	—	—	—	—	—	—
4	+2	Ability Score Improvement	2	4	7	4	3	—	—	—	—	—	—	—
5	+3	Sear Undead	2	4	9	4	3	2	—	—	—	—	—	—
6	+3	Subclass feature	3	4	10	4	3	3	—	—	—	—	—	—
7	+3	Blessed Strikes	3	4	11	4	3	3	1	—	—	—	—	—
8	+3	Ability Score Improvement	3	4	12	4	3	3	2	—	—	—	—	—
9	+4	—	3	4	14	4	3	3	3	1	—	—	—	—
10	+4	Divine Intervention	3	5	15	4	3	3	3	2	—	—	—	—
11	+4	—	3	5	16	4	3	3	3	2	1	—	—	—
12	+4	Ability Score Improvement	3	5	16	4	3	3	3	2	1	—	—	—
13	+5	—	3	5	17	4	3	3	3	2	1	1	—	—

Level	Proficiency Bonus	Class Features	Channel Divinity	Cantrips	Prepared Spells	——Spell Slots per Spell Level——								
						1	2	3	4	5	6	7	8	9
14	+5	Improved Blessed Strikes	3	5	17	4	3	3	3	2	1	1	—	—
15	+5	—	3	5	18	4	3	3	3	2	1	1	1	—
16	+5	Ability Score Improvement	3	5	18	4	3	3	3	2	1	1	1	—
17	+6	Subclass feature	3	5	19	4	3	3	3	2	1	1	1	1
18	+6	—	4	5	20	4	3	3	3	3	1	1	1	1
19	+6	Epic Boon	4	5	21	4	3	3	3	3	2	1	1	1
20	+6	Greater Divine Intervention	4	5	22	4	3	3	3	3	2	2	1	1

Level 1: Spellcasting

You have learned to cast spells through prayer and meditation. See chapter 7 for the rules on spellcasting. The information below details how you use those rules with Cleric spells, which appear on the Cleric spell list later in the class's description.

Cantrips. You know three cantrips of your choice from the Cleric spell list. Guidance, Sacred Flame, and Thaumaturgy are recommended.

Whenever you gain a Cleric level, you can replace one of your cantrips with another cantrip of your choice from the Cleric spell list.

When you reach Cleric levels 4 and 10, you learn another cantrip of your choice from the Cleric spell list, as shown in the Cantrips column of the Cleric Features table.

Spell Slots. The Cleric Features table shows how many spell slots you have to cast your level 1+ spells. You regain all expended slots when you finish a Long Rest.

Prepared Spells of Level 1+. You prepare the list of level 1+ spells that are available for you to cast with this feature. To start, choose four level 1 spells from the Cleric spell list. Bless, Cure Wounds, Guiding Bolt, and Shield of Faith are recommended.

The number of spells on your list increases as you gain Cleric levels, as shown in the Prepared Spells column of the Cleric Features table. Whenever that number increases, choose additional spells from the Cleric spell list until the number of spells

on your list matches the number on the table. The chosen spells must be of a level for which you have spell slots. For example, if you're a level 3 Cleric, your list of prepared spells can include six spells of levels 1 and 2 in any combination.

If another Cleric feature gives you spells that you always have prepared, those spells don't count against the number of spells you can prepare with this feature, but those spells otherwise count as Cleric spells for you.

Changing Your Prepared Spells. Whenever you finish a Long Rest, you can change your list of prepared spells, replacing any of the spells there with other Cleric spells for which you have spell slots.

Spellcasting Ability. Wisdom is your spellcasting ability for your Cleric spells.

Spellcasting Focus. You can use a Holy Symbol as a Spellcasting Focus for your Cleric spells.

Level 1: Divine Order

You have dedicated yourself to one of the following sacred roles of your choice.

Protector. Trained for battle, you gain proficiency with Martial weapons and training with Heavy armor.

Thaumaturge. You know one extra cantrip from the Cleric spell list. In addition, your mystical connection to the divine gives you a bonus to your Intelligence (Arcana or Religion) checks. The bonus equals your Wisdom modifier (minimum of +1).

Level 2: Channel Divinity

You can channel divine energy directly from the Outer Planes to fuel magical effects. You start with two such effects: Divine Spark and Turn Undead, each of which is described below. Each time you use this class's Channel Divinity, choose which Channel Divinity effect from this class to create. You gain additional effect options at higher Cleric levels.

You can use this class's Channel Divinity twice. You regain one of its expended uses when you finish a Short Rest, and you regain all expended uses when you finish a Long Rest. You gain additional uses when you reach certain Cleric levels, as shown in the Channel Divinity column of the Cleric Features table.

If a Channel Divinity effect requires a saving throw, the DC equals the spell save DC from this class's Spellcasting feature.

Divine Spark. As a Magic action, you point your Holy Symbol at another creature you can see within 30 feet of yourself and focus divine energy at it. Roll 1d8 and add

your Wisdom modifier. You either restore Hit Points to the creature equal to that total or force the creature to make a Constitution saving throw. On a failed save, the creature takes Necrotic or Radiant damage (your choice) equal to that total. On a successful save, the creature takes half as much damage (round down).

You roll an additional d8 when you reach Cleric levels 7 (2d8), 13 (3d8), and 18 (4d8).

Turn Undead. As a Magic action, you present your Holy Symbol and censure Undead creatures. Each Undead of your choice within 30 feet of you must make a Wisdom saving throw. If the creature fails its save, it has the Frightened and Incapacitated conditions for 1 minute. For that duration, it tries to move as far from you as it can on its turns. This effect ends early on the creature if it takes any damage, if you have the Incapacitated condition, or if you die.

Level 3: Cleric Subclass

You gain a Cleric subclass of your choice. The Life Domain, Light Domain, Trickery Domain, and War Domain subclasses are detailed after this class's description. A subclass is a specialization that grants you features at certain Cleric levels. For the rest of your career, you gain each of your subclass's features that are of your Cleric level or lower.

Level 4: Ability Score Improvement

You gain the Ability Score Improvement feat (see chapter 5) or another feat of your choice for which you qualify. You gain this feature again at Cleric levels 8, 12, and 16.

Level 5: Sear Undead

Whenever you use Turn Undead, you can roll a number of d8s equal to your Wisdom modifier (minimum of 1d8) and add the rolls together. Each Undead that fails its saving throw against that use of Turn Undead takes Radiant damage equal to the roll's total. This damage doesn't end the turn effect.

Level 7: Blessed Strikes

Divine power infuses you in battle. You gain one of the following options of your choice (if you get either option from a Cleric subclass in an older book, use only the option you choose for this feature).

Divine Strike. Once on each of your turns when you hit a creature with an attack roll using a weapon, you can cause the target to take an extra 1d8 Necrotic or Radiant damage (your choice).

Potent Spellcasting. Add your Wisdom modifier to the damage you deal with any Cleric cantrip.

Level 10: Divine Intervention

You can call on your deity or pantheon to intervene on your behalf. As a Magic action, choose any Cleric spell of level 5 or lower that doesn't require a Reaction to cast. As part of the same action, you cast that spell without expending a spell slot or needing Material components. You can't use this feature again until you finish a Long Rest.

IRINA NORDSOL [Image 25]
A Cleric prays for the day's spells

Level 14: Improved Blessed Strikes

The option you chose for Blessed Strikes grows more powerful.

Divine Strike. The extra damage of your Divine Strike increases to 2d8.

Potent Spellcasting. When you cast a Cleric cantrip and deal damage to a creature with it, you can give vitality to yourself or another creature within 60 feet of yourself, granting a number of Temporary Hit Points equal to twice your Wisdom modifier.

Level 19: Epic Boon

You gain an Epic Boon feat (see chapter 5) or another feat of your choice for which you qualify. Boon of Fate is recommended.

Level 20: Greater Divine Intervention

You can call on even more powerful divine intervention. When you use your Divine Intervention feature, you can choose Wish when you select a spell. If you do so, you can't use Divine Intervention again until you finish 2d4 Long Rests.

Cleric Spell List

This section presents the Cleric spell list. The spells are organized by spell level and then alphabetized, and each spell's school of magic is listed. In the Special column, *C* means the spell requires Concentration, *R* means it's a Ritual, and *M* means it requires a specific Material component.

Cantrips (Level 0 Cleric Spells)

Spell	School	Special
Guidance	Divination	C
Light	Evocation	—
Mending	Transmutation	—
Resistance	Abjuration	C
Sacred Flame	Evocation	—
Spare the Dying	Necromancy	—
Thaumaturgy	Transmutation	—
Toll the Dead	Necromancy	—
Word of Radiance	Evocation	—

Level 1 Cleric Spells

Spell	School	Special
Bane	Enchantment	C
Bless	Enchantment	C, M
Command	Enchantment	—
Create or Destroy Water	Transmutation	—
Cure Wounds	Abjuration	—
Detect Evil and Good	Divination	C
Detect Magic	Divination	C, R
Detect Poison and Disease	Divination	C, R
Guiding Bolt	Evocation	—
Healing Word	Abjuration	—
Inflict Wounds	Necromancy	—
Protection from Evil and Good	Abjuration	C, M
Purify Food and Drink	Transmutation	R
Sanctuary	Abjuration	—
Shield of Faith	Abjuration	C

Level 2 Cleric Spells

Spell	School	Special
Aid	Abjuration	—
Augury	Divination	R, M
Blindness/Deafness	Transmutation	—
Calm Emotions	Enchantment	C
Continual Flame	Evocation	M
Enhance Ability	Transmutation	C

Spell	School	Special
Find Traps	Divination	—
Gentle Repose	Necromancy	R, M
Hold Person	Enchantment	C
Lesser Restoration	Abjuration	—
Locate Object	Divination	C
Prayer of Healing	Abjuration	—
Protection from Poison	Abjuration	—
Silence	Illusion	C, R
Spiritual Weapon	Evocation	C
Warding Bond	Abjuration	M
Zone of Truth	Enchantment	—

Level 3 Cleric Spells

Spell	School	Special
Animate Dead	Necromancy	—
Aura of Vitality	Abjuration	C
Beacon of Hope	Abjuration	C
Bestow Curse	Necromancy	C
Clairvoyance	Divination	C, M
Create Food and Water	Conjuration	—
Daylight	Evocation	—
Dispel Magic	Abjuration	—
Feign Death	Necromancy	R
Glyph of Warding	Abjuration	M
Magic Circle	Abjuration	M
Mass Healing Word	Abjuration	—
Meld into Stone	Transmutation	R
Protection from Energy	Abjuration	C
Remove Curse	Abjuration	—
Revivify	Necromancy	M
Sending	Divination	—
Speak with Dead	Necromancy	—
Spirit Guardians	Conjuration	C
Tongues	Divination	—
Water Walk	Transmutation	R

Level 4 Cleric Spells

Spell	School	Special
Aura of Life	Abjuration	C
Aura of Purity	Abjuration	C
Banishment	Abjuration	C
Control Water	Transmutation	C
Death Ward	Abjuration	—
Divination	Divination	R, M
Freedom of Movement	Abjuration	—
Guardian of Faith	Conjuration	—
Locate Creature	Divination	C
Stone Shape	Transmutation	—

Level 5 Cleric Spells

Spell	School	Special
Circle of Power	Abjuration	C
Commune	Divination	R
Contagion	Necromancy	—
Dispel Evil and Good	Abjuration	C
Flame Strike	Evocation	—
Geas	Enchantment	—
Greater Restoration	Abjuration	M
Hallow	Abjuration	M
Insect Plague	Conjuration	C
Legend Lore	Divination	M
Mass Cure Wounds	Abjuration	—
Planar Binding	Abjuration	M
Raise Dead	Necromancy	M
Scrying	Divination	C, M
Summon Celestial	Conjuration	C, M

Level 6 Cleric Spells

Spell	School	Special
Blade Barrier	Evocation	C
Create Undead	Necromancy	M
Find the Path	Divination	C, M
Forbiddance	Abjuration	R, M

Spell	School	Special
Harm	Necromancy	—
Heal	Abjuration	—
Heroes' Feast	Conjuration	M
Planar Ally	Conjuration	—
Sunbeam	Evocation	C
True Seeing	Divination	M
Word of Recall	Conjuration	—

Level 7 Cleric Spells

Spell	School	Special
Conjure Celestial	Conjuration	C
Divine Word	Evocation	—
Etherealness	Conjuration	—
Fire Storm	Evocation	—
Plane Shift	Conjuration	M
Power Word Fortify	Enchantment	—
Regenerate	Transmutation	—
Resurrection	Necromancy	M
Symbol	Abjuration	M

Level 8 Cleric Spells

Spell	School	Special
Antimagic Field	Abjuration	C
Control Weather	Transmutation	C
Earthquake	Transmutation	C
Holy Aura	Abjuration	C, M
Sunburst	Evocation	—

Level 9 Cleric Spells

Spell	School	Special
Astral Projection	Necromancy	M
Gate	Conjuration	C, M
Mass Heal	Abjuration	—
Power Word Heal	Enchantment	—
True Resurrection	Necromancy	M

Cleric Subclasses

A Cleric subclass is a specialization that grants you features at certain Cleric levels, as specified in the subclass. Each Cleric subclass is named after a domain of existence that is favored by a god, pantheon, or religious order. This section presents the Life Domain, Light Domain, Trickery Domain, and War Domain subclasses.

Life Domain

Soothe the Hurts of the World

The Life Domain focuses on the positive energy that helps sustain all life in the multiverse. Clerics who tap into this domain are masters of healing, using that life force to cure many hurts.

Existence itself relies on the positive energy associated with this domain, so a Cleric of almost any religious tradition might choose it. This domain is particularly associated with agricultural deities, gods of healing or endurance, and gods of home and community. Religious orders of healing also seek the magic of this domain.

Level 3: Disciple of Life

When a spell you cast with a spell slot restores Hit Points to a creature, that creature regains additional Hit Points on the turn you cast the spell. The additional Hit Points equal 2 plus the spell slot's level.

Level 3: Life Domain Spells

Your connection to this divine domain ensures you always have certain spells ready. When you reach a Cleric level specified in the Life Domain Spells table, you thereafter always have the listed spells prepared.

TOMAS DUCHEK [Image 26]
Life Domain Subclass

Life Domain Spells

Cleric Level	Prepared Spells
3	Aid, Bless, Cure Wounds, Lesser Restoration
5	Mass Healing Word, Revivify
7	Aura of Life, Death Ward
9	Greater Restoration, Mass Cure Wounds

Level 3: Preserve Life

As a Magic action, you present your Holy Symbol and expend a use of your Channel Divinity to evoke healing energy that can restore a number of Hit Points equal to five times your Cleric level. Choose Bloodied creatures within 30 feet of yourself (which can include you), and divide those Hit Points among them. This feature can restore a creature to no more than half its Hit Point maximum.

Level 6: Blessed Healer

The healing spells you cast on others heal you as well. Immediately after you cast a spell with a spell slot that restores Hit Points to one or more creatures other than yourself, you regain Hit Points equal to 2 plus the spell slot's level.

Level 17: Supreme Healing

When you would normally roll one or more dice to restore Hit Points to a creature with a spell or Channel Divinity, don't roll those dice for the healing; instead use the highest number possible for each die. For example, instead of restoring 2d6 Hit Points to a creature with a spell, you restore 12.

Light Domain

Bring Light to Banish Darkness

The Light Domain emphasizes the divine power to bring about blazing fire and revelation. Clerics who wield this power are enlightened souls infused with radiance and the power of their deities' discerning vision, charged with chasing away lies and burning away darkness.

JODIE MUIR [Image 27]
Light Domain Subclass

The Light Domain is associated with gods of truth, vigilance, beauty, insight, and renewal. Some of these gods are identified with the sun or as charioteers who guide the sun across the sky. Others are sentinels who pierce deception. Some are deities of beauty and artistry who teach that art is a vehicle for the soul's improvement.

Level 3: Light Domain Spells

Your connection to this divine domain ensures you always have certain spells ready. When you reach a Cleric level specified in the Light Domain Spells table, you thereafter always have the listed spells prepared.

Light Domain Spells

Cleric Level	Prepared Spells

Cleric Level	Prepared Spells
3	Burning Hands, Faerie Fire, Scorching Ray, See Invisibility
5	Daylight, Fireball
7	Arcane Eye, Wall of Fire
9	Flame Strike, Scrying

Level 3: Radiance of the Dawn

As a Magic action, you present your Holy Symbol and expend a use of your Channel Divinity to emit a flash of light in a 30-foot Emanation originating from yourself. Any magical Darkness—such as that created by the Darkness spell—in that area is dispelled. Additionally, each creature of your choice in that area must make a Constitution saving throw, taking Radiant damage equal to 2d10 plus your Cleric level on a failed save or half as much damage on a successful one.

Level 3: Warding Flare

When a creature that you can see within 30 feet of yourself makes an attack roll, you can take a Reaction to impose Disadvantage on the attack roll, causing light to flare before it hits or misses.

You can use this feature a number of times equal to your Wisdom modifier (minimum of once). You regain all expended uses when you finish a Long Rest.

Level 6: Improved Warding Flare

You regain all expended uses of your Warding Flare when you finish a Short or Long Rest.

In addition, whenever you use Warding Flare, you can give the target of the triggering attack a number of Temporary Hit Points equal to 2d6 plus your Wisdom modifier.

Level 17: Corona of Light

As a Magic action, you cause yourself to emit an aura of sunlight that lasts for 1 minute or until you dismiss it (no action required). You emit Bright Light in a 60-foot radius and Dim Light for an additional 30 feet. Your enemies in the Bright Light have Disadvantage on saving throws against your Radiance of the Dawn and any spell that deals Fire or Radiant damage.

You can use this feature a number of times equal to your Wisdom modifier (minimum of once), and you regain all expended uses when you finish a Long Rest.

Trickery Domain

Make Mischief and Challenge Authority

The Trickery Domain offers magic of deception, illusion, and stealth. Clerics who wield this magic are a disruptive force in the world, puncturing pride, mocking tyrants, freeing captives, and flouting hollow traditions. They prefer subterfuge and pranks to direct confrontation.

POLAR ENGINE [Image 28]
Trickery Domain Subclass

Gods of trickery are mischief-makers and instigators who stand as a constant challenge to the accepted order among both gods and mortals. They embody the forces of change and social upheaval, and they're patrons of thieves, scoundrels, gamblers, rebels, and liberators. Religious orders that operate in secret, especially those that seek to undermine oppressive governments or hierarchies, also draw on the power of the Trickery Domain.

Level 3: Blessing of the Trickster

As a Magic action, you can choose yourself or a willing creature within 30 feet of yourself to have Advantage on Dexterity (Stealth) checks. This blessing lasts until you finish a Long Rest or you use this feature again.

Level 3: Trickery Domain Spells

Your connection to this divine domain ensures you always have certain spells ready. When you reach a Cleric level specified in the Trickery Domain Spells table, you thereafter always have the listed spells prepared.

Trickery Domain Spells

Cleric Level	Prepared Spells
3	Charm Person, Disguise Self, Invisibility, Pass without Trace
5	Hypnotic Pattern, Nondetection
7	Confusion, Dimension Door
9	Dominate Person, Modify Memory

Level 3: Invoke Duplicity

As a Bonus Action, you can expend one use of your Channel Divinity to create a perfect visual illusion of yourself in an unoccupied space you can see within 30 feet of yourself. The illusion is intangible and doesn't occupy its space. It lasts for 1 minute, but it ends early if you dismiss it (no action required) or have the

Incapacitated condition. The illusion is animated and mimics your expressions and gestures. While it persists, you gain the following benefits.

Cast Spells. You can cast spells as though you were in the illusion's space, but you must use your own senses.

Distract. When both you and your illusion are within 5 feet of a creature that can see the illusion, you have Advantage on attack rolls against that creature, given how distracting the illusion is to the target.

Move. As a Bonus Action, you can move the illusion up to 30 feet to an unoccupied space you can see that is within 120 feet of yourself.

Level 6: Trickster's Transposition

Whenever you take the Bonus Action to create or move the illusion of your Invoke Duplicity, you can teleport, swapping places with the illusion.

Level 17: Improved Duplicity

The illusion of your Invoke Duplicity has grown more powerful in the following ways.

Shared Distraction. When you and your allies make attack rolls against a creature within 5 feet of the illusion, the attack rolls have Advantage.

Healing Illusion. When the illusion ends, you or a creature of your choice within 5 feet of it regains a number of Hit Points equal to your Cleric level.

War Domain

Inspire Valor and Smite Foes

War has many manifestations. It can make heroes of ordinary people. It can be desperate and horrific, with acts of cruelty and cowardice eclipsing instances of excellence and courage. Clerics who tap into the magic of the War Domain excel in battle, inspiring others to fight the good fight or offering acts of violence as prayers.

Gods of the War Domain watch over warriors and reward them for their great deeds. They include champions of honor and chivalry as well as gods of destruction and pillage. Other war gods take a more neutral stance, promoting war in all its manifestations and supporting warriors in any circumstance.

Level 3: Guided Strike

When you or a creature within 30 feet of you misses with an attack roll, you can expend one use of your Channel Divinity and give that roll a +10 bonus, potentially

causing it to hit. When you use this feature to benefit another creature's attack roll, you must take a Reaction to do so.

Level 3: War Domain Spells

Your connection to this divine domain ensures you always have certain spells ready. When you reach a Cleric level specified in the War Domain Spells table, you thereafter always have the listed spells prepared.

War Domain Spells

Cleric Level	Prepared Spells
3	Guiding Bolt, Magic Weapon, Shield of Faith, Spiritual Weapon
5	Crusader's Mantle, Spirit Guardians
7	Fire Shield, Freedom of Movement
9	Hold Monster, Steel Wind Strike

POLAR ENGINE [Image 29]
War Domain Subclass

Level 3: War Priest

As a Bonus Action, you can make one attack with a weapon or an Unarmed Strike. You can use this Bonus Action a number of times equal to your Wisdom modifier (minimum of once). You regain all expended uses when you finish a Short or Long Rest.

Level 6: War God's Blessing

You can expend a use of your Channel Divinity to cast Shield of Faith or Spiritual Weapon rather than expending a spell slot. When you cast either spell in this way, the spell doesn't require Concentration. Instead the spell lasts for 1 minute, but it ends early if you cast that spell again, have the Incapacitated condition, or die.

Level 17: Avatar of Battle

You gain Resistance to Bludgeoning, Piercing, and Slashing damage.

Druid

ALEXANDER MOKHOV
A Nature Priest of Primal Power

Core Druid Traits

Primary Ability	Wisdom
Hit Point Die	D8 per Druid level
Saving Throw Proficiencies	Intelligence and Wisdom
Skill Proficiencies	*Choose 2:* Arcana, Animal Handling, Insight, Medicine, Nature, Perception, Religion, or Survival
Weapon Proficiencies	Simple weapons
Tool Proficiencies	Herbalism Kit
Armor Training	Light armor and Shields
Starting Equipment	*Choose A or B:* (A) Leather Armor, Shield, Sickle, Druidic Focus (Quarterstaff), Explorer's Pack, Herbalism Kit, and 9 GP; or (B) 50 GP

Druids belong to ancient orders that call on the forces of nature. Harnessing the magic of animals, plants, and the four elements, Druids heal, transform into animals, and wield elemental destruction.

Revering nature above all, individual Druids gain their magic from nature, a nature deity, or both, and they typically unite with other Druids to perform rites that mark the passage of the seasons and other natural cycles.

Druids are concerned with the delicate ecological balance that sustains plant and animal life and with the need for people to live in harmony with nature. Druids often guard sacred sites or watch over regions of unspoiled nature, but when a significant danger arises, Druids take a more active role as adventurers who combat the threat.

Becoming a Druid...

As a Level 1 Druid

- Gain all the traits in the Core Druid Traits table.
- Gain the Druid's level 1 features, which are listed in the Druid Features table.

As a Multiclass Druid

- Gain the following traits from the Core Druid Traits table: Hit Point Die and training with Light armor and Shields.

- Gain the Druid's level 1 features, which are listed in the Druid Features table. See the multiclassing rules in chapter 2 to determine your available spell slots.

Druid Class Features

As a Druid, you gain the following class features when you reach the specified Druid levels. These features are listed in the Druid Features table.

Druid Features

Level	Proficiency Bonus	Class Features	Wild Shape	Cantrips	Prepared Spells	——Spell Slots per Spell Level——								
						1	2	3	4	5	6	7	8	9
1	+2	Spellcasting, Druidic, Primal Order	—	2	4	2	—	—	—	—	—	—	—	—
2	+2	Wild Shape, Wild Companion	2	2	5	3	—	—	—	—	—	—	—	—
3	+2	Druid Subclass	2	2	6	4	2	—	—	—	—	—	—	—
4	+2	Ability Score Improvement	2	3	7	4	3	—	—	—	—	—	—	—
5	+3	Wild Resurgence	2	3	9	4	3	2	—	—	—	—	—	—
6	+3	Subclass feature	3	3	10	4	3	3	—	—	—	—	—	—
7	+3	Elemental Fury	3	3	11	4	3	3	1	—	—	—	—	—
8	+3	Ability Score Improvement	3	3	12	4	3	3	2	—	—	—	—	—
9	+4	—	3	3	14	4	3	3	3	1	—	—	—	—
10	+4	Subclass feature	3	4	15	4	3	3	3	2	—	—	—	—
11	+4	—	3	4	16	4	3	3	3	2	1	—	—	—
12	+4	Ability Score Improvement	3	4	16	4	3	3	3	2	1	—	—	—
13	+5	—	3	4	17	4	3	3	3	2	1	1	—	—
14	+5	Subclass feature	3	4	17	4	3	3	3	2	1	1	—	—

Level	Proficiency Bonus	Class Features	Wild Shape	Cantrips	Prepared Spells	——Spell Slots per Spell Level——								
						1	2	3	4	5	6	7	8	9
15	+5	Improved Elemental Fury	3	4	18	4	3	3	3	2	1	1	1	—
16	+5	Ability Score Improvement	3	4	18	4	3	3	3	2	1	1	1	—
17	+6	—	4	4	19	4	3	3	3	2	1	1	1	1
18	+6	Beast Spells	4	4	20	4	3	3	3	3	1	1	1	1
19	+6	Epic Boon	4	4	21	4	3	3	3	3	2	1	1	1
20	+6	Archdruid	4	4	22	4	3	3	3	3	2	2	1	1

Level 1: Spellcasting

You have learned to cast spells through studying the mystical forces of nature. See chapter 7 for the rules on spellcasting. The information below details how you use those rules with Druid spells, which appear on the Druid spell list later in the class's description.

Cantrips. You know two cantrips of your choice from the Druid spell list. Druidcraft and Produce Flame are recommended.

Whenever you gain a Druid level, you can replace one of your cantrips with another cantrip of your choice from the Druid spell list.

When you reach Druid levels 4 and 10, you learn another cantrip of your choice from the Druid spell list, as shown in the Cantrips column of the Druid Features table.

Spell Slots. The Druid Features table shows how many spell slots you have to cast your level 1+ spells. You regain all expended slots when you finish a Long Rest.

Prepared Spells of Level 1+. You prepare the list of level 1+ spells that are available for you to cast with this feature. To start, choose four level 1 spells from the Druid spell list. Animal Friendship, Cure Wounds, Faerie Fire, and Thunderwave are recommended.

The number of spells on your list increases as you gain Druid levels, as shown in the Prepared Spells column of the Druid Features table. Whenever that number increases, choose additional spells from the Druid spell list until the number of spells on your list matches the number on the table. The chosen spells must be of a level for which you have spell slots. For example, if you're a level 3 Druid, your list of prepared spells can include six spells of levels 1 and 2 in any combination.

If another Druid feature gives you spells that you always have prepared, those spells don't count against the number of spells you can prepare with this feature, but those spells otherwise count as Druid spells for you.

Changing Your Prepared Spells. Whenever you finish a Long Rest, you can change your list of prepared spells, replacing any of the spells with other Druid spells for which you have spell slots.

Spellcasting Ability. Wisdom is your spellcasting ability for your Druid spells.

Spellcasting Focus. You can use a Druidic Focus as a Spellcasting Focus for your Druid spells.

Level 1: Druidic

You know Druidic, the secret language of Druids. While learning this ancient tongue, you also unlocked the magic of communicating with animals; you always have the Speak with Animals spell prepared.

You can use Druidic to leave hidden messages. You and others who know Druidic automatically spot such a message. Others spot the message's presence with a successful DC 15 Intelligence (Investigation) check but can't decipher it without magic.

Level 1: Primal Order

You have dedicated yourself to one of the following sacred roles of your choice.

Magician. You know one extra cantrip from the Druid spell list. In addition, your mystical connection to nature gives you a bonus to your Intelligence (Arcana or Nature) checks. The bonus equals your Wisdom modifier (minimum bonus of +1).

Warden. Trained for battle, you gain proficiency with Martial weapons and training with Medium armor.

Level 2: Wild Shape

The power of nature allows you to assume the form of an animal. As a Bonus Action, you shape-shift into a Beast form that you have learned for this feature (see "Known Forms" below). You stay in that form for a number of hours equal to half your Druid level or until you use Wild Shape again, have the Incapacitated condition, or die. You can also leave the form early as a Bonus Action.

Number of Uses. You can use Wild Shape twice. You regain one expended use when you finish a Short Rest, and you regain all expended uses when you finish a Long Rest.

You gain additional uses when you reach certain Druid levels, as shown in the Wild Shape column of the Druid Features table.

Known Forms. You know four Beast forms for this feature, chosen from among Beast stat blocks that have a maximum Challenge Rating of 1/4 and that lack a Fly Speed (see appendix B for stat block options). The Rat, Riding Horse, Spider, and Wolf are recommended. Whenever you finish a Long Rest, you can replace one of your known forms with another eligible form.

When you reach certain Druid levels, your number of known forms and the maximum Challenge Rating for those forms increases, as shown in the Beast Shapes table. In addition, starting at level 8, you can adopt a form that has a Fly Speed.

When choosing known forms, you may look in the Monster Manual or elsewhere for eligible Beasts if the Dungeon Master permits you to do so.

Beast Shapes

Druid Level	Known Forms	Max CR	Fly Speed
2	4	1/4	No
4	6	1/2	No
8	8	1	Yes

Rules While Shape-Shifted. While in a form, you retain your personality, memories, and ability to speak, and the following rules apply:

Temporary Hit Points. When you assume a Wild Shape form, you gain a number of Temporary Hit Points equal to your Druid level.

Game Statistics. Your game statistics are replaced by the Beast's stat block, but you retain your creature type; Hit Points; Hit Point Dice; Intelligence, Wisdom, and Charisma scores; class features; languages; and feats. You also retain your skill and saving throw proficiencies and use your Proficiency Bonus for them, in addition to gaining the proficiencies of the creature. If a skill or saving throw modifier in the Beast's stat block is higher than yours, use the one in the stat block.

No Spellcasting. You can't cast spells, but shape-shifting doesn't break your Concentration or otherwise interfere with a spell you've already cast.

Objects. Your ability to handle objects is determined by the form's limbs rather than your own. In addition, you choose whether your equipment falls in your space, merges into your new form, or is worn by it. Worn equipment functions as normal, but the DM decides whether it's practical for the new form to wear a piece of equipment based on the creature's size and shape. 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 the form. Equipment that merges with the form has no effect while you're in that form.

Level 2: Wild Companion

You can summon a nature spirit that assumes an animal form to aid you. As a Magic action, you can expend a spell slot or a use of Wild Shape to cast the Find Familiar spell without Material components.

When you cast the spell in this way, the familiar is Fey and disappears when you finish a Long Rest.

Level 3: Druid Subclass

You gain a Druid subclass of your choice. The Circle of the Land, Circle of the Moon, Circle of the Sea, and Circle of the Stars subclasses are detailed after this class's description. A subclass is a specialization that grants you features at certain Druid levels. For the rest of your career, you gain each of your subclass's features that are of your Druid level or lower.

Level 4: Ability Score Improvement

You gain the Ability Score Improvement feat (see chapter 5) or another feat of your choice for which you qualify. You gain this feature again at Druid levels 8, 12, and 16.

Level 5: Wild Resurgence

Once on each of your turns, if you have no uses of Wild Shape left, you can give yourself one use by expending a spell slot (no action required).

In addition, you can expend one use of Wild Shape (no action required) to give yourself a level 1 spell slot, but you can't do so again until you finish a Long Rest.

Level 7: Elemental Fury

The might of the elements flows through you. You gain one of the following options of your choice.

Potent Spellcasting. Add your Wisdom modifier to the damage you deal with any Druid cantrip.

Primal Strike. Once on each of your turns when you hit a creature with an attack roll using a weapon or a Beast form's attack in Wild Shape, you can cause the target to take an extra 1d8 Cold, Fire, Lightning, or Thunder damage (choose when you hit).

Level 15: Improved Elemental Fury

The option you chose for Elemental Fury grows more powerful, as detailed below.

Potent Spellcasting. When you cast a Druid cantrip with a range of 10 feet or greater, the spell's range increases by 300 feet.

Primal Strike. The extra damage of your Primal Strike increases to 2d8.

Level 18: Beast Spells

While using Wild Shape, you can cast spells in Beast form, except for any spell that has a Material component with a cost specified or that consumes its Material component.

Level 19: Epic Boon

You gain an Epic Boon feat (see chapter 5) or another feat of your choice for which you qualify. Boon of Dimensional Travel is recommended.

Level 20: Archdruid

The vitality of nature constantly blooms within you, granting you the following benefits.

Evergreen Wild Shape. Whenever you roll Initiative and have no uses of Wild Shape left, you regain one expended use of it.

Nature Magician. You can convert uses of Wild Shape into a spell slot (no action required). Choose a number of your unexpended uses of Wild Shape and convert them into a single spell slot, with each use contributing 2 spell levels. For example, if you convert two uses of Wild Shape, you produce a level 4 spell slot. Once you use this benefit, you can't do so again until you finish a Long Rest.

Longevity. The primal magic that you wield causes you to age more slowly. For every ten years that pass, your body ages only one year.

JESSICA FONG
A Druid channels the power of nature through their magic

Druid Spell List

This section presents the Druid spell list. The spells are organized by spell level and then alphabetized, and each spell's school of magic is listed. In the Special column,

C means the spell requires Concentration, *R* means it's a Ritual, and *M* means it requires a specific Material component.

Cantrips (Level 0 Druid Spells)

Spell	School	Special
Druidcraft	Transmutation	—
Elementalism	Transmutation	—
Guidance	Divination	C
Mending	Transmutation	—
Message	Transmutation	—
Poison Spray	Necromancy	—
Produce Flame	Conjuration	—
Resistance	Abjuration	C
Shillelagh	Transmutation	—
Spare the Dying	Necromancy	—
Starry Wisp	Evocation	—
Thorn Whip	Transmutation	—
Thunderclap	Evocation	—

Level 1 Druid Spells

Spell	School	Special
Animal Friendship	Enchantment	—
Charm Person	Enchantment	—
Create or Destroy Water	Transmutation	—
Cure Wounds	Abjuration	—
Detect Magic	Divination	C, R
Detect Poison and Disease	Divination	C, R
Entangle	Conjuration	C
Faerie Fire	Evocation	C
Fog Cloud	Conjuration	C
Goodberry	Conjuration	—
Healing Word	Abjuration	—
Ice Knife	Conjuration	—
Jump	Transmutation	—
Longstrider	Transmutation	—
Protection from Evil and Good	Abjuration	C, M
Purify Food and Drink	Transmutation	R

Spell	School	Special
Speak with Animals	Divination	R
Thunderwave	Evocation	—

Level 2 Druid Spells

Spell	School	Special
Aid	Abjuration	—
Animal Messenger	Enchantment	R
Augury	Divination	R, M
Barkskin	Transmutation	—
Beast Sense	Divination	C, R
Continual Flame	Evocation	M
Darkvision	Transmutation	—
Enhance Ability	Transmutation	C
Enlarge/Reduce	Transmutation	C
Find Traps	Divination	—
Flame Blade	Evocation	C
Flaming Sphere	Evocation	C
Gust of Wind	Evocation	C
Heat Metal	Transmutation	C
Hold Person	Enchantment	C
Lesser Restoration	Abjuration	—
Locate Animals or Plants	Divination	R
Locate Object	Divination	C
Moonbeam	Evocation	C
Pass without Trace	Abjuration	C
Protection from Poison	Abjuration	—
Spike Growth	Transmutation	C
Summon Beast	Conjuration	C, M

Level 3 Druid Spells

Spell	School	Special
Aura of Vitality	Abjuration	C
Call Lightning	Conjuration	C
Conjure Animals	Conjuration	C
Daylight	Evocation	—
Dispel Magic	Abjuration	—

Spell	School	Special
Elemental Weapon	Transmutation	C
Feign Death	Necromancy	R
Meld into Stone	Transmutation	R
Plant Growth	Transmutation	—
Protection from Energy	Abjuration	C
Revivify	Necromancy	M
Sleet Storm	Conjuration	C
Speak with Plants	Transmutation	—
Summon Fey	Conjuration	C, M
Water Breathing	Transmutation	R
Water Walk	Transmutation	R
Wind Wall	Evocation	C

Level 4 Druid Spells

Spell	School	Special
Blight	Necromancy	—
Charm Monster	Enchantment	—
Confusion	Enchantment	C
Conjure Minor Elementals	Conjuration	C
Conjure Woodland Beings	Conjuration	C
Control Water	Transmutation	C
Divination	Divination	R, M
Dominate Beast	Enchantment	C
Fire Shield	Evocation	—
Fount of Moonlight	Evocation	C
Freedom of Movement	Abjuration	—
Giant Insect	Conjuration	C
Grasping Vine	Conjuration	C
Hallucinatory Terrain	Illusion	—
Ice Storm	Evocation	—
Locate Creature	Divination	C
Polymorph	Transmutation	C
Stone Shape	Transmutation	—
Stoneskin	Transmutation	C, M
Summon Elemental	Conjuration	C, M
Wall of Fire	Evocation	C

Level 5 Druid Spells

Spell	School	Special
Antilife Shell	Abjuration	C
Awaken	Transmutation	M
Commune with Nature	Divination	R
Cone of Cold	Evocation	—
Conjure Elemental	Conjuration	C
Contagion	Necromancy	—
Geas	Enchantment	—
Greater Restoration	Abjuration	M
Insect Plague	Conjuration	C
Mass Cure Wounds	Abjuration	—
Planar Binding	Abjuration	M
Reincarnate	Necromancy	M
Scrying	Divination	C, M
Tree Stride	Conjuration	C
Wall of Stone	Evocation	C

Level 6 Druid Spells

Spell	School	Special
Conjure Fey	Conjuration	C
Find the Path	Divination	C, M
Flesh to Stone	Transmutation	C
Heal	Abjuration	—
Heroes’ Feast	Conjuration	M
Move Earth	Transmutation	C
Sunbeam	Evocation	C
Transport via Plants	Conjuration	—
Wall of Thorns	Conjuration	C
Wind Walk	Transmutation	—

Level 7 Druid Spells

Spell	School	Special
Fire Storm	Evocation	—
Mirage Arcane	Illusion	—
Plane Shift	Conjuration	M

Spell	School	Special
Regenerate	Transmutation	—
Reverse Gravity	Transmutation	C
Symbol	Abjuration	M

Level 8 Druid Spells

Spell	School	Special
Animal Shapes	Transmutation	—
Antipathy/Sympathy	Enchantment	—
Befuddlement	Enchantment	—
Control Weather	Transmutation	C
Earthquake	Transmutation	C
Incendiary Cloud	Conjuration	C
Sunburst	Evocation	—
Tsunami	Conjuration	C

Level 9 Druid Spells

Spell	School	Special
Foresight	Divination	—
Shapechange	Transmutation	C, M
Storm of Vengeance	Conjuration	C
True Resurrection	Necromancy	M

Druid Subclasses

A Druid subclass is a specialization that grants you features at certain Druid levels, as specified in the subclass. Druids form loose associations, which they call circles. This section presents the Circle of the Land, Circle of the Moon, Circle of the Sea, and Circle of the Stars subclasses.

Circle of the Land

Celebrate Connection to the Natural World

The Circle of the Land comprises mystics and sages who safeguard ancient knowledge and rites. These Druids meet within sacred circles of trees or standing stones to whisper primal secrets in Druidic. The circle’s wisest members preside as the chief priests of their communities.

POLAR ENGINE [Image 30]
Circle of the Land Subclass

Level 3: Circle of the Land Spells

Whenever you finish a Long Rest, choose one type of land: arid, polar, temperate, or tropical. Consult the table below that corresponds to the chosen type; you have the spells listed for your Druid level and lower prepared.

Arid Land

Druid Level	Circle Spells
3	Blur, Burning Hands, Fire Bolt
5	Fireball
7	Blight
9	Wall of Stone

Polar Land

Druid Level	Circle Spells
3	Fog Cloud, Hold Person, Ray of Frost
5	Sleet Storm
7	Ice Storm
9	Cone of Cold

Temperate Land

Druid Level	Circle Spells
3	Misty Step, Shocking Grasp, Sleep
5	Lightning Bolt
7	Freedom of Movement
9	Tree Stride

Tropical Land

Druid Level	Circle Spells
3	Acid Splash, Ray of Sickness, Web
5	Stinking Cloud
7	Polymorph
9	Insect Plague

Level 3: Land's Aid

As a Magic action, you can expend a use of your Wild Shape and choose a point within 60 feet of yourself. Vitality-giving flowers and life-draining thorns appear for a moment in a 10-foot-radius Sphere centered on that point. Each creature of your choice in the Sphere must make a Constitution saving throw against your spell save DC, taking 2d6 Necrotic damage on a failed save or half as much damage on a successful one. One creature of your choice in that area regains 2d6 Hit Points.

The damage and healing increase by 1d6 when you reach Druid levels 10 (3d6) and 14 (4d6).

Level 6: Natural Recovery

You can cast one of the level 1+ spells that you have prepared from your Circle Spells feature without expending a spell slot, and you must finish a Long Rest before you do so again.

In addition, when you finish a Short Rest, you can choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than half your Druid level (round up), and none of them can be level 6+. For example, if you're a level 6 Druid, you can recover up to three levels' worth of spell slots. You can recover a level 3 spell slot, a level 2 and a level 1 spell slot, or three level 1 spell slots. Once you recover spell slots with this feature, you can't do so again until you finish a Long Rest.

Level 10: Nature's Ward

You are immune to the Poisoned condition, and you have Resistance to a damage type associated with your current land choice in the Circle Spells feature, as shown in the Nature's Ward table.

Nature's Ward

Land Type	Resistance
Arid	Fire
Polar	Cold
Temperate	Lightning
Tropical	Poison

Level 14: Nature's Sanctuary

As a Magic action, you can expend a use of your Wild Shape and cause spectral trees and vines to appear in a 15-foot Cube on the ground within 120 feet of yourself. They last there for 1 minute or until you have the Incapacitated condition or die. You and your allies have Half Cover while in that area, and your allies gain the current Resistance of your Nature's Ward while there.

As a Bonus Action, you can move the Cube up to 60 feet to ground within 120 feet of yourself.

Circle of the Moon

Adopt Animal Forms to Guard the Wilds

Druids of the Circle of the Moon draw on lunar magic to transform themselves. Their order gathers under the moon to share news and perform rituals.

Changeable as the moon, a Druid of this circle might prowl as a great cat one night, soar over the treetops as an eagle the next day, and then crash through undergrowth as a bear to drive off a trespassing monster. The wild is in the Druid's blood.

Level 3: Circle Forms

You can channel lunar magic when you assume a Wild Shape form, granting you the benefits below.

Challenge Rating. The maximum Challenge Rating for the form equals your Druid level divided by 3 (round down).

Armor Class. Until you leave the form, your AC equals 13 plus your Wisdom modifier if that total is higher than the Beast's AC.

Temporary Hit Points. You gain a number of Temporary Hit Points equal to three times your Druid level.

Level 3: Circle of the Moon Spells

When you reach a Druid level specified in the Circle of the Moon Spells table, you thereafter always have the listed spells prepared.

In addition, you can cast the spells from this feature while you're in a Wild Shape form.

Circle of the Moon Spells

Druid Level	Prepared Spells

Druid Level	Prepared Spells
3	Cure Wounds, Moonbeam, Starry Wisp
5	Conjure Animals
7	Fount of Moonlight
9	Mass Cure Wounds

Level 6: Improved Circle Forms

While in a Wild Shape form, you gain the following benefits.

JOHN GRELLO [Image 31]
Circle of the Moon Subclass

Lunar Radiance. Each of your attacks in a Wild Shape form can deal its normal damage type or Radiant damage. You make this choice each time you hit with those attacks.

Increased Toughness. You can add your Wisdom modifier to your Constitution saving throws.

JOHN GRELLO [Image 32]
A Druid in wolf form howls at the moon

Level 10: Moonlight Step

You magically transport yourself, reappearing amid a burst of moonlight. As a Bonus Action, you teleport up to 30 feet to an unoccupied space you can see, and you have Advantage on the next attack roll you make before the end of this turn.

You can use this feature a number of times equal to your Wisdom modifier (minimum of once), and you regain all expended uses when you finish a Long Rest. You can also regain uses by expending a level 2+ spell slot for each use you want to restore (no action required).

Level 14: Lunar Form

The power of the moon suffuses you, granting you the following benefits.

Improved Lunar Radiance. Once per turn, you can deal an extra 2d10 Radiant damage to a target you hit with a Wild Shape form's attack.

Shared Moonlight. Whenever you use Moonlight Step, you can also teleport one willing creature. That creature must be within 10 feet of you, and you teleport it to an unoccupied space you can see within 10 feet of your destination space.

Circle of the Sea

Become One with Tides and Storms

Druids of the Circle of the Sea draw on the tempestuous forces of oceans and storms. Some view themselves as embodiments of nature's wrath, seeking vengeance against those who despoil nature. Others seek mystical unity with nature by attuning themselves to the ebb and flow of the tides, following the rush of currents and waves and listening to the inscrutable whispers and roars of the winds.

Level 3: Circle of the Sea Spells

When you reach a Druid level specified in the Circle of the Sea Spells table, you thereafter always have the listed spells prepared.

Circle of the Sea Spells

Druid Level	Prepared Spells
3	Fog Cloud, Gust of Wind, Ray of Frost, Shatter, Thunderwave
5	Lightning Bolt, Water Breathing
7	Control Water, Ice Storm
9	Conjure Elemental, Hold Monster

Level 3: Wrath of the Sea

As a Bonus Action, you can expend a use of your Wild Shape to manifest a 5-foot Emanation that takes the form of ocean spray that surrounds you for 10 minutes. It ends early if you dismiss it (no action required), manifest it again, or have the Incapacitated condition.

When you manifest the Emanation and as a Bonus Action on your subsequent turns, you can choose another creature you can see in the Emanation. The target must succeed on a Constitution saving throw against your spell save DC or take Cold damage and, if the creature is Large or smaller, be pushed up to 15 feet away from you. To determine this damage, roll a number of d6s equal to your Wisdom modifier (minimum of one die).

RICCARDO MOSCATELLO [Image 33]
Circle of the Sea Subclass

Level 6: Aquatic Affinity

The size of the Emanation created by your Wrath of the Sea increases to 10 feet.

In addition, you gain a Swim Speed equal to your Speed.

Level 10: Stormborn

Your Wrath of the Sea confers two more benefits while active, as detailed below.

Flight. You gain a Fly Speed equal to your Speed.

Resistance. You have Resistance to Cold, Lightning, and Thunder damage.

Level 14: Oceanic Gift

Instead of manifesting the Emanation of Wrath of the Sea around yourself, you can manifest it around one willing creature within 60 feet of yourself. That creature gains all the benefits of the Emanation and uses your spell save DC and Wisdom modifier for it.

In addition, you can manifest the Emanation around both the other creature and yourself if you expend two uses of your Wild Shape instead of one when manifesting it.

Circle of the Stars

Harness Secrets Hidden in Constellations

The Circle of the Stars has tracked heavenly patterns since time immemorial, discovering secrets hidden amid the constellations. By understanding these secrets, the Druids of this circle seek to harness the powers of the cosmos.

Level 3: Star Map

You've created a star chart as part of your heavenly studies. It is a Tiny object, and you can use it as a Spellcasting Focus for your Druid spells. You determine its form by rolling on the Star Map table or by choosing one.

While holding the map, you have the Guidance and Guiding Bolt spells prepared, and you can cast *Guiding Bolt* without expending a spell slot. You can cast it in that way a number of times equal to your Wisdom modifier (minimum of once), and you regain all expended uses when you finish a Long Rest.

If you lose the map, you can perform a 1-hour ceremony to magically create a replacement. This ceremony can be performed during a Short or Long Rest, and it destroys the previous map.

Star Map

1d6	Map Form
1	A scroll bearing depictions of constellations
2	A stone tablet with fine holes drilled through it

1d6	Map Form
3	An owlbear hide tooled with stellar symbols
4	A collection of maps bound in an ebony cover
5	A crystal engraved with starry patterns
6	A glass disk etched with constellations

MARCELA MEDEIROS [Image 34]
Circle of the Stars Subclass

Level 3: Starry Form

As a Bonus Action, you can expend a use of your Wild Shape feature to take on a starry form rather than shape-shifting.

While in your starry form, you retain your game statistics, but your body becomes luminous, your joints glimmer like stars, and glowing lines connect them as on a star chart. This form sheds Bright Light in a 10-foot radius and Dim Light for an additional 10 feet. The form lasts for 10 minutes. It ends early if you dismiss it (no action required), have the Incapacitated condition, or use this feature again.

Whenever you assume your starry form, choose which of the following constellations glimmers on your body; your choice gives you certain benefits while in the form.

Archer. A constellation of an archer appears on you. When you activate this form and as a Bonus Action on your subsequent turns while it lasts, you can make a ranged spell attack, hurling a luminous arrow that targets one creature within 60 feet of yourself. On a hit, the attack deals Radiant damage equal to 1d8 plus your Wisdom modifier.

Chalice. A constellation of a life-giving goblet appears on you. Whenever you cast a spell using a spell slot that restores Hit Points to a creature, you or another creature within 30 feet of you can regain Hit Points equal to 1d8 plus your Wisdom modifier.

Dragon. A constellation of a wise dragon appears on you. When you make an Intelligence or a Wisdom check or a Constitution saving throw to maintain Concentration, you can treat a roll of 9 or lower on the d20 as a 10.

Level 6: Cosmic Omen

Whenever you finish a Long Rest, you can consult your Star Map for omens and roll a die. Until you finish your next Long Rest, you gain access to a special Reaction based on whether you rolled an even or an odd number on the die:

Weal (Even). Whenever a creature you can see within 30 feet of you is about to make a D20 Test, you can take a Reaction to roll 1d6 and add the number rolled to the total.

Woe (Odd). Whenever a creature you can see within 30 feet of you is about to make a D20 Test, you can take a Reaction to roll 1d6 and subtract the number rolled from the total.

You can use this Reaction a number of times equal to your Wisdom modifier (minimum of once), and you regain all expended uses when you finish a Long Rest.

Level 10: Twinkling Constellations

The constellations of your Starry Form improve. The 1d8 of the Archer and the Chalice becomes 2d8, and while the Dragon is active, you have a Fly Speed of 20 feet and can hover.

Moreover, at the start of each of your turns while in your Starry Form, you can change which constellation glimmers on your body.

Level 14: Full of Stars

While in your Starry Form, you become partially incorporeal, giving you Resistance to Bludgeoning, Piercing, and Slashing damage.

Fighter

NÉSTOR OSSANDÓN LEAL
A Master of All Arms and Armor

Core Fighter Traits

Primary Ability	Strength or Dexterity
Hit Point Die	D10 per Fighter level
Saving Throw Proficiencies	Strength and Constitution
Skill Proficiencies	*Choose 2:* Acrobatics, Animal Handling, Athletics, History, Insight, Intimidation, Persuasion, Perception, or Survival
Weapon Proficiencies	Simple and Martial weapons
Armor Training	Light, Medium, and Heavy armor and Shields
Starting Equipment	*Choose A, B, or C:* (A) Chain Mail, Greatsword, Flail, 8 Javelins, Dungeoneer’s Pack, and 4 GP; (B) Studded Leather Armor, Scimitar,

Shortsword, Longbow, 20 Arrows, Quiver, Dungeoneer’s Pack, and 11 GP; or (C) 155 GP

Fighters rule many battlefields. Questing knights, royal champions, elite soldiers, and hardened mercenaries—as Fighters, they all share an unparalleled prowess with weapons and armor. And they are well acquainted with death, both meting it out and defying it.

Fighters master various weapon techniques, and a well-equipped Fighter always has the right tool at hand for any combat situation. Likewise, a Fighter is adept with every form of armor. Beyond that basic degree of familiarity, each Fighter specializes in certain styles of combat. Some concentrate on archery, some on fighting with two weapons at once, and some on augmenting their martial skills with magic. This combination of broad ability and extensive specialization makes Fighters superior combatants.

Becoming a Fighter...

As a Level 1 Fighter

- Gain all the traits in the Core Fighter Traits table.
- Gain the Fighter’s level 1 features, which are listed in the Fighter Features table.

As a Multiclass Fighter

- Gain the following traits from the Core Fighter Traits table: Hit Point Die, proficiency with Martial weapons, and training with Light and Medium armor and Shields.
- Gain the Fighter’s level 1 features, which are listed in the Fighter Features table.

Fighter Class Features

As a Fighter, you gain the following class features when you reach the specified Fighter levels. These features are listed on the Fighter Features table.

Fighter Features

Level	Proficiency Bonus	Class Features	Second Wind	Weapon Mastery
1	+2	Fighting Style, Second Wind, Weapon Mastery	2	3
2	+2	Action Surge (one use), Tactical Mind	2	3
3	+2	Fighter Subclass	2	3

Level	Proficiency Bonus	Class Features	Second Wind	Weapon Mastery
4	+2	Ability Score Improvement	3	4
5	+3	Extra Attack, Tactical Shift	3	4
6	+3	Ability Score Improvement	3	4
7	+3	Subclass feature	3	4
8	+3	Ability Score Improvement	3	4
9	+4	Indomitable (one use), Tactical Master	3	4
10	+4	Subclass feature	4	5
11	+4	Two Extra Attacks	4	5
12	+4	Ability Score Improvement	4	5
13	+5	Indomitable (two uses), Studied Attacks	4	5
14	+5	Ability Score Improvement	4	5
15	+5	Subclass feature	4	5
16	+5	Ability Score Improvement	4	6
17	+6	Action Surge (two uses), Indomitable (three uses)	4	6
18	+6	Subclass feature	4	6
19	+6	Epic Boon	4	6
20	+6	Three Extra Attacks	4	6

Level 1: Fighting Style

You have honed your martial prowess and gain a Fighting Style feat of your choice (see chapter 5). Defense is recommended.

Whenever you gain a Fighter level, you can replace the feat you chose with a different Fighting Style feat.

Level 1: Second Wind

You have a limited well of physical and mental stamina that you can draw on. As a Bonus Action, you can use it to regain Hit Points equal to 1d10 plus your Fighter level.

You can use this feature twice. You regain one expended use when you finish a Short Rest, and you regain all expended uses when you finish a Long Rest.

When you reach certain Fighter levels, you gain more uses of this feature, as shown in the Second Wind column of the Fighter Features table.

Level 1: Weapon Mastery

Your training with weapons allows you to use the mastery properties of three kinds of Simple or Martial weapons of your choice. Whenever you finish a Long Rest, you can practice weapon drills and change one of those weapon choices.

When you reach certain Fighter levels, you gain the ability to use the mastery properties of more kinds of weapons, as shown in the Weapon Mastery column of the Fighter Features table.

Level 2: Action Surge

You can push yourself beyond your normal limits for a moment. On your turn, you can take one additional action, except the Magic action.

Once you use this feature, you can't do so again until you finish a Short or Long Rest. Starting at level 17, you can use it twice before a rest but only once on a turn.

Level 2: Tactical Mind

You have a mind for tactics on and off the battlefield. When you fail an ability check, you can expend a use of your Second Wind to push yourself toward success. Rather than regaining Hit Points, you roll 1d10 and add the number rolled to the ability check, potentially turning it into a success. If the check still fails, this use of Second Wind isn't expended.

Level 3: Fighter Subclass

You gain a Fighter subclass of your choice. The Battle Master, Champion, Eldritch Knight, and Psi Warrior subclasses are detailed after this class's description. A subclass is a specialization that grants you features at certain Fighter levels. For the rest of your career, you gain each of your subclass's features that are of your Fighter level or lower.

Level 4: Ability Score Improvement

You gain the Ability Score Improvement feat (see chapter 5) or another feat of your choice for which you qualify. You gain this feature again at Fighter levels 6, 8, 12, 14, and 16.

You can attack twice instead of once whenever you take the Attack action on your turn.

Level 5: Tactical Shift

Whenever you activate your Second Wind with a Bonus Action, you can move up to half your Speed without provoking Opportunity Attacks.

Level 9: Indomitable

If you fail a saving throw, you can reroll it with a bonus equal to your Fighter level. You must use the new roll, and you can't use this feature again until you finish a Long Rest.

You can use this feature twice before a Long Rest starting at level 13 and three times before a Long Rest starting at level 17.

Level 9: Tactical Master

When you attack with a weapon whose mastery property you can use, you can replace that property with the Push, Sap, or Slow property for that attack.

You can attack three times instead of once whenever you take the Attack action on your turn.

Level 13: Studied Attacks

You study your opponents and learn from each attack you make. If you make an attack roll against a creature and miss, you have Advantage on your next attack roll against that creature before the end of your next turn.

Level 19: Epic Boon

You gain an Epic Boon feat (see chapter 5) or another feat of your choice for which you qualify. Boon of Combat Prowess is recommended.

You can attack four times instead of once whenever you take the Attack action on your turn.

CAMPBELL WHITE
A Fighter stands between an ally and the onslaught of a black dragon

Fighter Subclasses

A Fighter subclass is a specialization that grants you features at certain Fighter levels, as specified in the subclass. This section presents the Battle Master, Champion, Eldritch Knight, and Psi Warrior subclasses.

Battle Master

Master Sophisticated Battle Maneuvers

Battle Masters are students of the art of battle, learning martial techniques passed down through generations. The most accomplished Battle Masters are well-rounded figures who combine their carefully honed combat skills with academic study in the fields of history, theory, and the arts.

Level 3: Combat Superiority

Your experience on the battlefield has refined your fighting techniques. You learn maneuvers that are fueled by special dice called Superiority Dice.

> IGNATIUS BUDI [Image 35]
> Battle Master Subclass

Maneuvers. You learn three maneuvers of your choice from the “Maneuver Options” section later in this subclass’s description. Many maneuvers enhance an attack in some way. You can use only one maneuver per attack.

You learn two additional maneuvers of your choice when you reach Fighter levels 7, 10, and 15. Each time you learn new maneuvers, you can also replace one maneuver you know with a different one.

Superiority Dice. You have four Superiority Dice, which are d8s. A Superiority Die is expended when you use it. You regain all expended Superiority Dice when you finish a Short or Long Rest.

You gain an additional Superiority Die when you reach Fighter levels 7 (five dice total) and 15 (six dice total).

Saving Throws. If a maneuver requires a saving throw, the DC equals 8 plus your Strength or Dexterity modifier (your choice) and Proficiency Bonus.

Level 3: Student of War

You gain proficiency with one type of Artisan’s Tools of your choice, and you gain proficiency in one skill of your choice from the skills available to Fighters at level 1.

Level 7: Know Your Enemy

As a Bonus Action, you can discern certain strengths and weaknesses of a creature you can see within 30 feet of yourself; you know whether that creature has any Immunities, Resistances, or Vulnerabilities, and if the creature has any, you know what they are.

Once you use this feature, you can’t do so again until you finish a Long Rest. You can also restore a use of the feature by expending one Superiority Die (no action

required).

Level 10: Improved Combat Superiority

Your Superiority Die becomes a d10.

Level 15: Relentless

Once per turn, when you use a maneuver, you can roll 1d8 and use the number rolled instead of expending a Superiority Die.

Level 18: Ultimate Combat Superiority

Your Superiority Die becomes a d12.

Maneuver Options

The maneuvers are presented here in alphabetical order.

When you make a Dexterity (Stealth) check or an Initiative roll, you can expend one Superiority Die and add the die to the roll, unless you have the Incapacitated condition.

Bait and Switch

When you're within 5 feet of a creature on your turn, you can expend one Superiority Die and switch places with that creature, provided you spend at least 5 feet of movement and the creature is willing and doesn't have the Incapacitated condition. This movement doesn't provoke Opportunity Attacks.

Roll the Superiority Die. Until the start of your next turn, you or the other creature (your choice) gains a bonus to AC equal to the number rolled.

Commander's Strike

When you take the Attack action on your turn, you can replace one of your attacks to direct one of your companions to strike. When you do so, choose a willing creature who can see or hear you and expend one Superiority Die. That creature can immediately use its Reaction to make one attack with a weapon or an Unarmed Strike, adding the Superiority Die to the attack's damage roll on a hit.

Commanding Presence

When you make a Charisma (Intimidation, Performance, or Persuasion) check, you can expend one Superiority Die and add that die to the roll.

When you hit a creature with an attack roll, you can expend one Superiority Die to attempt to disarm the target. Add the Superiority Die roll to the attack's damage roll. The target must succeed on a Strength saving throw or drop one object of your choice that it's holding, with the object landing in its space.

When you hit a creature with an attack roll, you can expend one Superiority Die to distract the target. Add the Superiority Die roll to the attack's damage roll. The next attack roll against the target by an attacker other than you has Advantage if the attack is made before the start of your next turn.

As a Bonus Action, you can expend one Superiority Die and take the Disengage action. You also roll the die and add the number rolled to your AC until the start of your next turn.

As a Bonus Action, you can expend one Superiority Die to feint, choosing one creature within 5 feet of yourself as your target. You have Advantage on your next attack roll against that target this turn. If that attack hits, add the Superiority Die to the attack's damage roll.

When you hit a creature with an attack roll, you can expend one Superiority Die to attempt to goad the target into attacking you. Add the Superiority Die to the attack's damage roll. The target must succeed on a Wisdom saving throw or have Disadvantage on attack rolls against targets other than you until the end of your next turn.

As a Bonus Action, you can expend one Superiority Die and take the Dash action. If you move at least 5 feet in a straight line immediately before hitting with a melee attack as part of the Attack action on this turn, you can add the Superiority Die to the attack's damage roll.

When you hit a creature with an attack roll, you can expend one Superiority Die to maneuver one of your comrades into another position. Add the Superiority Die roll to the attack's damage roll, and choose a willing creature who can see or hear you. That creature can use its Reaction to move up to half its Speed without provoking an Opportunity Attacks from the target of your attack.

When you hit a creature with an attack roll, you can expend one Superiority Die to attempt to frighten the target. Add the Superiority Die to the attack's damage roll. The target must succeed on a Wisdom saving throw or have the Frightened condition until the end of your next turn.

When another creature damages you with a melee attack roll, you can take a Reaction and expend one Superiority Die to reduce the damage by the number you roll on your Superiority Die plus your Strength or Dexterity modifier (your choice).

When you miss with an attack roll, you can expend one Superiority Die, roll that die, and add it to the attack roll, potentially causing the attack to hit.

When you hit a creature with an attack roll using a weapon or an Unarmed Strike, you can expend one Superiority Die to attempt to drive the target back. Add the Superiority Die to the attack's damage roll. If the target is Large or smaller, it must succeed on a Strength saving throw or be pushed up to 15 feet directly away from you.

As a Bonus Action, you can expend one Superiority Die to bolster the resolve of a companion. Choose an ally of yours within 30 feet of yourself who can see or hear you. That creature gains Temporary Hit Points equal to the Superiority Die roll plus half your Fighter level (round down).

When a creature misses you with a melee attack roll, you can take a Reaction and expend one Superiority Die to make a melee attack roll with a weapon or an Unarmed Strike against the creature. If you hit, add the Superiority Die to the attack's damage.

When you hit a creature with a melee attack roll using a weapon or an Unarmed Strike, you can expend one Superiority Die to attempt to damage another creature. Choose another creature within 5 feet of the original target and within your reach. If the original attack roll would hit the second creature, it takes damage equal to the number you roll on your Superiority Die. The damage is of the same type dealt by the original attack.

When you make an Intelligence (History or Investigation) check or a Wisdom (Insight) check, you can expend one Superiority Die and add that die to the ability check.

When you hit a creature with an attack roll using a weapon or an Unarmed Strike, you can expend one Superiority Die and add the die to the attack's damage roll. If the target is Large or smaller, it must succeed on a Strength saving throw or have the Prone condition.

Champion

KATERINA LADON [Image 36]
Champion Subclass

Pursue Physical Excellence in Combat

A Champion focuses on the development of martial prowess in a relentless pursuit of victory. Champions combine rigorous training with physical excellence to deal devastating blows, withstand peril, and garner glory. Whether in athletic contests or bloody battle, Champions strive for the crown of the victor.

Level 3: Improved Critical

Your attack rolls with weapons and Unarmed Strikes can score a Critical Hit on a roll of 19 or 20 on the d20.

Thanks to your athleticism, you have Advantage on Initiative rolls and Strength (Athletics) checks.

In addition, immediately after you score a Critical Hit, you can move up to half your Speed without provoking Opportunity Attacks.

Level 7: Additional Fighting Style

You gain another Fighting Style feat of your choice.

Level 10: Heroic Warrior

The thrill of battle drives you toward victory. During combat, you can give yourself Heroic Inspiration whenever you start your turn without it.

Level 15: Superior Critical

Your attack rolls with weapons and Unarmed Strikes can now score a Critical Hit on a roll of 18–20 on the d20.

Level 18: Survivor

You attain the pinnacle of resilience in battle, giving you these benefits.

Defy Death. You have Advantage on Death Saving Throws. Moreover, when you roll 18–20 on a Death Saving Throw, you gain the benefit of rolling a 20 on it.

Heroic Rally. At the start of each of your turns, you regain Hit Points equal to 5 plus your Constitution modifier if you are Bloodied and have at least 1 Hit Point.

Eldritch Knight

Support Combat Skills with Arcane Magic

Eldritch Knights combine the martial mastery common to all Fighters with a careful study of magic. Their spells both complement and extend their combat skills, providing additional protection to shore up their armor and also allowing them to engage many foes at once with explosive magic.

> HOCHEOL RYU [Image 37]
> Eldritch Knight Subclass

Level 3: Spellcasting

You have learned to cast spells. See chapter 7 for the rules on spellcasting. The information below details how you use those rules as an Eldritch Knight.

Cantrips. You know two cantrips of your choice from the Wizard spell list (see that class's section for its list). Ray of Frost and Shocking Grasp are recommended. Whenever you gain a Fighter level, you can replace one of these cantrips with another cantrip of your choice from the Wizard spell list.

When you reach Fighter level 10, you learn another Wizard cantrip of your choice.

Spell Slots. The Eldritch Knight Spellcasting table shows how many spell slots you have to cast your level 1+ spells. You regain all expended slots when you finish a Long Rest.

Eldritch Knight Spellcasting

		—Spell Slots per Spell Level—			
Fighter Level	**Spells Prepared**	**1**	**2**	**3**	**4**
3	3	2	—	—	—
4	4	3	—	—	—
5	4	3	—	—	—
6	4	3	—	—	—
7	5	4	2	—	—
8	6	4	2	—	—
9	6	4	2	—	—
10	7	4	3	—	—
11	8	4	3	—	—
12	8	4	3	—	—
13	9	4	3	2	—
14	10	4	3	2	—
15	10	4	3	2	—
16	11	4	3	3	—
17	11	4	3	3	—
18	11	4	3	3	—
19	12	4	3	3	1
20	13	4	3	3	1

Prepared Spells of Level 1+. You prepare the list of level 1+ spells that are available for you to cast with this feature. To start, choose three level 1 spells from the Wizard spell list. Burning Hands, Jump, and Shield are recommended.

The number of spells on your list increases as you gain Fighter levels, as shown in the Prepared Spells column of the Eldritch Knight Spellcasting table. Whenever that number increases, choose additional spells from the Wizard spell list until the number of spells on your list matches the number on the table. The chosen spells must be of a level for which you have spell slots. For example, if you're a level 7 Fighter, your list of prepared spells can include five Wizard spells of levels 1 and 2 in any combination.

Changing Your Prepared Spells. Whenever you gain a Fighter level, you can replace one spell on your list with another Wizard spell for which you have spell slots.

Spellcasting Ability. Intelligence is your spellcasting ability for your Wizard spells.

Spellcasting Focus. You can use an Arcane Focus as a Spellcasting Focus for your Wizard spells.

Level 3: War Bond

You learn a ritual that creates a magical bond between yourself and one weapon. You perform the ritual over the course of 1 hour, which can be done during a Short Rest. The weapon must be within your reach throughout the ritual, at the conclusion of which you touch the weapon and forge the bond. The bond fails if another Fighter is bonded to the weapon or if the weapon is a magic item to which someone else is attuned.

Once you have bonded a weapon to yourself, you can't be disarmed of that weapon unless you have the Incapacitated condition. If it is on the same plane of existence, you can summon that weapon as a Bonus Action, causing it to teleport instantly to your hand.

You can have up to two bonded weapons, but you can summon only one at a time with a Bonus Action. If you attempt to bond with a third weapon, you must break the bond with one of the other two.

Level 7: War Magic

When you take the Attack action on your turn, you can replace one of the attacks with a casting of one of your Wizard cantrips that has a casting time of an action.

Level 10: Eldritch Strike

You learn how to make your weapon strikes undercut a creature's ability to withstand your spells. When you hit a creature with an attack using a weapon, that creature has Disadvantage on the next saving throw it makes against a spell you cast before the end of your next turn.

Level 15: Arcane Charge

When you use your Action Surge, you can teleport up to 30 feet to an unoccupied space you can see. You can teleport before or after the additional action.

Level 18: Improved War Magic

When you take the Attack action on your turn, you can replace two of the attacks with a casting of one of your level 1 or level 2 Wizard spells that has a casting time of an action.

Psi Warrior

Augment Physical Might with Psionic Power

Psi Warriors awaken the power of their minds to augment their physical might. They harness this psionic power to infuse their weapon strikes, lash out with telekinetic energy, and create barriers of mental force.

JAVIER CHARRO [Image 38]
Psi Warrior Subclass

Level 3: Psionic Power

You harbor a wellspring of psionic energy within yourself. It is represented by your Psionic Energy Dice, which fuel powers you have from this subclass. The Psi Warrior Energy Dice table shows the die size and number of these dice you have when you reach certain Fighter levels.

Psi Warrior Energy Dice

Fighter Level	Die Size	Number
3	D6	4
5	D8	6
9	D8	8
11	D10	8
13	D10	10
17	D12	12

Any features in this subclass that use a Psionic Energy Die use only the dice from this subclass. Some of your powers expend the Psionic Energy Die, as specified in a power’s description, and you can’t use a power if it requires you to use a die when all your Psionic Energy Dice are expended.

You regain one of your expended Psionic Energy Dice when you finish a Short Rest, and you regain all of them when you finish a Long Rest.

Protective Field. When you or another creature you can see within 30 feet of you takes damage, you can take a Reaction to expend one Psionic Energy Die, roll the die, and reduce the damage taken by the number rolled plus your Intelligence modifier (minimum reduction of 1), as you create a momentary shield of telekinetic force.

Psionic Strike. You can propel your weapons with psionic force. Once on each of your turns, immediately after you hit a target within 30 feet of yourself with an attack and deal damage to it with a weapon, you can expend one Psionic Energy Die, rolling it and dealing Force damage to the target equal to the number rolled plus your Intelligence modifier.

Telekinetic Movement. You can move an object or a creature with your mind. As a Magic action, choose one target you can see within 30 feet of yourself; the target must be a loose object that is Large or smaller or one willing creature other than you. You transport the target up to 30 feet to an unoccupied space you can see. Alternatively, if the target is a Tiny object, you can transport it to or from your hand.

Once you take this action, you can't do so again until you finish a Short or Long Rest unless you expend a Psionic Energy Die (no action required) to restore your use of it.

Level 7: Telekinetic Adept

You have mastered new ways to use your telekinetic abilities, detailed below.

Psi-Powered Leap. As a Bonus Action, you gain a Fly Speed equal to twice your Speed until the end of the current turn. Once you take this Bonus Action, you can't do so again until you finish a Short or Long Rest unless you expend a Psionic Energy Die (no action required) to restore your use of it.

Telekinetic Thrust. When you deal damage to a target with your Psionic Strike, you can force the target to make a Strength saving throw (DC 8 plus your Intelligence modifier and Proficiency Bonus). On a failed save, you can give the target the Prone condition or transport it up to 10 feet horizontally.

Level 10: Guarded Mind

You have Resistance to Psychic damage. Moreover, if you start your turn with the Charmed or Frightened condition, you can expend a Psionic Energy Die (no action required) and end every effect on yourself giving you those conditions.

Level 15: Bulwark of Force

You can shield yourself and others with telekinetic force. As a Bonus Action, you can choose creatures, including yourself, within 30 feet of yourself, up to a number of creatures equal to your Intelligence modifier (minimum of one creature). Each of the chosen creatures has Half Cover for 1 minute or until you have the Incapacitated condition.

Once you use this feature, you can't do so again until you finish a Long Rest unless you expend a Psionic Energy Die (no action required) to restore your use of it.

Level 18: Telekinetic Master

You always have the Telekinesis spell prepared. With this feature, you can cast it without a spell slot or components, and your spellcasting ability for it is Intelligence. On each of your turns while you maintain Concentration on it, including the turn when you cast it, you can make one attack with a weapon as a Bonus Action.

Once you cast the spell with this feature, you can't do so in this way again until you finish a Long Rest unless you expend a Psionic Energy Die (no action required) to restore your use of it.

Monk

JOSHUA RAPHAEL
A Martial Artist of Supernatural Focus

Core Monk Traits

Primary Ability	Dexterity and Wisdom
Hit Point Die	D8 per Monk level
Saving Throw Proficiencies	Strength and Dexterity
Skill Proficiencies	*Choose 2:* Acrobatics, Athletics, History, Insight, Religion, or Stealth
Weapon Proficiencies	Simple weapons and Martial weapons that have the Light property
Tool Proficiencies	Choose one type of Artisan's Tools or Musical Instrument (see chapter 6)
Armor Training	None
Starting Equipment	*Choose A or B:* (A) Spear, 5 Daggers, **Artisan's Tools** or **Musical Instrument** chosen for the tool proficiency above, Explorer's Pack,

and 11 GP; or (B) 50 GP

Monks use rigorous combat training and mental discipline to align themselves with the multiverse and focus their internal reservoirs of power. Different Monks conceptualize this power in various ways: as breath, energy, life force, essence, or self, for example. Whether channeled as a striking display of martial prowess or as a subtler manifestation of defense and speed, this power infuses all that a Monk does.

Monks focus their internal power to create extraordinary, even supernatural, effects. They channel uncanny speed and strength into their attacks, with or without the use of weapons. In a Monk's hands, even the most basic weapons can become sophisticated implements of combat mastery.

Many Monks find that a structured life of ascetic withdrawal helps them cultivate the physical and mental focus they need to harness their power. Other Monks believe that immersing themselves in the vibrant confusion of life helps to fuel their determination and discipline.

Monks generally view adventures as tests of their physical and mental development. They are driven by a desire to accomplish a greater mission than merely slaying monsters and plundering treasure; they strive to turn themselves into living weapons.

Becoming a Monk...

As a Level 1 Monk

- Gain all the traits in the Core Monk Traits table.
- Gain the Monk's level 1 features, which are listed in the Monk Features table.

As a Multiclass Monk

- Gain the Hit Point Die trait from the Core Monk Traits table.
- Gain the Monk's level 1 features, which are listed in the Monk Features table.

Monk Class Features

As a Monk, you gain the following class features when you reach the specified Monk levels. These features are listed in the Monk Features table.

Monk Features

Level	Proficiency Bonus	Class Features	Martial Arts	Focus Points	Unarmored Movement
1	+2	Martial Arts, Unarmored Defense	1d6	—	—

Level	Proficiency Bonus	Class Features	Martial Arts	Focus Points	Unarmored Movement
2	+2	Monk’s Focus, Unarmored Movement, Uncanny Metabolism	1d6	2	+10 ft.
3	+2	Deflect Attacks, Monk Subclass	1d6	3	+10 ft.
4	+2	Ability Score Improvement, Slow Fall	1d6	4	+10 ft.
5	+3	Extra Attack, Stunning Strike	1d8	5	+10 ft.
6	+3	Empowered Strikes, Subclass feature	1d8	6	+15 ft.
7	+3	Evasion	1d8	7	+15 ft.
8	+3	Ability Score Improvement	1d8	8	+15 ft.
9	+4	Acrobatic Movement	1d8	9	+15 ft.
10	+4	Heightened Focus, Self-Restoration	1d8	10	+20 ft.
11	+4	Subclass feature	1d10	11	+20 ft.
12	+4	Ability Score Improvement	1d10	12	+20 ft.
13	+5	Deflect Energy	1d10	13	+20 ft.
14	+5	Disciplined Survivor	1d10	14	+25 ft.
15	+5	Perfect Focus	1d10	15	+25 ft.
16	+5	Ability Score Improvement	1d10	16	+25 ft.
17	+6	Subclass feature	1d12	17	+25 ft.
18	+6	Superior Defense	1d12	18	+30 ft.
19	+6	Epic Boon	1d12	19	+30 ft.
20	+6	Body and Mind	1d12	20	+30 ft.

Level 1: Martial Arts

Your practice of martial arts gives you mastery of combat styles that use your Unarmed Strike and Monk weapons, which are the following:

- Simple Melee weapons
- Martial Melee weapons that have the Light property

You gain the following benefits while you are unarmed or wielding only Monk weapons and you aren’t wearing armor or wielding a Shield.

Bonus Unarmed Strike. You can make an Unarmed Strike as a Bonus Action.

Martial Arts Die. You can roll 1d6 in place of the normal damage of your Unarmed Strike or Monk weapons. This die changes as you gain Monk levels, as shown in the Martial Arts column of the Monk Features table.

Dexterous Attacks. You can use your Dexterity modifier instead of your Strength modifier for the attack and damage rolls of your Unarmed Strikes and Monk weapons. In addition, when you use the Grapple or Shove option of your Unarmed Strike, you can use your Dexterity modifier instead of your Strength modifier to determine the save DC.

Level 1: Unarmored Defense

While you aren't wearing armor or wielding a Shield, your base Armor Class equals 10 plus your Dexterity and Wisdom modifiers.

Level 2: Monk's Focus

Your focus and martial training allow you to harness a well of extraordinary energy within yourself. This energy is represented by Focus Points. Your Monk level determines the number of points you have, as shown in the Focus Points column of the Monk Features table.

You can expend these points to enhance or fuel certain Monk features. You start knowing three such features: Flurry of Blows, Patient Defense, and Step of the Wind, each of which is detailed below.

When you expend a Focus Point, it is unavailable until you finish a Short or Long Rest, at the end of which you regain all your expended points.

Some features that use Focus Points require your target to make a saving throw. The save DC equals 8 plus your Wisdom modifier and Proficiency Bonus.

Flurry of Blows. You can expend 1 Focus Point to make two Unarmed Strikes as a Bonus Action.

Patient Defense. You can take the Disengage action as a Bonus Action. Alternatively, you can expend 1 Focus Point to take both the Disengage and the Dodge actions as a Bonus Action.

Step of the Wind. You can take the Dash action as a Bonus Action. Alternatively, you can expend 1 Focus Point to take both the Disengage and Dash actions as a Bonus Action, and your jump distance is doubled for the turn.

Level 2: Unarmored Movement

Your speed increases by 10 feet while you aren't wearing armor or wielding a Shield. This bonus increases when you reach certain Monk levels, as shown on the Monk Features table.

Level 2: Uncanny Metabolism

When you roll Initiative, you can regain all expended Focus Points. When you do so, roll your Martial Arts die, and regain a number of Hit Points equal to your Monk level plus the number rolled.

Once you use this feature, you can't use it again until you finish a Long Rest.

Level 3: Deflect Attacks

When an attack roll hits you and its damage includes Bludgeoning, Piercing, or Slashing damage, you can take a Reaction to reduce the attack's total damage against you. The reduction equals 1d10 plus your Dexterity modifier and Monk level.

If you reduce the damage to 0, you can expend 1 Focus Point to redirect some of the attack's force. If you do so, choose a creature you can see within 5 feet of yourself if the attack was a melee attack or a creature you can see within 60 feet of yourself that isn't behind Total Cover if the attack was a ranged attack. That creature must succeed on a Dexterity saving throw or take damage equal to two rolls of your Martial Arts die plus your Dexterity modifier. The damage is the same type dealt by the attack.

Level 3: Monk Subclass

You gain a Monk subclass of your choice. The Warrior of Mercy, Warrior of Shadow, Warrior of the Elements, and Warrior of the Open Hand subclasses are detailed after this class's description. A subclass is a specialization that grants you features at certain Monk levels. For the rest of your career, you gain each of your subclass's features that are of your Monk level or lower.

Level 4: Ability Score Improvement

You gain the Ability Score Improvement feat (see chapter 5) or another feat of your choice for which you qualify. You gain this feature again at Monk levels 8, 12, and 16.

Level 4: Slow Fall

You can take a Reaction when you fall to reduce any damage you take from the fall by an amount equal to five times your Monk level.

You can attack twice instead of once whenever you take the Attack action on your turn.

Level 5: Stunning Strike

Once per turn when you hit a creature with a Monk weapon or an Unarmed Strike, you can expend 1 Focus Point to attempt a stunning strike. The target must make a Constitution saving throw. On a failed save, the target has the Stunned condition until the start of your next turn. On a successful save, the target's Speed is halved until the start of your next turn, and the next attack roll made against the target before then has Advantage.

Level 6: Empowered Strikes

Whenever you deal damage with your Unarmed Strike, it can deal your choice of Force damage or its normal damage type.

Level 7: Evasion

When you're 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.

You don't benefit from this feature if you have the Incapacitated condition.

Level 9: Acrobatic Movement

While you aren't wearing armor or wielding a Shield, you gain the ability to move along vertical surfaces and across liquids on your turn without falling during the movement.

Level 10: Heightened Focus

Your Flurry of Blows, Patient Defense, and Step of the Wind gain the following benefits.

Flurry of Blows. You can expend 1 Focus Point to use Flurry of Blows and make three Unarmed Strikes with it instead of two.

Patient Defense. When you expend a Focus Point to use Patient Defense, you gain a number of Temporary Hit Points equal to two rolls of your Martial Arts die.

Step of the Wind. When you expend a Focus Point to use Step of the Wind, you can choose a willing creature within 5 feet of yourself that is Large or smaller. You move the creature with you until the end of your turn. The creature's movement doesn't provoke Opportunity Attacks.

Level 10: Self-Restoration

Through sheer force of will, you can remove one of the following conditions from yourself at the end of each of your turns: Charmed, Frightened, or Poisoned.

In addition, forgoing food and drink doesn't give you levels of Exhaustion.

Level 13: Deflect Energy

You can now use your Deflect Attacks feature against attacks that deal any damage type, not just Bludgeoning, Piercing, or Slashing.

Level 14: Disciplined Survivor

Your physical and mental discipline grant you proficiency in all saving throws.

Additionally, whenever you make a saving throw and fail, you can expend 1 Focus Point to reroll it, and you must use the new roll.

Level 15: Perfect Focus

When you roll Initiative and don't use Uncanny Metabolism, you regain expended Focus Points until you have 4 if you have 3 or fewer.

Level 18: Superior Defense

At the start of your turn, you can expend 3 Focus Points to bolster yourself against harm for 1 minute or until you have the Incapacitated condition. During that time, you have Resistance to all damage except Force damage.

Level 19: Epic Boon

You gain an Epic Boon feat (see chapter 5) or another feat of your choice for which you qualify. Boon of Irresistible Offense is recommended.

Level 20: Body and Mind

You have developed your body and mind to new heights. Your Dexterity and Wisdom scores increase by 4, to a maximum of 25.

Monk Subclasses

A Monk subclass is a specialization that grants you features at certain Monk levels, as specified in the subclass. This section presents the Warrior of Mercy, Warrior of Shadow, Warrior of the Elements, and Warrior of the Open Hand subclasses.

Warrior of Mercy

Manipulate Forces of Life and Death

Warriors of Mercy manipulate the life force of others. These Monks are wandering physicians, but they bring a swift end to their enemies. They often wear masks, presenting themselves as faceless bringers of life and death.

> OLIVIER BERNARD [Image 39]
> Warrior of Mercy Subclass

Level 3: Hand of Harm

Once per turn when you hit a creature with an Unarmed Strike and deal damage, you can expend 1 Focus Point to deal extra Necrotic damage equal to one roll of your Martial Arts die plus your Wisdom modifier.

Level 3: Hand of Healing

As a Magic action, you can expend 1 Focus Point to touch a creature and restore a number of Hit Points equal to a roll of your Martial Arts die plus your Wisdom modifier.

When you use your Flurry of Blows, you can replace one of the Unarmed Strikes with a use of this feature without expending a Focus Point for the healing.

Level 3: Implements of Mercy

You gain proficiency in the Insight and Medicine skills and proficiency with the Herbalism Kit.

Level 6: Physician's Touch

Your Hand of Harm and Hand of Healing improve, as detailed below.

Hand of Harm. When you use Hand of Harm on a creature, you can also give that creature the Poisoned condition until the end of your next turn.

Hand of Healing. When you use Hand of Healing, you can also end one of the following conditions on the creature you heal: Blinded, Deafened, Paralyzed, Poisoned, or Stunned.

Level 11: Flurry of Healing and Harm

When you use Flurry of Blows, you can replace each of the Unarmed Strikes with a use of Hand of Healing without expending Focus Points for the healing.

In addition, when you make an Unarmed Strike with Flurry of Blows and deal damage, you can use Hand of Harm with that strike without expending a Focus Point for Hand of Harm. You can still use Hand of Harm only once per turn.

You can use these benefits a total number of times equal to your Wisdom modifier (minimum of once). You regain all expended uses when you finish a Long Rest.

Level 17: Hand of Ultimate Mercy

Your mastery of life energy opens the door to the ultimate mercy. As a Magic action, you can touch the corpse of a creature that died within the past 24 hours and expend 5 Focus Points. The creature then returns to life with a number of Hit Points equal to 4d10 plus your Wisdom modifier. If the creature died with any of the following conditions, the creature revives with the conditions removed: Blinded, Deafened, Paralyzed, Poisoned, and Stunned.

Once you use this feature, you can't use it again until you finish a Long Rest.

Warrior of Shadow

> NATHANIEL HIMAWAN [Image 40]
> Warrior of Shadow Subclass

Harness Shadow Power for Stealth and Subterfuge

Warriors of Shadow practice stealth and subterfuge, harnessing the power of the Shadowfell. They are at home in darkness, able to draw gloom around themselves to hide, leap from shadow to shadow, and take on a wraithlike form.

Level 3: Shadow Arts

You have learned to draw on the power of the Shadowfell, gaining the following benefits.

Darkness. You can expend 1 Focus Point to cast the Darkness spell without spell components. You can see within the spell's area when you cast it with this feature. While the spell persists, you can move its area of Darkness to a space within 60 feet of yourself at the start of each of your turns.

Darkvision. You gain Darkvision with a range of 60 feet. If you already have Darkvision, its range increases by 60 feet.

Shadowy Figments. You know the Minor Illusion spell. Wisdom is your spellcasting ability for it.

Level 6: Shadow Step

While entirely within Dim Light or Darkness, you can use a Bonus Action to teleport up to 60 feet to an unoccupied space you can see that is also in Dim Light or Darkness. You then have Advantage on the next melee attack you make before the end of the current turn.

Level 11: Improved Shadow Step

You can draw on your Shadowfell connection to empower your teleportation. When you use your Shadow Step, you can expend 1 Focus Point to remove the requirement that you must start and end in Dim Light or Darkness for that use of the feature. As part of this Bonus Action, you can make an Unarmed Strike immediately after you teleport.

Level 17: Cloak of Shadows

As a Magic action while entirely within Dim Light or Darkness, you can expend 3 Focus Points to shroud yourself with shadows for 1 minute, until you have the Incapacitated condition, or until you end your turn in Bright Light. While shrouded by these shadows, you gain the following benefits.

Invisibility. You have the Invisible condition.

Partially Incorporeal. You can move through occupied spaces as if they were Difficult Terrain. If you end your turn in such a space, you are shunted to the last unoccupied space you were in.

Shadow Flurry. You can use your Flurry of Blows without expending any Focus Points.

Warrior of the Elements

Wield Strikes and Bursts of Elemental Power

Warriors of the Elements tap into the power of the Elemental Planes. Harnessing their supernatural focus, these Monks momentarily tame the energy of the Elemental Chaos to empower themselves in and out of battle.

> KATERINA LADON [Image 41]
> Warrior of the Elements Subclass

Level 3: Elemental Attunement

At the start of your turn, you can expend 1 Focus Point to imbue yourself with elemental energy. The energy lasts for 10 minutes or until you have the Incapacitated condition. You gain the following benefits while this feature is active.

Reach. When you make an Unarmed Strike, your reach is 10 feet greater than normal, as elemental energy extends from you.

Elemental Strikes. Whenever you hit with your Unarmed Strike, you can cause it to deal your choice of Acid, Cold, Fire, Lightning, or Thunder damage rather than its normal damage type. When you deal one of these types with it, you can also force the target to make a Strength saving throw. On a failed save, you can move the target up to 10 feet toward or away from you, as elemental energy swirls around it.

Level 3: Manipulate Elements

You know the Elementalism spell. Wisdom is your spellcasting ability for it.

Level 6: Elemental Burst

As a Magic action, you can expend 2 Focus Points to cause elemental energy to burst in a 20-foot-radius Sphere centered on a point within 120 feet of yourself. Choose a damage type: Acid, Cold, Fire, Lightning, or Thunder.

Each creature in the Sphere must make a Dexterity saving throw. On a failed save, a creature takes damage of the chosen type equal to three rolls of your Martial Arts die. On a successful save, a creature takes half as much damage.

Level 11: Stride of the Elements

While your Elemental Attunement is active, you also have a Fly Speed and a Swim Speed equal to your Speed.

Level 17: Elemental Epitome

While your Elemental Attunement is active, you also gain the following benefits.

Damage Resistance. You gain Resistance to one of the following damage types of your choice: Acid, Cold, Fire, Lightning, or Thunder. At the start of each of your turns, you can change this choice.

Destructive Stride. When you use your Step of the Wind, your Speed increases by 20 feet until the end of the turn. For that duration, any creature of your choice takes damage equal to one roll of your Martial Arts die when you enter a space within 5 feet of it. The damage type is your choice of Acid, Cold, Fire, Lightning, or Thunder. A creature can take this damage only once per turn.

Empowered Strikes. Once on each of your turns, you can deal extra damage to a target equal to one roll of your Martial Arts die when you hit it with an Unarmed Strike. The extra damage is the same type dealt by that strike.

Warrior of the Open Hand

KATERINA LADON [Image 42]
Warrior of the Open Hand Subclass

Master Unarmed Combat Techniques

Warriors of the Open Hand are masters of unarmed combat. They learn techniques to push and trip their opponents and manipulate their own energy to protect themselves from harm.

Level 3: Open Hand Technique

Whenever you hit a creature with an attack granted by your Flurry of Blows, you can impose one of the following effects on that target.

Addle. The target can't make Opportunity Attacks until the start of its next turn.

Push. The target must succeed on a Strength saving throw or be pushed up to 15 feet away from you.

Topple. The target must succeed on a Dexterity saving throw or have the Prone condition.

Level 6: Wholeness of Body

You gain the ability to heal yourself. As a Bonus Action, you can roll your Martial Arts die. You regain a number of Hit Points equal to the number rolled plus your Wisdom modifier (minimum of 1 Hit Point regained).

You can use this feature a number of times equal to your Wisdom modifier (minimum of once), and you regain all expended uses when you finish a Long Rest.

Level 11: Fleet Step

When you take a Bonus Action other than Step of the Wind, you can also use Step of the Wind immediately after that Bonus Action.

Level 17: Quivering Palm

You gain the ability to set up lethal vibrations in someone's body. When you hit a creature with an Unarmed Strike, you can expend 4 Focus Points to start these imperceptible vibrations, which last for a number of days equal to your Monk level. The vibrations are harmless unless you take an action to end them. Alternatively, when you take the Attack action on your turn, you can forgo one of the attacks to end the vibrations. To end them, you and the target must be on the same plane of existence. When you end them, the target must make a Constitution saving throw,

taking 10d12 Force damage on a failed save or half as much damage on a successful one.

You can have only one creature under the effect of this feature at a time. You can end the vibrations harmlessly (no action required).

Character Origins

Chapter 4: Character Origins

CHRIS RALLIS
Not even a white dragon’s wrath can chill these heroes of the
Forgotten Realms: Laeral Silverhand, Drizzt Do’Urden, and Vajra Safahr

This chapter describes the two components of an adventurer’s origin: background and species. Together, these elements suggest your character’s early experience and family origin before taking up the adventuring life and learning the capabilities of a class (described in chapter 3).

Origin Components

Each part of your character’s origin reflects facets of your character, their life, and the circumstances that started them on the path to adventure.

If you choose a background or a species from an older book, see the sidebar “Backgrounds and Species from Older Books” in chapter 2 for how to use them with the options here.

Character Backgrounds

Your character’s background is a collection of characteristics that represent the place and occupation that were most formative before your character embarked on a life of adventure.

Each background includes a brief narrative of what your character’s past might have been like. Alter the details of this narrative however you like.

Parts of a Background

A background includes the following parts.

Ability Scores. A background lists three of your character's ability scores. Increase one by 2 and another one by 1, or increase all three by 1. None of these increases can raise a score above 20.

Feat. A background gives your character a specified Origin feat (described in chapter 5).

Skill Proficiencies. A background gives your character proficiency in two specified skills.

Tool Proficiency. Each background gives a character proficiency with one tool—either a specific tool or one chosen from the Artisan's Tools category. Tools are detailed in chapter 6.

Equipment. Each background offers a choice between a package of equipment and 50 GP.

Character Species

When you choose your character's species, you determine whether your character is a human or a member of a fantastical species, such as dragonborn or gnome.

The peoples of the D&D multiverse hail from different worlds and include many kinds of sapient life forms. A player character's species is the set of game traits that an adventurer gains from being one of those life forms.

Some species can trace their origin to a single world, plane of existence, or god, while other species first appeared in multiple realms at once. Whatever a species' genesis, its members have spread across the multiverse and contribute to many different cultures.

Members of most species live for about 80 years, with exceptions noted in the text about the species in this chapter. Regardless of life

span, members of all species reach physical maturity at about the same age. Your character can be any age that isn't beyond their species' normal life span.

Parts of a Species

A species includes the following parts.

Creature Type. A character's species determines the character's creature type, which is described in the rules glossary. Every species in this chapter is Humanoid; playable non-Humanoid species appear in other D&D books.

Size. Your character's species determines the character's size. Individuals within a species cover a wide range of heights, and some species include such diversity of size that you can choose whether your character is Small or Medium.

Speed. Your character's species determines the character's Speed.

Special Traits. Each species gives a character special traits—unique characteristics based on the species' physiology or magical nature. When you choose a species, your character gets all the special traits listed for it. Some traits involve making a choice from a handful of options.

Background Descriptions

Sixteen backgrounds are presented in this section in alphabetical order:

Acolyte

TITUS LUNTER

You devoted yourself to service in a temple, either nestled in a town or secluded in a sacred grove. There you performed rites in honor of a god or pantheon. You served under a priest and studied religion. Thanks to your priest's instruction and your own devotion, you also learned how to channel a modicum of divine power in service to your place of worship and the people who prayed there.

Artisan

LUCA BANCONE

You began mopping floors and scrubbing counters in an artisan's workshop for a few coppers per day as soon as you were strong enough to carry a bucket. When you were old enough to apprentice, you learned to create basic crafts of your own, as well as how to sweet-talk the occasional demanding customer. Your trade has also given you a keen eye for detail.

Charlatan

LUCA BANCONE

Once you were old enough to order an ale, you soon had a favorite stool in every tavern within ten miles of where you were born. As you traveled the circuit from public house to watering hole, you learned to prey on unfortunates who were in the market for a comforting lie or two—perhaps a sham potion or forged ancestry records.

Criminal

NOOR RAHMAN

You eked out a living in dark alleyways, cutting purses or burgling shops. Perhaps you were part of a small gang of like-minded

wrongdoers who looked out for each other. Or maybe you were a lone wolf, fending for yourself against the local thieves' guild and more fearsome lawbreakers.

Entertainer

KENNY VO

You spent much of your youth following roving fairs and carnivals, performing odd jobs for musicians and acrobats in exchange for lessons. You may have learned how to walk a tightrope, how to play a lute in a distinct style, or how to recite poetry with impeccable diction. To this day, you thrive on applause and long for the stage.

Farmer

KENNY VO

You grew up close to the land. Years tending animals and cultivating the earth rewarded you with patience and good health. You have a keen appreciation for nature's bounty alongside a healthy respect for nature's wrath.

Guard

NOOR RAHMAN

Ability Scores: Strength, Intelligence, Wisdom

Feat: Alert (see chapter 5)

Skill Proficiencies: Athletics and Perception

Tool Proficiency: *Choose one kind of Gaming Set* (see chapter 6)

Equipment: *Choose A or B:* (A) Spear, Light Crossbow, 20 Bolts, Gaming Set (same as above), Hooded Lantern, Manacles, Quiver, Traveler’s Clothes, 12 GP; or (B) 50 GP

Your feet ache when you remember the countless hours you spent at your post in the tower. You were trained to keep one eye looking outside the wall, watching for marauders sweeping from the nearby forest, and your other eye looking inside the wall, searching for cutpurses and troublemakers.

Guide

EREL MAATITA

You came of age outdoors, far from settled lands. Your home was anywhere you chose to spread your bedroll. There are wonders in the wilderness—strange monsters, pristine forests and streams, overgrown ruins of great halls once trod by giants—and you learned to fend for yourself as you explored them. From time to time, you guided friendly nature priests who instructed you in the fundamentals of channeling the magic of the wild.

Hermit

PEDRO CARDOSO

You spent your early years secluded in a hut or monastery located well beyond the outskirts of the nearest settlement. In those days, your only companions were the creatures of the forest and those who would occasionally visit to bring news of the outside world and supplies. The solitude allowed you to spend many hours pondering the mysteries of creation.

Merchant

KAMILA SZUTENBERG

You were apprenticed to a trader, caravan master, or shopkeeper, learning the fundamentals of commerce. You traveled broadly, and you earned a living by buying and selling the raw materials artisans need to practice their craft or finished works from such crafters. You might have transported goods from one place to another (by ship, wagon, or caravan) or bought them from traveling traders and sold them in your own shop.

Noble

NOOR RAHMAN

Ability Scores: Strength, Intelligence, Charisma

Feat: Skilled (see chapter 5)

Skill Proficiencies: History and Persuasion

Tool Proficiency: *Choose one kind of Gaming Set* (see chapter 6)

Equipment: *Choose A or B:* (A) Gaming Set (same as above), Fine Clothes, Perfume, 29 GP; or (B) 50 GP

You were raised in a castle, surrounded by wealth, power, and privilege. Your family of minor aristocrats ensured that you received a first-class education, some of which you appreciated and some of which you resented. Your time in the castle, especially the many hours you spent observing your family at court, also taught you a great deal about leadership.

Sage

LIXIN YIN

You spent your formative years traveling between manors and monasteries, performing various odd jobs and services in exchange for access to their libraries. You whiled away many a long evening studying books and scrolls, learning the lore of the multiverse—even the rudiments of magic—and your mind yearns for more.

Sailor

NOOR RAHMAN

You lived as a seafarer, wind at your back and decks swaying beneath your feet. You've perched on barstools in more ports of call than you can remember, faced mighty storms, and swapped stories with folk who live beneath the waves.

Scribe

KAMILA SZUTENBERG

You spent formative years in a scriptorium, a monastery dedicated to the preservation of knowledge, or a government agency, where you learned to write with a clear hand and produce finely written texts. Perhaps you scribed government documents or copied tomes of literature. You might have some skill as a writer of poetry, narrative, or scholarly research. Above all, you have a careful attention to detail, helping you avoid introducing mistakes to the documents you copy and create.

Soldier

FABIÀ SANS

You began training for war as soon as you reached adulthood and carry precious few memories of life before you took up arms. Battle

is in your blood. Sometimes you catch yourself reflexively performing the basic fighting exercises you learned first. Eventually, you put that training to use on the battlefield, protecting the realm by waging war.

Wayfarer

JONAS DE RO

You grew up on the streets surrounded by similarly ill-fated castoffs, a few of them friends and a few of them rivals. You slept where you could and did odd jobs for food. At times, when the hunger became unbearable, you resorted to theft. Still, you never lost your pride and never abandoned hope. Fate is not yet finished with you.

Species Descriptions

Ten species are presented in this section in alphabetical order: Aasimar, Dragonborn, Dwarf, Elf, Gnome, Goliath, Halfling, Human, Orc, and Tiefling.

Aasimar

ALDO DOMINGUEZ

Aasimar (pronounced AH-sih-mar) are mortals who carry a spark of the Upper Planes within their souls. Whether descended from an angelic being or infused with celestial power, they can fan that spark to bring light, healing, and heavenly fury.

Aasimar can arise among any population of mortals. They resemble their parents, but they live for up to 160 years and have features that hint at their celestial heritage, such as metallic freckles, luminous eyes, a halo, or the skin color of an angel (silver, opalescent green, or coppery red). These features start subtle and become obvious when the aasimar learns to reveal their full celestial nature.

Aasimar Traits

Creature Type: Humanoid

Size: Medium (about 4–7 feet tall) or Small (about 2–4 feet tall), chosen when you select this species

Speed: 30 feet

As an Aasimar, you have these special traits.

Celestial Resistance. You have Resistance to Necrotic damage and Radiant damage.

Darkvision. You have Darkvision with a range of 60 feet.

Healing Hands. As a Magic action, you touch a creature and roll a number of d4s equal to your Proficiency Bonus. The creature regains a number of Hit Points equal to the total rolled. Once you use this trait, you can't use it again until you finish a Long Rest.

Light Bearer. You know the Light cantrip. Charisma is your spellcasting ability for it.

Celestial Revelation. When you reach character level 3, you can transform as a Bonus Action using one of the options below (choose the option each time you transform). The transformation lasts for 1 minute or until you end it (no action required). Once you transform, you can't do so again until you finish a Long Rest.

Once on each of your turns before the transformation ends, you can deal extra damage to one target when you deal damage to it with an attack or a spell. The extra damage equals your Proficiency Bonus, and the extra damage's type is either Necrotic for Necrotic Shroud or Radiant for Heavenly Wings and Inner Radiance.

Here are the transformation options:

Heavenly Wings. Two spectral wings sprout from your back temporarily. Until the transformation ends, you have a Fly Speed equal to your Speed.

Inner Radiance. Searing light temporarily radiates from your eyes and mouth. For the duration, you shed Bright Light in a 10-foot radius and Dim Light for an additional 10 feet, and at the end of each of your turns, each creature within 10 feet of you takes Radiant damage equal to your Proficiency Bonus.

Necrotic Shroud. Your eyes briefly become pools of darkness, and flightless wings sprout from your back temporarily. Creatures other than your allies within 10 feet of you must succeed on a Charisma saving throw (DC 8 plus your Charisma modifier and Proficiency Bonus) or have the Frightened condition until the end of your next turn.

Dragonborn

DAVID AUDEN NASH

The ancestors of dragonborn hatched from the eggs of chromatic and metallic dragons. One story holds that these eggs were blessed by the dragon gods Bahamut and Tiamat, who wanted to populate the multiverse with people created in their image. Another story claims that dragons created the first dragonborn without the gods' blessings. Whatever their origin, dragonborn have made homes for themselves on the Material Plane.

Dragonborn look like wingless, bipedal dragons—scaly, bright-eyed, and thick-boned with horns on their heads—and their coloration and other features are reminiscent of their draconic ancestors.

Dragonborn Traits

Creature Type: Humanoid

Size: Medium (about 5–7 feet tall)

Speed: 30 feet

As a Dragonborn, you have these special traits.

Draconic Ancestry. Your lineage stems from a dragon progenitor. Choose the kind of dragon from the Draconic Ancestors table. Your choice affects your Breath Weapon and Damage Resistance traits as well as your appearance.

Draconic Ancestors

Dragon	Damage Type
Black	Acid
Blue	Lightning
Brass	Fire
Bronze	Lightning
Copper	Acid
Gold	Fire
Green	Poison
Red	Fire
Silver	Cold
White	Cold

Breath Weapon. When you take the Attack action on your turn, you can replace one of your attacks with an exhalation of magical energy in either a 15-foot Cone or a 30-foot Line that is 5 feet wide (choose the shape each time). Each creature in that area must make a Dexterity saving throw (DC 8 plus your Constitution modifier and Proficiency Bonus). On a failed save, a creature takes 1d10 damage of the type determined by your Draconic Ancestry trait. On a successful save, a creature takes half as much damage. This damage increases by 1d10 when you reach character levels 5 (2d10), 11 (3d10), and 17 (4d10). You can use this Breath Weapon a

number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a Long Rest.

Damage Resistance. You have Resistance to the damage type determined by your Draconic Ancestry trait.

Darkvision. You have Darkvision with a range of 60 feet.

Draconic Flight. When you reach character level 5, you can channel draconic magic to give yourself temporary flight. As a Bonus Action, you sprout spectral wings on your back that last for 10 minutes or until you retract the wings (no action required) or have the Incapacitated condition. During that time, you have a Fly Speed equal to your Speed. Your wings appear to be made of the same energy as your Breath Weapon. Once you use this trait, you can't use it again until you finish a Long Rest.

Dwarf

MIKE PAPE

Dwarves were raised from the earth in the elder days by a deity of the forge. Called by various names on different worlds—Moradin, Reorx, and others—that god gave dwarves an affinity for stone and metal and for living underground. The god also made them resilient like the mountains, with a life span of about 350 years.

Squat and often bearded, the original dwarves carved cities and strongholds into mountainsides and under the earth. Their oldest legends tell of conflicts with the monsters of mountaintops and the Underdark, whether those monsters were towering giants or subterranean horrors. Inspired by those tales, dwarves of any culture often sing of valorous deeds—especially of the little overcoming the mighty.

On some worlds in the multiverse, the first settlements of dwarves were built in hills or mountains, and the families who trace their ancestry to those settlements call themselves hill dwarves or

mountain dwarves, respectively. The Greyhawk and Dragonlance settings have such communities.

Dwarf Traits

Creature Type: Humanoid

Size: Medium (about 4–5 feet tall)

Speed: 30 feet

As a Dwarf, you have these special traits.

Darkvision. You have Darkvision with a range of 120 feet.

Dwarven Resilience. You have Resistance to Poison damage. You also have Advantage on saving throws you make to avoid or end the Poisoned condition.

Dwarven Toughness. Your Hit Point maximum increases by 1, and it increases by 1 again whenever you gain a level.

Stonecunning. As a Bonus Action, you gain Tremorsense with a range of 60 feet for 10 minutes. You must be on a stone surface or touching a stone surface to use this Tremorsense. The stone can be natural or worked. You can use this Bonus Action a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a Long Rest.

Elf

MIKE PAPE

Created by the god Corellon, the first elves could change their forms at will. They lost this ability when Corellon cursed them for plotting with the deity Lolth, who tried and failed to usurp Corellon's dominion. When Lolth was cast into the Abyss, most elves

renounced her and earned Corellon's forgiveness, but that which Corellon had taken from them was lost forever.

No longer able to shape-shift at will, the elves retreated to the Feywild, where their sorrow was deepened by that plane's influence. Over time, curiosity led many of them to explore other planes of existence, including worlds in the Material Plane.

Elves have pointed ears and lack facial and body hair. They live for around 750 years, and they don't sleep but instead enter a trance when they need to rest. In that state, they remain aware of their surroundings while immersing themselves in memories and meditations.

An environment subtly transforms elves after they inhabit it for a millennium or more, and it grants them certain kinds of magic. Drow, high elves, and wood elves are examples of elves who have been transformed thus.

Drow

Drow typically dwell in the Underdark and have been shaped by it. Some drow individuals and societies avoid the Underdark altogether yet carry its magic. In the Eberron setting, for example, drow dwell in rainforests and cyclopean ruins on the continent of Xen'drik.

High Elves

High elves have been infused with the magic of crossings between the Feywild and the Material Plane. On some worlds, high elves refer to themselves by other names. For example, they call themselves sun or moon elves in the Forgotten Realms setting, Silvanesti and Qualinesti in the Dragonlance setting, and Aereni in the Eberron setting.

Wood Elves

Wood elves carry the magic of primeval forests within themselves. They are known by many other names, including wild elves, green elves, and forest elves. Grugach are reclusive wood elves of the Greyhawk setting, while the Kagonesti and the Tairnadal are wood elves of the Dragonlance and Eberron settings, respectively.

JEDD CHEVRIER
A ship departs from a city built by high elves

Elf Traits

Creature Type: Humanoid

Size: Medium (about 5–6 feet tall)

Speed: 30 feet

As an Elf, you have these special traits.

Darkvision. You have Darkvision with a range of 60 feet.

Elven Lineage. You are part of a lineage that grants you supernatural abilities. Choose a lineage from the Elven Lineages table. You gain the level 1 benefit of that lineage.

When you reach character levels 3 and 5, you learn a higher-level spell, as shown on the table. You always have that spell prepared. You can cast it once without a spell slot, and you regain the ability to cast it in that way when you finish a Long Rest. You can also cast the spell using any spell slots you have of the appropriate level. Intelligence, Wisdom, or Charisma is your spellcasting ability for the spells you cast with this trait (choose the ability when you select the lineage).

Fey Ancestry. You have Advantage on saving throws you make to avoid or end the Charmed condition.

Keen Senses. You have proficiency in the Insight, Perception, or Survival skill.

Trance. You don't need to sleep, and magic can't put you to sleep. You can finish a Long Rest in 4 hours if you spend those hours in a trancelike meditation, during which you retain consciousness.

Elven Lineages

Lineage	Level 1	Level 3	Level 5
Drow	The range of your Darkvision increases to 120 feet. You also know the Dancing Lights cantrip.	Faerie Fire	Darkness
High Elf	You know the Prestidigitation cantrip. Whenever you finish a Long Rest, you can replace that cantrip with a different cantrip from the Wizard spell list.	Detect Magic	Misty Step
Wood Elf	Your Speed increases to 35 feet. You also know the Druidcraft cantrip.	Longstrider	Pass without Trace

Gnome

ERIC BELISLE

Gnomes are magical folk created by gods of invention, illusions, and life underground. The earliest gnomes were seldom seen by other folk due to the gnomes' secretive nature and their propensity for living in forests and burrows. What they lacked in size, they made up for in cleverness. They confounded predators with traps and labyrinthine tunnels. They also learned magic from gods like Garl Glittergold, Baervan Wildwanderer, and Baravar Cloakshadow, who visited them in disguise. That magic eventually created the lineages of forest gnomes and rock gnomes.

Gnomes are petite folk with big eyes and pointed ears, who live around 425 years. Many gnomes like the feeling of a roof over their head, even if that “roof” is nothing more than a hat.

Gnome Traits

Creature Type: Humanoid

Size: Small (about 3–4 feet tall)

Speed: 30 feet

As a Gnome, you have these special traits.

Darkvision. You have Darkvision with a range of 60 feet.

Gnomish Cunning. You have Advantage on Intelligence, Wisdom, and Charisma saving throws.

Gnomish Lineage. You are part of a lineage that grants you supernatural abilities. Choose one of the following options; whichever one you choose, Intelligence, Wisdom, or Charisma is your spellcasting ability for the spells you cast with this trait (choose the ability when you select the lineage):

Forest Gnome. You know the Minor Illusion cantrip. You also always have the Speak with Animals spell prepared. You can cast it without a spell slot a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a Long Rest. You can also use any spell slots you have to cast the spell.

Rock Gnome. You know the Mending and Prestidigitation cantrips. In addition, you can spend 10 minutes casting *Prestidigitation* to create a Tiny clockwork device (AC 5, 1 HP), such as a toy, fire starter, or music box. When you create the device, you determine its function by choosing one effect from *Prestidigitation*; the device produces that effect whenever you or another creature takes a

Bonus Action to activate it with a touch. If the chosen effect has options within it, you choose one of those options for the device when you create it. For example, if you choose the spell's ignite-extinguish effect, you determine whether the device ignites or extinguishes fire; the device doesn't do both. You can have three such devices in existence at a time, and each falls apart 8 hours after its creation or when you dismantle it with a touch as a Utilize action.

Goliath

HINCHEL OR

Towering over most folk, goliaths are distant descendants of giants. Each goliath bears the favors of the first giants—favors that manifest in various supernatural boons, including the ability to quickly grow and temporarily approach the height of goliaths' gigantic kin.

Goliaths have physical characteristics that are reminiscent of the giants in their family lines. For example, some goliaths look like stone giants, while others resemble fire giants. Whatever giants they count as kin, goliaths have forged their own path in the multiverse—unencumbered by the internecine conflicts that have ravaged giantkind for ages—and seek heights above those reached by their ancestors.

Goliath Traits

Creature Type: Humanoid

Size: Medium (about 7–8 feet tall)

Speed: 35 feet

As a Goliath, you have these special traits.

Giant Ancestry. You are descended from Giants. Choose one of the following benefits—a supernatural boon from your ancestry; you can use the chosen benefit a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a Long Rest:

Cloud's Jaunt (Cloud Giant). As a Bonus Action, you magically teleport up to 30 feet to an unoccupied space you can see.

Fire's Burn (Fire Giant). When you hit a target with an attack roll and deal damage to it, you can also deal 1d10 Fire damage to that target.

Frost's Chill (Frost Giant). When you hit a target with an attack roll and deal damage to it, you can also deal 1d6 Cold damage to that target and reduce its Speed by 10 feet until the start of your next turn.

Hill's Tumble (Hill Giant). When you hit a Large or smaller creature with an attack roll and deal damage to it, you can give that target the Prone condition.

Stone's Endurance (Stone Giant). When you take damage, you can take a Reaction to roll 1d12. Add your Constitution modifier to the number rolled and reduce the damage by that total.

Storm's Thunder (Storm Giant). When you take damage from a creature within 60 feet of you, you can take a Reaction to deal 1d8 Thunder damage to that creature.

Large Form. Starting at character level 5, you can change your size to Large as a Bonus Action if you're in a big enough space. This transformation lasts for 10 minutes or until you end it (no action required). For that duration, you have Advantage on Strength checks, and your Speed increases by 10 feet. Once you use this trait, you can't use it again until you finish a Long Rest.

Powerful Build. You have Advantage on any ability check you make to end the Grappled condition. You also count as one size larger when determining your carrying capacity.

Halfling

JANE KATSUBO

Cherished and guided by gods who value life, home, and hearth, halflings gravitate toward bucolic havens where family and community help shape their lives. That said, many halflings possess a brave and adventurous spirit that leads them on journeys of discovery, affording them the chance to explore a bigger world and make new friends along the way. Their size—similar to that of a human child—helps them pass through crowds unnoticed and slip through tight spaces.

Anyone who has spent time around halflings, particularly halfling adventurers, has likely witnessed the storied “luck of the halflings” in action. When a halfling is in mortal danger, an unseen force seems to intervene on the halfling’s behalf. Many halflings believe in the power of luck, and they attribute their unusual gift to one or more of their benevolent gods, including Yondalla, Brandobaris, and Charmalaine. The same gift might contribute to their robust life spans (about 150 years).

Halfling communities come in all varieties. For every sequestered shire tucked away in an unspoiled part of the world, there’s a crime syndicate like the Boromar Clan in the Eberron setting or a territorial mob of halflings like those in the Dark Sun setting.

Halflings who prefer to live underground are sometimes called strongheart halflings or stouts. Nomadic halflings, as well as those who live among humans and other tall folk, are sometimes called lightfoot halflings or tallfellows.

Halfling Traits

Creature Type: Humanoid

Size: Small (about 2–3 feet tall)

Speed: 30 feet

As a Halfling, you have these special traits.

Brave. You have Advantage on saving throws you make to avoid or end the Frightened condition.

Halfling Nimbleness. You can move through the space of any creature that is a size larger than you, but you can't stop in the same space.

Luck. When you roll a 1 on the d20 of a D20 Test, you can reroll the die, and you must use the new roll.

Naturally Stealthy. You can take the Hide action even when you are obscured only by a creature that is at least one size larger than you.

Human

ZUZANNA WUZYK

Found throughout the multiverse, humans are as varied as they are numerous, and they endeavor to achieve as much as they can in the years they are given. Their ambition and resourcefulness are commended, respected, and feared on many worlds.

Humans are as diverse in appearance as the people of Earth, and they have many gods. Scholars dispute the origin of humanity, but one of the earliest known human gatherings is said to have occurred in Sigil, the torus-shaped city at the center of the multiverse and the place where the Common language was born. From there, humans

could have spread to every part of the multiverse, bringing the City of Doors' cosmopolitanism with them.

WAYNE ENGLAND [Image 1]

Human Traits

Creature Type: Humanoid

Size: Medium (about 4–7 feet tall) or Small (about 2–4 feet tall), chosen when you select this species

Speed: 30 feet

As a Human, you have these special traits.

Resourceful. You gain Heroic Inspiration whenever you finish a Long Rest.

Skillful. You gain proficiency in one skill of your choice.

Versatile. You gain an Origin feat of your choice (see chapter 5). Skilled is recommended.

Orc

MIKE PAPE

Orcs trace their creation to Gruumsh, a powerful god who roamed the wide open spaces of the Material Plane. Gruumsh equipped his children with gifts to help them wander great plains, vast caverns, and churning seas and to face the monsters that lurk there. Even when they turn their devotion to other gods, orcs retain Gruumsh's gifts: endurance, determination, and the ability to see in darkness.

Orcs are, on average, tall and broad. They have gray skin, ears that are sharply pointed, and prominent lower canines that resemble

small tusks. Orc youths on some worlds are told about their ancestors' great travels and travails. Inspired by those tales, many of those orcs wonder when Gruumsh will call on them to match the heroic deeds of old and if they will prove worthy of his favor. Other orcs are happy to leave old tales in the past and find their own way.

Orc Traits

Creature Type: Humanoid

Size: Medium (about 6–7 feet tall)

Speed: 30 feet

As an Orc, you have these special traits.

Adrenaline Rush. You can take the Dash action as a Bonus Action. When you do so, you gain a number of Temporary Hit Points equal to your Proficiency Bonus. You can use this trait a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a Short or Long Rest.

Darkvision. You have Darkvision with a range of 120 feet.

Relentless Endurance. When you are reduced to 0 Hit Points but not killed outright, you can drop to 1 Hit Point instead. Once you use this trait, you can't do so again until you finish a Long Rest.

Tiefling

CLINT CEARLEY

Tieflings are either born in the Lower Planes or have fiendish ancestors who originated there. A tiefling (pronounced TEE-fling) is linked by blood to a devil, a demon, or some other Fiend. This connection to the Lower Planes is the tiefling's fiendish legacy, which

comes with the promise of power yet has no effect on the tiefling's moral outlook.

A tiefling chooses whether to embrace or lament their fiendish legacy. The three legacies are described below.

Abyssal

The entropy of the Abyss, the chaos of Pandemonium, and the despair of Carceri call to tieflings who have the abyssal legacy. Horns, fur, tusks, and peculiar scents are common physical features of such tieflings, most of whom have the blood of demons coursing through their veins.

Chthonic

Tieflings who have the chthonic legacy feel not only the tug of Carceri but also the greed of Gehenna and the gloom of Hades. Some of these tieflings look cadaverous. Others possess the unearthly beauty of a succubus, or they have physical features in common with a night hag, a yugoloth, or some other Neutral Evil fiendish ancestor.

Infernal

The infernal legacy connects tieflings not only to Gehenna but also the Nine Hells and the raging battlefields of Acheron. Horns, spines, tails, golden eyes, and a faint odor of sulfur or smoke are common physical features of such tieflings, most of whom trace their ancestry to devils.

> JOHN GRELLO [Image 2]
> Infernal Tiefling, Chthonic Tiefling, Abyssal Tiefling

Tiefling Traits

Creature Type: Humanoid

Size: Medium (about 4–7 feet tall) or Small (about 3–4 feet tall), chosen when you select this species

Speed: 30 feet

As a Tiefling, you have the following special traits.

Darkvision. You have Darkvision with a range of 60 feet.

Fiendish Legacy. You are the recipient of a legacy that grants you supernatural abilities. Choose a legacy from the Fiendish Legacies table. You gain the level 1 benefit of the chosen legacy.

JODIE MUIR [Image 3]

When you reach character levels 3 and 5, you learn a higher-level spell, as shown on the table. You always have that spell prepared. You can cast it once without a spell slot, and you regain the ability to cast it in that way when you finish a Long Rest. You can also cast the spell using any spell slots you have of the appropriate level. Intelligence, Wisdom, or Charisma is your spellcasting ability for the spells you cast with this trait (choose the ability when you select the legacy).

Otherworldly Presence. You know the Thaumaturgy cantrip. When you cast it with this trait, the spell uses the same spellcasting ability you use for your Fiendish Legacy trait.

Fiendish Legacies

Legacy	Level 1	Level 3	Level 5
Abyssal	You have Resistance to Poison damage. You also know the Poison Spray cantrip.	Ray of Sickness	Hold Person

Legacy	Level 1	Level 3	Level 5
Chthonic	You have Resistance to Necrotic damage. You also know the Chill Touch cantrip.	False Life	Ray of Enfeeblement
Infernal	You have Resistance to Fire damage. You also know the Fire Bolt cantrip.	Hellish Rebuke	Darkness

Feats

Chapter 5: Feats

ZOLTAN BOROS
The Weathermay-Foxgrove Twins, Gennifer and Laurie, along with the investigators
Alanik Ray and Arthur Sedgwick, fight to escape the horrors of Castle Ravenloft

This chapter offers a collection of feats, which are special features not tied to a character class. A feat represents a talent or an area of expertise that gives a character special capabilities. It embodies training, experience, and abilities beyond what a class provides.

The sections below explain the parts of a feat and list a variety of feat options separated into categories.

Your background gives you a feat, and at certain levels, your class gives you the Ability Score Improvement feat or the choice of another feat for which you qualify.

By whatever means you acquire a feat, you can take it only once unless its description says otherwise.

Feat Descriptions

This chapter's feats are organized by category—Origin, General, Fighting Style, or Epic Boon—and alphabetized in each category. All the feats are listed alphabetically in the Feat List table. If a feat can be taken more than once, an asterisk appears after its name in that table.

Parts of a Feat

The description of a feat contains the following parts, which are presented after the feat's name.

Category. A feat is a member of a category, which is noted in the feat. If you're instructed to choose a feat from a specific category, such as the Origin category, that category must appear under the feat's name. If you're instructed to choose a feat and no category is specified, you can choose from any category.

Prerequisite. To take a feat, you must meet any prerequisite in its description unless a feature allows you to take the feat without the prerequisite. If a prerequisite includes a class, you must have at least 1 level in that class to take the feat.

Benefit. The benefits of a feat are detailed after any prerequisites are listed. If you have a feat, you gain its benefits.

Repeatable. A feat can be taken only once unless its description states otherwise in a "Repeatable" subsection.

Feat List

Feat	Category
Ability Score Improvement*	General
Actor	General
Alert	Origin
Archery	Fighting Style
Athlete	General
Blind Fighting	Fighting Style
Boon of Combat Prowess	Epic Boon
Boon of Dimensional Travel	Epic Boon
Boon of Energy Resistance	Epic Boon
Boon of Fate	Epic Boon
Boon of Fortitude	Epic Boon
Boon of Irresistible Offense	Epic Boon
Boon of Recovery	Epic Boon

*This feat can be taken more than once.

Feat	Category
Boon of Skill	Epic Boon
Boon of Speed	Epic Boon
Boon of Spell Recall	Epic Boon
Boon of the Night Spirit	Epic Boon
Boon of Truesight	Epic Boon
Charger	General
Chef	General
Crafter	Origin
Crossbow Expert	General
Crusher	General
Defense	Fighting Style
Defensive Duelist	General
Dual Wielder	General
Dueling	Fighting Style
Durable	General
Elemental Adept*	General
Fey Touched	General
Grappler	General
Great Weapon Fighting	Fighting Style
Great Weapon Master	General
Healer	Origin
Heavily Armored	General
Heavy Armor Master	General
Inspiring Leader	General
Interception	Fighting Style
Keen Mind	General
Lightly Armored	General
Lucky	Origin
Mage Slayer	General
Magic Initiate*	Origin

*This feat can be taken more than once.

Feat	Category
Martial Weapon Training	General
Medium Armor Master	General
Moderately Armored	General
Mounted Combatant	General
Musician	Origin
Observant	General
Piercer	General
Poisoner	General
Polearm Master	General
Protection	Fighting Style
Resilient	General
Ritual Caster	General
Savage Attacker	Origin
Sentinel	General
Shadow Touched	General
Sharpshooter	General
Shield Master	General
Skilled*	Origin
Skill Expert	General
Skulker	General
Slasher	General
Speedy	General
Spell Sniper	General
Tavern Brawler	Origin
Telekinetic	General
Telepathic	General
Thrown Weapon Fighting	Fighting Style
Tough	Origin
Two-Weapon Fighting	Fighting Style
Unarmed Fighting	Fighting Style

*This feat can be taken more than once.

Feat	Category
War Caster	General
Weapon Master	General

*This feat can be taken more than once.

Origin Feats

These feats are in the Origin category.

Alert

Origin Feat

You gain the following benefits.

Initiative Proficiency. When you roll Initiative, you can add your Proficiency Bonus to the roll.

Initiative Swap. Immediately after you roll Initiative, you can swap your Initiative with the Initiative of one willing ally in the same combat. You can't make this swap if you or the ally has the Incapacitated condition.

Crafter

Origin Feat

You gain the following benefits.

Tool Proficiency. You gain proficiency with three different Artisan's Tools of your choice from the Fast Crafting table.

Discount. Whenever you buy a nonmagical item, you receive a 20 percent discount on it.

Fast Crafting. When you finish a Long Rest, you can craft one piece of gear from the Fast Crafting table, provided you have the Artisan's Tools associated with that item and have proficiency with those tools. The item lasts until you finish another Long Rest, at which point the item falls apart.

Fast Crafting

Artisan's Tools	Crafted Gear
Carpenter's Tools	Ladder, Torch
Leatherworker's Tools	Crossbow Bolt Case, Map or Scroll Case, Pouch
Mason's Tools	Block and Tackle
Potter's Tools	Jug, Lamp
Smith's Tools	Ball Bearings, Bucket, Caltrops, Grappling Hook, Iron Pot
Tinker's Tools	Bell, Shovel, Tinderbox
Weaver's Tools	Basket, Rope, Net, Tent
Woodcarver's Tools	Club, Greatclub, Quarterstaff

Healer

Origin Feat

You gain the following benefits.

Battle Medic. If you have a Healer's Kit, you can expend one use of it and tend to a creature within 5 feet of yourself as a Utilize action. That creature can expend one of its Hit Point Dice, and you then roll that die. The creature regains a number of Hit Points equal to the roll plus your Proficiency Bonus.

Healing Rerolls. Whenever you roll a die to determine the number of Hit Points you restore with a spell or with this feat's Battle Medic benefit, you can reroll the die if it rolls a 1, and you must use the new roll.

WAYNE ENGLAND [Image 1]

Lucky

Origin Feat

You gain the following benefits.

Luck Points. You have a number of Luck Points equal to your Proficiency Bonus and can spend the points on the benefits below. You regain your expended Luck Points when you finish a Long Rest.

Advantage. When you roll a d20 for a D20 Test, you can spend 1 Luck Point to give yourself Advantage on the roll.

Disadvantage. When a creature rolls a d20 for an attack roll against you, you can spend 1 Luck Point to impose Disadvantage on that roll.

Magic Initiate

Origin Feat

You gain the following benefits.

Two Cantrips. You learn two cantrips of your choice from the Cleric, Druid, or Wizard spell list. Intelligence, Wisdom, or Charisma is your spellcasting ability for this feat's spells (choose when you select this feat).

Level 1 Spell. Choose a level 1 spell from the same list you selected for this feat's cantrips. You always have that spell prepared. You can cast it once without a spell slot, and you regain the ability to cast it in that way when you finish a Long Rest. You can also cast the spell using any spell slots you have.

Spell Change. Whenever you gain a new level, you can replace one of the spells you chose for this feat with a different spell of the same level from the chosen spell list.

Repeatable. You can take this feat more than once, but you must choose a different spell list each time.

WAYNE ENGLAND [Image 2]

Musician

Origin Feat

You gain the following benefits.

Instrument Training. You gain proficiency with three Musical Instruments of your choice.

Encouraging Song. As you finish a Short or Long Rest, you can play a song on a Musical Instrument with which you have proficiency and give Heroic Inspiration to allies who hear the song. The number of allies you can affect in this way equals your Proficiency Bonus.

Savage Attacker

Origin Feat

You've trained to deal particularly damaging strikes. Once per turn when you hit a target with a weapon, you can roll the weapon's damage dice twice and use either roll against the target.

Skilled

Origin Feat

You gain proficiency in any combination of three skills or tools of your choice.

Repeatable. You can take this feat more than once.

Tavern Brawler

Origin Feat

You gain the following benefits.

Enhanced Unarmed Strike. When you hit with your Unarmed Strike and deal damage, you can deal Bludgeoning damage equal to 1d4 plus your Strength modifier instead of the normal damage of an Unarmed Strike.

Damage Rerolls. Whenever you roll a damage die for your Unarmed Strike, you can reroll the die if it rolls a 1, and you must use the new roll.

Improvised Weaponry. You have proficiency with improvised weapons.

Push. When you hit a creature with an Unarmed Strike as part of the Attack action on your turn, you can deal damage to the target and also push it 5 feet away from you. You can use this benefit only once per turn.

Tough

Origin Feat

Your Hit Point maximum increases by an amount equal to twice your character level when you gain this feat. Whenever you gain a character level thereafter, your Hit Point maximum increases by an additional 2 Hit Points.

General Feats

These feats are in the General category.

Ability Score Improvement

General Feat (Prerequisite: Level 4+)

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. This feat can't increase an ability score above 20.

Repeatable. You can take this feat more than once.

Actor

General Feat (Prerequisite: Level 4+, Charisma 13+)

You gain the following benefits.

Ability Score Increase. Increase your Charisma score by 1, to a maximum of 20.

Impersonation. While you're disguised as a real or fictional person, you have Advantage on Charisma (Deception or Performance) checks to convince others that you are that person.

Mimicry. You can mimic the sounds of other creatures, including speech. A creature that hears the mimicry must succeed on a Wisdom (Insight) check to determine the effect is faked (DC 8 plus your Charisma modifier and Proficiency Bonus).

Athlete

General Feat (Prerequisite: Level 4+, Strength or Dexterity 13+)

You gain the following benefits.

Ability Score Increase. Increase your Strength or Dexterity score by 1, to a maximum of 20.

Climb Speed. You gain a Climb Speed equal to your Speed.

Hop Up. When you have the Prone condition, you can right yourself with only 5 feet of movement.

Jumping. You can make a running Long or High Jump after moving only 5 feet.

Charger

General Feat (Prerequisite: Level 4+, Strength or Dexterity 13+)

You gain the following benefits.

Ability Score Increase. Increase your Strength or Dexterity score by 1, to a maximum of 20.

Improved Dash. When you take the Dash action, your Speed increases by 10 feet for that action.

Charge Attack. If you move at least 10 feet in a straight line toward a target immediately before hitting it with a melee attack roll as part

of the Attack action, choose one of the following effects: gain a 1d8 bonus to the attack's damage roll, or push the target up to 10 feet away if it is no more than one size larger than you. You can use this benefit only once on each of your turns.

Chef

General Feat (Prerequisite: Level 4+)

You gain the following benefits.

Ability Score Increase. Increase your Constitution or Wisdom score by 1, to a maximum of 20.

Cook's Utensils. You gain proficiency with Cook's Utensils if you don't already have it.

Replenishing Meal. As part of a Short Rest, you can cook special food if you have ingredients and Cook's Utensils on hand. You can prepare enough of this food for a number of creatures equal to 4 plus your Proficiency Bonus. At the end of the Short Rest, any creature who eats the food and spends one or more Hit Dice to regain Hit Points regains an extra 1d8 Hit Points.

Bolstering Treats. With 1 hour of work or when you finish a Long Rest, you can cook a number of treats equal to your Proficiency Bonus if you have ingredients and Cook's Utensils on hand. These special treats last 8 hours after being made. A creature can use a Bonus Action to eat one of those treats to gain a number of Temporary Hit Points equal to your Proficiency Bonus.

Crossbow Expert

General Feat (Prerequisite: Level 4+, Dexterity 13+)

You gain the following benefits.

Ability Score Increase. Increase your Dexterity score by 1, to a maximum of 20.

Ignore Loading. You ignore the Loading property of the Hand Crossbow, Heavy Crossbow, and Light Crossbow (all called crossbows elsewhere in this feat). If you're holding one of them, you can load a piece of ammunition into it even if you lack a free hand.

Firing in Melee. Being within 5 feet of an enemy doesn't impose Disadvantage on your attack rolls with crossbows.

Dual Wielding. When you make the extra attack of the Light property, you can add your ability modifier to the damage of the extra attack if that attack is with a crossbow that has the Light property and you aren't already adding that modifier to the damage.

Crusher

General Feat (Prerequisite: Level 4+)

You gain the following benefits.

Ability Score Increase. Increase your Strength or Constitution score by 1, to a maximum of 20.

Push. Once per turn, when you hit a creature with an attack that deals Bludgeoning damage, you can move it 5 feet to an unoccupied space if the target is no more than one size larger than you.

Enhanced Critical. When you score a Critical Hit that deals Bludgeoning damage to a creature, attack rolls against that creature have Advantage until the start of your next turn.

Defensive Duelist

General Feat (Prerequisite: Level 4+, Dexterity 13+)

You gain the following benefits.

Ability Score Increase. Increase your Dexterity score by 1, to a maximum of 20.

Parry. If you're holding a Finesse weapon and another creature hits you with a melee attack, you can take a Reaction to add your Proficiency Bonus to your Armor Class, potentially causing the attack to miss you. You gain this bonus to your AC against melee attacks until the start of your next turn.

Dual Wielder

General Feat (Prerequisite: Level 4+, Strength or Dexterity 13+)

You gain the following benefits.

Ability Score Increase. Increase your Strength or Dexterity score by 1, to a maximum of 20.

Enhanced Dual Wielding. When you take the Attack action on your turn and attack with a weapon that has the Light property, you can make one extra attack as a Bonus Action later on the same turn with a different weapon, which must be a Melee weapon that lacks the Two-Handed property. You don't add your ability modifier to the extra attack's damage unless that modifier is negative.

Quick Draw. You can draw or stow two weapons that lack the Two-Handed property when you would normally be able to draw or stow only one.

Durable

General Feat (Prerequisite: Level 4+)

You gain the following benefits.

Ability Score Increase. Increase your Constitution score by 1, to a maximum of 20.

Defy Death. You have Advantage on Death Saving Throws.

Speedy Recovery. As a Bonus Action, you can expend one of your Hit Point Dice, roll the die, and regain a number of Hit Points equal to the roll.

Elemental Adept

General Feat (Prerequisite: Level 4+, Spellcasting or Pact Magic Feature)

You gain the following benefits.

Ability Score Increase. Increase your Intelligence, Wisdom, or Charisma score by 1, to a maximum of 20.

Energy Mastery. Choose one of the following damage types: Acid, Cold, Fire, Lightning, or Thunder. Spells you cast ignore Resistance to damage of the chosen type. In addition, when you roll damage for a spell you cast that deals damage of that type, you can treat any 1 on a damage die as a 2.

Repeatable. You can take this feat more than once, but you must choose a different damage type each time for Energy Mastery.

Fey Touched

General Feat (Prerequisite: Level 4+)

Your exposure to the Feywild's magic grants you the following benefits.

Ability Score Increase. Increase your Intelligence, Wisdom, or Charisma score by 1, to a maximum of 20.

Fey Magic. Choose one level 1 spell from the Divination or Enchantment school of magic. You always have that spell and the Misty Step spell prepared. You can cast each of these spells without expending a spell slot. Once you cast either spell in this way, you can't cast that spell in this way again until you finish a Long Rest. You can also cast these spells using spell slots you have of the appropriate level. The spells' spellcasting ability is the ability increased by this feat.

WAYNE ENGLAND [Image 3]

Grappler

General Feat (Prerequisite: Level 4+, Strength or Dexterity 13+)

You gain the following benefits.

Ability Score Increase. Increase your Strength or Dexterity score by 1, to a maximum of 20.

Punch and Grab. When you hit a creature with an Unarmed Strike as part of the Attack action on your turn, you can use both the Damage and the Grapple option. You can use this benefit only once per turn.

Attack Advantage. You have Advantage on attack rolls against a creature Grappled by you.

Fast Wrestler. You don't have to spend extra movement to move a creature Grappled by you if the creature is your size or smaller.

Great Weapon Master

General Feat (Prerequisite: Level 4+, Strength 13+)

You gain the following benefits.

Ability Score Increase. Increase your Strength score by 1, to a maximum of 20.

Heavy Weapon Mastery. When you hit a creature with a weapon that has the Heavy property as part of the Attack action on your turn, you can cause the weapon to deal extra damage to the target. The extra damage equals your Proficiency Bonus.

Hew. Immediately after you score a Critical Hit with a Melee weapon or reduce a creature to 0 Hit Points with one, you can make one attack with the same weapon as a Bonus Action.

Heavily Armored

General Feat (Prerequisite: Level 4+, Medium Armor Training)

You gain the following benefits.

Ability Score Increase. Increase your Constitution or Strength score by 1, to a maximum of 20.

Armor Training. You gain training with Heavy armor.

Heavy Armor Master

General Feat (Prerequisite: Level 4+, Heavy Armor Training)

You gain the following benefits.

Ability Score Increase. Increase your Constitution or Strength score by 1, to a maximum of 20.

Damage Reduction. When you're hit by an attack while you're wearing Heavy armor, any Bludgeoning, Piercing, and Slashing damage dealt to you by that attack is reduced by an amount equal to your Proficiency Bonus.

Inspiring Leader

General Feat (Prerequisite: Level 4+, Wisdom or Charisma 13+)

You gain the following benefits.

Ability Score Increase. Increase your Wisdom or Charisma score by 1, to a maximum of 20.

Bolstering Performance. When you finish a Short or Long Rest, you can give an inspiring performance: a speech, song, or dance. When you do so, choose up to six allies (which can include yourself) within 30 feet of yourself who witness the performance. The chosen creatures each gain Temporary Hit Points equal to your character level plus the modifier of the ability you increased with this feat.

Keen Mind

General Feat (Prerequisite: Level 4+, Intelligence 13+)

You gain the following benefits.

Ability Score Increase. Increase your Intelligence score by 1, to a maximum of 20.

Lore Knowledge. Choose one of the following skills: Arcana, History, Investigation, Nature, or Religion. If you lack proficiency in the chosen skill, you gain proficiency in it, and if you already have proficiency in it, you gain Expertise in it.

Quick Study. You can take the Study action as a Bonus Action.

Lightly Armored

General Feat (Prerequisite: Level 4+)

You gain the following benefits.

Ability Score Increase. Increase your Strength or Dexterity score by 1, to a maximum of 20.

Armor Training. You gain training with Light armor and Shields.

Mage Slayer

General Feat (Prerequisite: Level 4+)

You gain the following benefits.

Ability Score Increase. Increase your Strength or Dexterity score by 1, to a maximum of 20.

Concentration Breaker. When you damage a creature that is concentrating, it has Disadvantage on the saving throw it makes to maintain Concentration.

Guarded Mind. If you fail an Intelligence, a Wisdom, or a Charisma saving throw, you can cause yourself to succeed instead. Once you use this benefit, you can’t use it again until you finish a Short or Long Rest.

Martial Weapon Training

General Feat (Prerequisite: Level 4+)

You gain the following benefits.

Ability Score Increase. Increase your Strength or Dexterity score by 1, to a maximum of 20.

Weapon Proficiency. You gain proficiency with Martial weapons.

Medium Armor Master

General Feat (Prerequisite: Level 4+, Medium Armor Training)

You gain the following benefits.

Ability Score Increase. Increase your Strength or Dexterity score by 1, to a maximum of 20.

Dexterous Wearer. While you're wearing Medium armor, you can add 3, rather than 2, to your AC if you have a Dexterity score of 16 or higher.

Moderately Armored

General Feat (Prerequisite: Level 4+, Light Armor Training)

You gain the following benefits.

Ability Score Increase. Increase your Strength or Dexterity score by 1, to a maximum of 20.

Armor Training. You gain training with Medium armor.

Mounted Combatant

General Feat (Prerequisite: Level 4+)

You gain the following benefits.

Ability Score Increase. Increase your Strength, Dexterity, or Wisdom score by 1, to a maximum of 20.

Mounted Strike. While mounted, you have Advantage on attack rolls against any unmounted creature within 5 feet of your mount that is at least one size smaller than the mount.

Leap Aside. If your mount is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw and only half damage if it fails. For your mount to gain this benefit, you must be riding it, and neither of you can have the Incapacitated condition.

Veer. While mounted, you can force an attack that hits your mount to hit you instead if you don't have the Incapacitated condition.

Observant

General Feat (Prerequisite: Level 4+, Intelligence or Wisdom 13+)

You gain the following benefits.

Ability Score Increase. Increase your Intelligence or Wisdom score by 1, to a maximum of 20.

Keen Observer. Choose one of the following skills: Insight, Investigation, or Perception. If you lack proficiency with the chosen skill, you gain proficiency in it, and if you already have proficiency in it, you gain Expertise in it.

Quick Search. You can take the Search action as a Bonus Action.

Piercer

General Feat (Prerequisite: Level 4+)

You gain the following benefits.

Ability Score Increase. Increase your Strength or Dexterity by 1, to a maximum of 20.

Puncture. Once per turn, when you hit a creature with an attack that deals Piercing damage, you can reroll one of the attack's damage dice, and you must use the new roll.

Enhanced Critical. When you score a Critical Hit that deals Piercing damage to a creature, you can roll one additional damage die when determining the extra Piercing damage the target takes.

Poisoner

General Feat (Prerequisite: Level 4+)

You gain the following benefits.

Ability Score Increase. Increase your Dexterity or Intelligence score by 1, to a maximum of 20.

Potent Poison. When you make a damage roll that deals Poison damage, it ignores Resistance to Poison damage.

Brew Poison. You gain proficiency with the Poisoner's Kit. With 1 hour of work using such a kit and expending 50 GP worth of materials, you can create a number of poison doses equal to your Proficiency Bonus. As a Bonus Action, you can apply a poison dose to a weapon or piece of ammunition. Once applied, the poison retains its potency for 1 minute or until until you deal damage with the poisoned item, whichever is shorter. When a creature takes damage from the poisoned item, that creature must succeed on a Constitution saving throw (DC 8 plus the modifier of the ability increased by this feat and your Proficiency Bonus) or take 2d8 Poison damage and have the Poisoned condition until the end of your next turn.

WAYNE ENGLAND [Image 4]

Polearm Master

General Feat (Prerequisite: Level 4+, Strength or Dexterity 13+)

You gain the following benefits.

Ability Score Increase. Increase your Dexterity or Strength score by 1, to a maximum of 20.

Pole Strike. Immediately after you take the Attack action and attack with a Quarterstaff, a Spear, or a weapon that has the Heavy and Reach properties, you can use a Bonus Action to make a melee attack with the opposite end of the weapon. The weapon deals Bludgeoning damage, and the weapon's damage die for this attack is a d4.

Reactive Strike. While you're holding a Quarterstaff, a Spear, or a weapon that has the Heavy and Reach properties, you can take a Reaction to make one melee attack against a creature that enters the reach you have with that weapon.

Resilient

General Feat (Prerequisite: Level 4+)

You gain the following benefits.

Ability Score Increase. Choose one ability in which you lack saving throw proficiency. Increase the chosen ability score by 1, to a maximum of 20.

Saving Throw Proficiency. You gain saving throw proficiency with the chosen ability.

Ritual Caster

General Feat (Prerequisite: Level 4+; Intelligence, Wisdom, or Charisma 13+)

You gain the following benefits.

Ability Score Increase. Increase your Intelligence, Wisdom, or Charisma score by 1, to a maximum of 20.

Ritual Spells. Choose a number of level 1 spells equal to your Proficiency Bonus that have the Ritual tag. You always have those spells prepared, and you can cast them with any spell slots you have. The spells' spellcasting ability is the ability increased by this feat. Whenever your Proficiency Bonus increases thereafter, you can add an additional level 1 spell with the Ritual tag to the spells always prepared with this feature.

Quick Ritual. With this benefit, you can cast a Ritual spell that you have prepared using its regular casting time rather than the extended time for a Ritual. Doing so doesn't require a spell slot. Once you cast the spell in this way, you can't use this benefit again until you finish a Long Rest.

WAYNE ENGLAND [Image 5]

Sentinel

General Feat (Prerequisite: Level 4+, Strength or Dexterity 13+)

You gain the following benefits.

Ability Score Increase. Increase your Strength or Dexterity score by 1, to a maximum of 20.

Guardian. Immediately after a creature within 5 feet of you takes the Disengage action or hits a target other than you with an attack, you

can make an Opportunity Attack against that creature.

Halt. When you hit a creature with an Opportunity Attack, the creature's Speed becomes 0 for the rest of the current turn.

Shadow Touched

General Feat (Prerequisite: Level 4+)

Your exposure to the Shadowfell's magic grants you the following benefits.

Ability Score Increase. Increase your Intelligence, Wisdom, or Charisma score by 1, to a maximum of 20.

Shadow Magic. Choose one level 1 spell from the Illusion or Necromancy school of magic. You always have that spell and the Invisibility spell prepared. You can cast each of these spells without expending a spell slot. Once you cast either spell in this way, you can't cast that spell in this way again until you finish a Long Rest. You can also cast these spells using spell slots you have of the appropriate level. The spells' spellcasting ability is the ability increased by this feat.

Sharpshooter

General Feat (Prerequisite: Level 4+, Dexterity 13+)

You gain the following benefits.

Ability Score Increase. Increase your Dexterity score by 1, to a maximum of 20.

Bypass Cover. Your ranged attacks with weapons ignore Half Cover and Three-Quarters Cover.

Firing in Melee. Being within 5 feet of an enemy doesn't impose Disadvantage on your attack rolls with Ranged weapons.

Long Shots. Attacking at long range doesn't impose Disadvantage on your attack rolls with Ranged weapons.

Shield Master

General Feat (Prerequisite: Level 4+, Shield Training)

You gain the following benefits.

Ability Score Increase. Increase your Strength score by 1, to a maximum of 20.

Shield Bash. If you attack a creature within 5 feet of you as part of the Attack action and hit with a Melee weapon, you can immediately bash the target with your Shield if it's equipped, forcing the target to make a Strength saving throw (DC 8 plus your Strength modifier and Proficiency Bonus). On a failed save, you either push the target 5 feet from you or cause it to have the Prone condition (your choice). You can use this benefit only once on each of your turns.

Interpose Shield. If you're subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you can take a Reaction to take no damage if you succeed on the saving throw and are holding a Shield.

Skill Expert

General Feat (Prerequisite: Level 4+)

You gain the following benefits.

Ability Score Increase. Increase one ability score of your choice by 1, to a maximum of 20.

Skill Proficiency. You gain proficiency in one skill of your choice.

Expertise. Choose one skill in which you have proficiency but lack Expertise. You gain Expertise with that skill.

Skulker

General Feat (Prerequisite: Level 4+, Dexterity 13+)

You gain the following benefits.

Ability Score Increase. Increase your Dexterity score by 1, to a maximum of 20.

Blindsight. You have Blindsight with a range of 10 feet.

Fog of War. You exploit the distractions of battle, gaining Advantage on any Dexterity (Stealth) check you make as part of the Hide action during combat.

Sniper. If you make an attack roll while hidden and the roll misses, making the attack roll doesn't reveal your location.

Slasher

General Feat (Prerequisite: Level 4+)

You gain the following benefits.

Ability Score Increase. Increase your Strength or Dexterity score by 1, to a maximum of 20.

Hamstring. Once per turn when you hit a creature with an attack that deals Slashing damage, you can reduce the Speed of that creature by 10 feet until the start of your next turn.

Enhanced Critical. When you score a Critical Hit that deals Slashing damage to a creature, it has Disadvantage on attack rolls until the start of your next turn.

Speedy

General Feat (Prerequisite: Level 4+, Dexterity or Constitution 13+)

You gain the following benefits.

Ability Score Increase. Increase your Dexterity or Constitution score by 1, to a maximum of 20.

Speed Increase. Your Speed increases by 10 feet.

Dash over Difficult Terrain. When you take the Dash action on your turn, Difficult Terrain doesn't cost you extra movement for the rest of that turn.

Agile Movement. Opportunity Attacks have Disadvantage against you.

Spell Sniper

General Feat (Prerequisite: Level 4+, Spellcasting or Pact Magic Feature)

You gain the following benefits.

Ability Score Increase. Increase your Intelligence, Wisdom, or Charisma score by 1, to a maximum of 20.

Bypass Cover. Your attack rolls for spells ignore Half Cover and Three-Quarters Cover.

Casting in Melee. Being within 5 feet of an enemy doesn't impose Disadvantage on your attack rolls with spells.

Increased Range. When you cast a spell that has a range of at least 10 feet and requires you to make an attack roll, you can increase the spell's range by 60 feet.

Telekinetic

General Feat (Prerequisite: Level 4+)

You gain the following benefits.

Ability Score Increase. Increase your Intelligence, Wisdom, or Charisma score by 1, to a maximum of 20.

Minor Telekinesis. You learn the Mage Hand spell. You can cast it without Verbal or Somatic components, you can make the spectral hand Invisible, and its range and the distance it can be away from you both increase by 30 feet when you cast it. The spell's spellcasting ability is the ability increased by this feat.

Telekinetic Shove. As a Bonus Action, you can telekinetically shove one creature you can see within 30 feet of yourself. When you do so, the target must succeed on a Strength saving throw (DC 8 plus the ability modifier of the score increased by this feat and your Proficiency Bonus) or be moved 5 feet toward or away from you.

Telepathic

General Feat (Prerequisite: Level 4+)

You gain the following benefits.

Ability Score Increase. Increase your Intelligence, Wisdom, or Charisma score by 1, to a maximum of 20.

Telepathic Utterance. You can speak telepathically to any creature you can see within 60 feet of yourself. Your telepathic utterances are in a language you know, and the creature understands you only if it knows that language. Your communication doesn't give the creature the ability to respond to you telepathically.

Detect Thoughts. You always have the Detect Thoughts spell prepared. You can cast it without a spell slot or spell components, and you must finish a Long Rest before you can cast it in this way again. You can also cast it using spell slots you have of the appropriate level. Your spellcasting ability for the spell is the ability increased by this feat.

War Caster

General Feat (Prerequisite: Level 4+, Spellcasting or Pact Magic Feature)

You gain the following benefits.

Ability Score Increase. Increase your Intelligence, Wisdom, or Charisma score by 1, to a maximum of 20.

Concentration. You have Advantage on Constitution saving throws that you make to maintain Concentration.

Reactive Spell. When a creature provokes an Opportunity Attack from you by leaving your reach, you can take a Reaction to cast a spell at the creature rather than making an Opportunity Attack. The spell must have a casting time of one action and must target only that creature.

Somatic Components. You can perform the Somatic components of spells even when you have weapons or a Shield in one or both hands.

Weapon Master

General Feat (Prerequisite: Level 4+)

You gain the following benefits.

Ability Score Increase. Increase your Strength or Dexterity score by 1, to a maximum of 20.

Mastery Property. Your training with weapons allows you to use the mastery property of one kind of Simple or Martial weapon of your choice, provided you have proficiency with it. Whenever you finish a Long Rest, you can change the kind of weapon to another eligible kind.

Fighting Style Feats

These feats are in the Fighting Style category.

Archery

Fighting Style Feat (Prerequisite: Fighting Style Feature)

You gain a +2 bonus to attack rolls you make with Ranged weapons.

Blind Fighting

Fighting Style Feat (Prerequisite: Fighting Style Feature)

You have Blindsight with a range of 10 feet.

Defense

Fighting Style Feat (Prerequisite: Fighting Style Feature)

While you’re wearing Light, Medium, or Heavy armor, you gain a +1 bonus to Armor Class.

Dueling

Fighting Style Feat (Prerequisite: Fighting Style Feature)

When you’re holding a Melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

Great Weapon Fighting

Fighting Style Feat (Prerequisite: Fighting Style Feature)

When you roll damage for an attack you make with a Melee weapon that you are holding with two hands, you can treat any 1 or 2 on a damage die as a 3. The weapon must have the Two-Handed or Versatile property to gain this benefit.

Interception

Fighting Style Feat (Prerequisite: Fighting Style Feature)

When a creature you can see hits another creature within 5 feet of you with an attack roll, you can take a Reaction to reduce the damage dealt to the target by 1d10 plus your Proficiency Bonus. You must be holding a Shield or a Simple or Martial weapon to use this Reaction.

Protection

Fighting Style Feat (Prerequisite: Fighting Style Feature)

When a creature you can see attacks a target other than you that is within 5 feet of you, you can take a Reaction to interpose your Shield if you're holding one. You impose Disadvantage on the triggering attack roll and all other attack rolls against the target until the start of your next turn if you remain within 5 feet of the target.

Thrown Weapon Fighting

Fighting Style Feat (Prerequisite: Fighting Style Feature)

When you hit with a ranged attack roll using a weapon that has the Thrown property, you gain a +2 bonus to the damage roll.

Two-Weapon Fighting

Fighting Style Feat (Prerequisite: Fighting Style Feature)

When you make an extra attack as a result of using a weapon that has the Light property, you can add your ability modifier to the damage of that attack if you aren't already adding it to the damage.

WAYNE ENGLAND [Image 6]

Unarmed Fighting

Fighting Style Feat (Prerequisite: Fighting Style Feature)

When you hit with your Unarmed Strike and deal damage, you can deal Bludgeoning damage equal to 1d6 plus your Strength modifier instead of the normal damage of an Unarmed Strike. If you aren't holding any weapons or a Shield when you make the attack roll, the d6 becomes a d8.

At the start of each of your turns, you can deal 1d4 Bludgeoning damage to one creature Grappled by you.

Epic Boon Feats

These feats are in the Epic Boon category.

Boon of Combat Prowess

Epic Boon Feat (Prerequisite: Level 19+)

You gain the following benefits.

Ability Score Increase. Increase one ability score of your choice by 1, to a maximum of 30.

Peerless Aim. When you miss with an attack roll, you can hit instead. Once you use this benefit, you can't use it again until the start of your next turn.

Boon of Dimensional Travel

Epic Boon Feat (Prerequisite: Level 19+)

You gain the following benefits.

Ability Score Increase. Increase one ability score of your choice by 1, to a maximum of 30.

Blink Steps. Immediately after you take the Attack action or the Magic action, you can teleport up to 30 feet to an unoccupied space you can see.

Boon of Energy Resistance

Epic Boon Feat (Prerequisite: Level 19+)

You gain the following benefits.

Ability Score Increase. Increase one ability score of your choice by 1, to a maximum of 30.

Energy Resistances. You gain Resistance to two of the following damage types of your choice: Acid, Cold, Fire, Lightning, Necrotic, Poison, Psychic, Radiant, or Thunder. Whenever you finish a Long Rest, you can change your choices.

Energy Redirection. When you take damage of one of the types chosen for the Energy Resistances benefit, you can take a Reaction to direct damage of the same type toward another creature you can see within 60 feet of yourself that isn't behind Total Cover. If you do so, that creature must succeed on a Dexterity saving throw (DC 8 plus your Constitution modifier and Proficiency Bonus) or take damage equal to 2d12 plus your Constitution modifier.

Boon of Fate

Epic Boon Feat (Prerequisite: Level 19+)

You gain the following benefits.

Ability Score Increase. Increase one ability score of your choice by 1, to a maximum of 30.

Improve Fate. When you or another creature within 60 feet of you succeeds on or fails a D20 Test, you can roll 2d4 and apply the total rolled as a bonus or penalty to the d20 roll. Once you use this benefit, you can't use it again until you roll Initiative or finish a Short or Long Rest.

WAYNE ENGLAND [Image 7]

Boon of Fortitude

Epic Boon Feat (Prerequisite: Level 19+)

You gain the following benefits.

Ability Score Increase. Increase one ability score of your choice by 1, to a maximum of 30.

Fortified Health. Your Hit Point maximum increases by 40. In addition, whenever you regain Hit Points, you can regain additional Hit Points equal to your Constitution modifier. Once you've regained these additional Hit Points, you can't do so again until the start of your next turn.

Boon of Irresistible Offense

Epic Boon Feat (Prerequisite: Level 19+)

You gain the following benefits.

Ability Score Increase. Increase your Strength or Dexterity score by 1, to a maximum of 30.

Overcome Defenses. The Bludgeoning, Piercing, and Slashing damage you deal always ignores Resistance.

Overwhelming Strike. When you roll a 20 on the d20 for an attack roll, you can deal extra damage to the target equal to the ability score increased by this feat. The extra damage's type is the same as the attack's type.

Boon of Recovery

Epic Boon Feat (Prerequisite: Level 19+)

You gain the following benefits.

Ability Score Increase. Increase one ability score of your choice by 1, to a maximum of 30.

Last Stand. When you would be reduced to 0 Hit Points, you can drop to 1 Hit Point instead and regain a number of Hit Points equal to half your Hit Point maximum. Once you use this benefit, you can't use it again until you finish a Long Rest.

Recover Vitality. You have a pool of ten d10s. As a Bonus Action, you can expend dice from the pool, roll those dice, and regain a number of Hit Points equal to the roll's total. You regain all the expended dice when you finish a Long Rest.

Boon of Skill

Epic Boon Feat (Prerequisite: Level 19+)

You gain the following benefits.

Ability Score Increase. Increase one ability score of your choice by 1, to a maximum of 30.

All-Around Adept. You gain proficiency in all skills.

Expertise. Choose one skill in which you lack Expertise. You gain Expertise in that skill.

WAYNE ENGLAND [Image 8]

Boon of Speed

Epic Boon Feat (Prerequisite: Level 19+)

You gain the following benefits.

Ability Score Increase. Increase one ability score of your choice by 1, to a maximum of 30.

Escape Artist. As a Bonus Action, you can take the Disengage action, which also ends the Grappled condition on you.

Quickness. Your Speed increases by 30 feet.

Boon of Spell Recall

Epic Boon Feat (Prerequisite: Level 19+, Spellcasting Feature)

You gain the following benefits.

Ability Score Increase. Increase your Intelligence, Wisdom, or Charisma score by 1, to a maximum of 30.

Free Casting. Whenever you cast a spell with a level 1–4 spell slot, roll 1d4. If the number you roll is the same as the slot's level, the slot isn't expended.

Boon of the Night Spirit

Epic Boon Feat (Prerequisite: Level 19+)

You gain the following benefits.

Ability Score Increase. Increase one ability score of your choice by 1, to a maximum of 30.

Merge with Shadows. While within Dim Light or Darkness, you can give yourself the Invisible condition as a Bonus Action. The condition ends on you immediately after you take an action, a Bonus Action, or a Reaction.

Shadowy Form. While within Dim Light or Darkness, you have Resistance to all damage except Psychic and Radiant.

Boon of Truesight

Epic Boon Feat (Prerequisite: Level 19+)

You gain the following benefits.

Ability Score Increase. Increase one ability score of your choice by 1, to a maximum of 30.

Truesight. You have Truesight with a range of 60 feet.

Equipment

Chapter 6: Equipment

> CAIO MONTEIRO
> In the skies of Eberron, the inventor Vi and her Fixers escape the
> Lord of Blades and a plummeting airship that burns with green flame!

The right equipment can make the difference between success and failure for adventurers. This chapter provides rules and prices for weapons, armor, and other kinds of equipment that characters might purchase or find. The DM lets you know if a shop has an item for sale and whether it's available at the listed price.

Coins

Characters often find coins on their adventures and can spend those coins in shops, inns, and other businesses. Coins come in different denominations based on the relative worth of their material. The Coin Values table lists coins and how much they're worth relative to the Gold Piece, which is the game's main coin. For example, 100 Copper Pieces are worth 1 Gold Piece.

A coin weighs about a third of an ounce, so fifty coins weigh a pound.

Coin Values

Coin	Value in GP
Copper Piece (CP)	1/100
Silver Piece (SP)	1/10
Electrum Piece (EP)	1/2
Gold Piece (GP)	1
Platinum Piece (PP)	10

Weapons

The Weapons table in this section shows the game's main weapons. The table lists the cost and weight of each weapon, as well as the following details:

Category. Every weapon falls into a category: Simple or Martial. Weapon proficiencies are usually tied to one of these categories. For example, you might have proficiency with Simple weapons.

Melee or Ranged. A weapon is classified as either Melee or Ranged. A Melee weapon is used to attack a target within 5 feet, whereas a Ranged weapon is used to attack at a greater distance.

Damage. The table lists the amount of damage a weapon deals when an attacker hits with it as well as the type of that damage.

Properties. Any properties a weapon has are listed in the Properties column. Each property is defined in the "Properties" section.

Mastery. Each weapon has a mastery property, which is defined in the "Mastery Properties" section later in this chapter. To use that property, you must have a feature that lets you use it.

Weapons

Name	Damage	Properties	Mastery	Weight	Cost
Simple Melee Weapons					
Club	1d4 Bludgeoning	Light	Slow	2 lb.	1 SP
Dagger	1d4 Piercing	Finesse, Light, Thrown (Range 20/60)	Nick	1 lb.	2 GP
Greatclub	1d8 Bludgeoning	Two-Handed	Push	10 lb.	2 SP

Name	Damage	Properties	Mastery	Weight	Cost
Handaxe	1d6 Slashing	Light, Thrown (Range 20/60)	Vex	2 lb.	5 GP
Javelin	1d6 Piercing	Thrown (Range 30/120)	Slow	2 lb.	5 SP
Light Hammer	1d4 Bludgeoning	Light, Thrown (Range 20/60)	Nick	2 lb.	2 GP
Mace	1d6 Bludgeoning	—	Sap	4 lb.	5 GP
Quarterstaff	1d6 Bludgeoning	Versatile (1d8)	Topple	4 lb.	2 SP
Sickle	1d4 Slashing	Light	Nick	2 lb.	1 GP
Spear	1d6 Piercing	Thrown (Range 20/60), Versatile (1d8)	Sap	3 lb.	1 GP
Simple Ranged Weapons					
Dart	1d4 Piercing	Finesse, Thrown (Range 20/60)	Vex	1/4 lb.	5 CP
Light Crossbow	1d8 Piercing	Ammunition (Range 80/320; Bolt), Loading, Two-Handed	Slow	5 lb.	25 GP
Shortbow	1d6 Piercing	Ammunition (Range 80/320; Arrow), Two-Handed	Vex	2 lb.	25 GP
Sling	1d4 Bludgeoning	Ammunition (Range 30/120; Bullet)	Slow	—	1 SP
Martial Melee Weapons					
Battleaxe	1d8 Slashing	Versatile (1d10)	Topple	4 lb.	10 GP
Flail	1d8 Bludgeoning	—	Sap	2 lb.	10 GP
Glaive	1d10 Slashing	Heavy, Reach, Two-Handed	Graze	6 lb.	20 GP

Name	Damage	Properties	Mastery	Weight	Cost
Greataxe	1d12 Slashing	Heavy, Two-Handed	Cleave	7 lb.	30 GP
Greatsword	2d6 Slashing	Heavy, Two-Handed	Graze	6 lb.	50 GP
Halberd	1d10 Slashing	Heavy, Reach, Two-Handed	Cleave	6 lb.	20 GP
Lance	1d10 Piercing	Heavy, Reach, Two-Handed (unless mounted)	Topple	6 lb.	10 GP
Longsword	1d8 Slashing	Versatile (1d10)	Sap	3 lb.	15 GP
Maul	2d6 Bludgeoning	Heavy, Two-Handed	Topple	10 lb.	10 GP
Morningstar	1d8 Piercing	—	Sap	4 lb.	15 GP
Pike	1d10 Piercing	Heavy, Reach, Two-Handed	Push	18 lb.	5 GP
Rapier	1d8 Piercing	Finesse	Vex	2 lb.	25 GP
Scimitar	1d6 Slashing	Finesse, Light	Nick	3 lb.	25 GP
Shortsword	1d6 Piercing	Finesse, Light	Vex	2 lb.	10 GP
Trident	1d8 Piercing	Thrown (Range 20/60), Versatile (1d10)	Topple	4 lb.	5 GP
Warhammer	1d8 Bludgeoning	Versatile (1d10)	Push	5 lb.	15 GP
War Pick	1d8 Piercing	Versatile (1d10)	Sap	2 lb.	5 GP
Whip	1d4 Slashing	Finesse, Reach	Slow	3 lb.	2 GP

Martial Ranged Weapons

Name	Damage	Properties	Mastery	Weight	Cost
Blowgun	1 Piercing	Ammunition (Range 25/100; Needle), Loading	Vex	1 lb.	10 GP
Hand Crossbow	1d6 Piercing	Ammunition (Range 30/120; Bolt), Light, Loading	Vex	3 lb.	75 GP
Heavy Crossbow	1d10 Piercing	Ammunition (Range 100/400; Bolt), Heavy, Loading, Two-Handed	Push	18 lb.	50 GP
Longbow	1d8 Piercing	Ammunition (Range 150/600; Arrow), Heavy, Two-Handed	Slow	2 lb.	50 GP
Musket	1d12 Piercing	Ammunition (Range 40/120; Bullet), Loading, Two-Handed	Slow	10 lb.	500 GP
Pistol	1d10 Piercing	Ammunition (Range 30/90; Bullet), Loading	Vex	3 lb.	250 GP

POLAR ENGINE, JOHN GRELLO, MICHAEL BROUSSARD

[Image 1]
Simple Melee Weapons

[Image 2]
Simple Ranged Weapons

[Image 3]
Martial Melee Weapons

[Image 4]
Martial Ranged Weapons

Weapon Proficiency

Anyone can wield a weapon, but you must have proficiency with it to add your Proficiency Bonus to an attack roll you make with it. A player character's features can provide weapon proficiencies. A monster is proficient with any weapon in its stat block.

Properties

Here are definitions of the properties in the Properties column of the Weapons table.

Ammunition

You can use a weapon that has the Ammunition property to make a ranged attack only if you have ammunition to fire from it. The type of ammunition required is specified with the weapon's range. Each attack expends one piece of ammunition. Drawing the ammunition is part of the attack (you need a free hand to load a one-handed weapon). After a fight, you can spend 1 minute to recover half the ammunition (round down) you used in the fight; the rest is lost.

Finesse

When making an attack with a Finesse weapon, use your choice of your Strength or Dexterity modifier for the attack and damage rolls. You must use the same modifier for both rolls.

Heavy

You have Disadvantage on attack rolls with a Heavy weapon if it's a Melee weapon and your Strength score isn't at least 13 or if it's a Ranged weapon and your Dexterity score isn't at least 13.

Light

When you take the Attack action on your turn and attack with a Light weapon, you can make one extra attack as a Bonus Action later on

the same turn. That extra attack must be made with a different Light weapon, and you don’t add your ability modifier to the extra attack’s damage unless that modifier is negative. For example, you can attack with a Shortsword in one hand and a Dagger in the other using the Attack action and a Bonus Action, but you don’t add your Strength or Dexterity modifier to the damage roll of the Bonus Action unless that modifier is negative.

Loading

You can fire only one piece of ammunition from a Loading weapon when you use an action, a Bonus Action, or a Reaction to fire it, regardless of the number of attacks you can normally make.

Range

A Range weapon has a range in parentheses after the Ammunition or Thrown property. The range lists two numbers. The first is the weapon’s normal range in feet, and the second is the weapon’s long range. When attacking a target beyond normal range, you have Disadvantage on the attack roll. You can’t attack a target beyond the long range.

Reach

A Reach weapon adds 5 feet to your reach when you attack with it, as well as when determining your reach for Opportunity Attacks with it.

Thrown

If a weapon has the Thrown property, you can throw the weapon to make a ranged attack, and you can draw that weapon as part of the attack. If the weapon is a Melee weapon, use the same ability modifier for the attack and damage rolls that you use for a melee attack with that weapon.

Two-Handed

A Two-Handed weapon requires two hands when you attack with it.

Versatile

A Versatile weapon can be used with one or two hands. A damage value in parentheses appears with the property. The weapon deals that damage when used with two hands to make a melee attack.

Mastery Properties

Each weapon has a mastery property, which is usable only by a character who has a feature, such as Weapon Mastery, that unlocks the property for the character. The properties are defined below.

Cleave

If you hit a creature with a melee attack roll using this weapon, you can make a melee attack roll with the weapon against a second creature within 5 feet of the first that is also within your reach. On a hit, the second creature takes the weapon's damage, but don't add your ability modifier to that damage unless that modifier is negative. You can make this extra attack only once per turn.

Graze

If your attack roll with this weapon misses a creature, you can deal damage to that creature equal to the ability modifier you used to make the attack roll. This damage is the same type dealt by the weapon, and the damage can be increased only by increasing the ability modifier.

Nick

When you make the extra attack of the Light property, you can make it as part of the Attack action instead of as a Bonus Action. You can make this extra attack only once per turn.

Push

If you hit a creature with this weapon, you can push the creature up to 10 feet straight away from yourself if it is Large or smaller.

Sap

If you hit a creature with this weapon, that creature has Disadvantage on its next attack roll before the start of your next turn.

Slow

If you hit a creature with this weapon and deal damage to it, you can reduce its Speed by 10 feet until the start of your next turn. If the creature is hit more than once by weapons that have this property, the Speed reduction doesn’t exceed 10 feet.

Topple

If you hit a creature with this weapon, you can force the creature to make a Constitution saving throw (DC 8 plus the ability modifier used to make the attack roll and your Proficiency Bonus). On a failed save, the creature has the Prone condition.

Vex

If you hit a creature with this weapon and deal damage to the creature, you have Advantage on your next attack roll against that creature before the end of your next turn.

Armor

The Armor table lists the game's main armor. The table includes the cost and weight of armor, as well as the following details:

Category. Every type of armor falls into a category: Light, Medium, or Heavy. The category determines how long it takes to don or doff the armor (as shown in the table).

Armor Class (AC). The table's Armor Class column tells you what your base AC is when you wear a type of armor. For example, if you wear Leather Armor, your base AC is 11 plus your Dexterity modifier, whereas your AC is 16 in Chain Mail.

Strength. If the table shows a Strength score in the Strength column for an armor type, that armor reduces the wearer's speed by 10 feet unless the wearer has a Strength score equal to or higher than the listed score.

Stealth. If the table shows "Disadvantage" in the Stealth column for an armor type, the wearer has Disadvantage on Dexterity (Stealth) checks.

Armor

Armor	Armor Class (AC)	Strength	Stealth	Weight	Cost
Light Armor (1 Minute to Don or Doff)					
Padded Armor	11 + Dex modifier	—	Disadvantage	8 lb.	5 GP
Leather Armor	11 + Dex modifier	—	—	10 lb.	10 GP
Studded Leather Armor	12 + Dex modifier	—	—	13 lb.	45 GP
Medium Armor (5 Minutes to Don and 1 Minute to Doff)					
Hide Armor	12 + Dex modifier (max 2)	—	—	12 lb.	10 GP

Armor	Armor Class (AC)	Strength	Stealth	Weight	Cost
Chain Shirt	13 + Dex modifier (max 2)	—	—	20 lb.	50 GP
Scale Mail	14 + Dex modifier (max 2)	—	Disadvantage	45 lb.	50 GP
Breastplate	14 + Dex modifier (max 2)	—	—	20 lb.	400 GP
Half Plate Armor	15 + Dex modifier (max 2)	—	Disadvantage	40 lb.	750 GP
Heavy Armor (10 Minutes to Don and 5 Minutes to Doff)					
Ring Mail	14	—	Disadvantage	40 lb.	30 GP
Chain Mail	16	Str 13	Disadvantage	55 lb.	75 GP
Splint Armor	17	Str 15	Disadvantage	60 lb.	200 GP
Plate Armor	18	Str 15	Disadvantage	65 lb.	1,500 GP
Shield (Utilize Action to Don or Doff)					
Shield	+2	—	—	6 lb.	10 GP

POLAR ENGINE [Image 5]
Light Armor and Shields

[Image 6]
Medium Armor

[Image 7]
Heavy Armor

Armor Training

Anyone can don armor or hold a Shield, but only those with training can use them effectively, as explained below. A character's class and other features determine the character's armor training. A monster has training with any armor in its stat block.

Light, Medium, or Heavy Armor

If you wear Light, Medium, or Heavy armor and lack training with it, you have Disadvantage on any D20 Test that involves Strength or Dexterity, and you can't cast spells.

Shield

You gain the Armor Class benefit of a Shield only if you have training with it.

One at a Time

A creature can wear only one suit of armor at a time and wield only one Shield at a time.

Tools

A tool helps you make specialized ability checks, craft certain items, or both. A tool's description includes the tool's cost and weight, as well as the following entries:

Ability. This entry lists the ability to use when making an ability check with the tool.

Utilize. This entry lists things you can do with the tool when you take the Utilize action. You can do one of those things each time you take the action. This entry also provides the DC for the action.

Craft. This entry lists what, if anything, you can craft with the tool. For crafting rules, see “Crafting Equipment” later in the chapter.

Variants. This entry appears if the tool has variants, which are listed. Each requires a separate proficiency.

Tool Proficiency

If you have proficiency with a tool, add your Proficiency Bonus to any ability check you make that uses the tool. If you have proficiency in a skill that’s used with that check, you have Advantage on the check too.

Your features might give you proficiency with a tool. A monster has proficiency with any tool in its stat block.

Artisan’s Tools

Artisan’s Tools are each focused on crafting items and pursuing a trade. Each of these tools requires a separate proficiency.

Alchemist’s Supplies (50 GP)

Ability: Intelligence **Weight:** 8 lb.

Utilize: Identify a substance (DC 15), or start a fire (DC 15)

Craft: Acid, Alchemist’s Fire, Component Pouch, Oil, Paper, Perfume

---

Ability: Intelligence **Weight:** 9 lb.

Utilize: Detect poisoned drink (DC 15), or identify alcohol (DC 10)

Craft: Antitoxin

Ability: Dexterity **Weight:** 5 lb.

Utilize: Write text with impressive flourishes that guard against forgery (DC 15)

Craft: Ink, Spell Scroll

Carpenter’s Tools (8 GP)

Ability: Strength **Weight:** 6 lb.

Utilize: Seal or pry open a door or container (DC 20)

Craft: Club, Greatclub, Quarterstaff, Barrel, Chest, Ladder, Pole, Portable Ram, Torch

---

Cartographer’s Tools (15 GP)

Ability: Wisdom **Weight:** 6 lb.

Utilize: Draft a map of a small area (DC 15)

Craft: Map

Cobbler’s Tools (5 GP)

Ability: Dexterity **Weight:** 5 lb.

Utilize: Modify footwear to give Advantage on the wearer’s next Dexterity (Acrobatics) check (DC 10)

Craft: Climber’s Kit

Cook’s Utensils (1 GP)

Ability: Wisdom **Weight:** 8 lb.

Utilize: Improve food’s flavor (DC 10), or detect spoiled or poisoned food (DC 15)

Craft: Rations

Glassblower’s Tools (30 GP)

Ability: Intelligence **Weight:** 5 lb.

Utilize: Discern what a glass object held in the past 24 hours (DC 15)

Craft: Glass Bottle, Magnifying Glass, Spyglass, Vial

Jeweler’s Tools (25 GP)

Ability: Intelligence **Weight:** 2 lb.

Utilize: Discern a gem’s value (DC 15)

Craft: Arcane Focus, Holy Symbol

Leatherworker’s Tools (5 GP)

Ability: Dexterity **Weight:** 5 lb.

Utilize: Add a design to a leather item (DC 10)

Craft: Sling, Whip, Hide Armor, Leather Armor, Studded Leather Armor, Backpack, Crossbow Bolt Case, Map or Scroll Case, Parchment, Pouch, Quiver, Waterskin

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Mason’s Tools (10 GP)

Ability: Strength **Weight:** 8 lb.

Utilize: Chisel a symbol or hole in stone (DC 10)

Craft: Block and Tackle

Ability: Wisdom **Weight:** 5 lb.

Utilize: Paint a recognizable image of something you’ve seen (DC 10)

Craft: Druidic Focus, Holy Symbol

Potter’s Tools (10 GP)

Ability: Intelligence **Weight:** 3 lb.

Utilize: Discern what a ceramic object held in the past 24 hours (DC 15)

Craft: Jug, Lamp

Smith’s Tools (20 GP)

Ability: Strength **Weight:** 8 lb.

Utilize: Pry open a door or container (DC 20)

Craft: Any Melee weapon (except Club, Greatclub, Quarterstaff, and Whip), Medium armor (except Hide), Heavy armor, Ball Bearings,

Bucket, Caltrops, Chain, Crowbar, Firearm Bullets, Grappling Hook, Iron Pot, Iron Spikes, Sling Bullets

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Tinker’s Tools (50 GP)

Ability: Dexterity **Weight:** 10 lb.

Utilize: Assemble a Tiny item composed of scrap, which falls apart in 1 minute (DC 20)

Craft: Musket, Pistol, Bell, Bullseye Lantern, Flask, Hooded Lantern, Hunting Trap, Lock, Manacles, Mirror, Shovel, Signal Whistle, Tinderbox

---

Weaver’s Tools (1 GP)

Ability: Dexterity **Weight:** 5 lb.

Utilize: Mend a tear in clothing (DC 10), or sew a Tiny design (DC 10)

Craft: Padded Armor, Basket, Bedroll, Blanket, Fine Clothes, Net, Robe, Rope, Sack, String, Tent, Traveler's Clothes

---

Woodcarver’s Tools (1 GP)

Ability: Dexterity **Weight:** 5 lb.

Utilize: Carve a pattern in wood (DC 10)

Craft: Club, Greatclub, Quarterstaff, Ranged weapons (except Pistol, Musket, and Sling), Arcane Focus, Arrows, Bolts, Druidic Focus, Ink Pen, Needles

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Other Tools

These tools support adventure and other pursuits.

Disguise Kit (25 GP)

Ability: Charisma **Weight:** 3 lb.

Utilize: Apply makeup (DC 10)

Craft: Costume

Forgery Kit (15 GP)

Ability: Dexterity **Weight:** 5 lb.

Utilize: Mimic 10 or fewer words of someone else’s handwriting (DC 15), or duplicate a wax seal (DC 20)

Gaming Set (Varies)

Ability: Wisdom **Weight:** —

Utilize: Discern whether someone is cheating (DC 10), or win the game (DC 20)

Variants: Dice (1 SP), dragonchess (1 GP), playing cards (5 SP), three-dragon ante (1 GP)

Herbalism Kit (5 GP)

Ability: Intelligence **Weight:** 3 lb.

Utilize: Identify a plant (DC 10)

Craft: Antitoxin, Candle, Healer’s Kit, Potion of Healing

Musical Instrument (Varies)

Ability: Charisma **Weight:** Varies

Utilize: Play a known tune (DC 10), or improvise a song (DC 15)

Variants: Bagpipes (30 GP, 6 lb.), drum (6 GP, 3 lb.), dulcimer (25 GP, 10 lb.), flute (2 GP, 1 lb.), horn (3 GP, 2 lb.), lute (35 GP, 2 lb.), lyre (30 GP, 2 lb.), pan flute (12 GP, 2 lb.), shawm (2 GP, 1 lb.), viol (30 GP, 1 lb.)

Navigator’s Tools (25 GP)

Ability: Wisdom **Weight:** 2 lb.

Utilize: Plot a course (DC 10), or determine position by stargazing (DC 15)

Poisoner’s Kit (50 GP)

Ability: Intelligence **Weight:** 2 lb.

Utilize: Detect a poisoned object (DC 10)

Craft: Basic Poison

Thieves’ Tools (25 GP)

Ability: Dexterity **Weight:** 1 lb.

Utilize: Pick a lock (DC 15), or disarm a trap (DC 15)

Adventuring Gear

IGNATIUS BUDI
A Warlock channels magic through an Arcane Focus

The Adventuring Gear table in this section includes gear that adventurers often find useful. These items are described here in alphabetical order, with an item's price appearing after its name.

Adventuring Gear

Item	Weight	Cost
Acid	1 lb.	25 GP
Alchemist's Fire	1 lb.	50 GP
Ammunition	Varies	Varies
Antitoxin	—	50 GP
Arcane Focus	Varies	Varies
Backpack	5 lb.	2 GP
Ball Bearings	2 lb.	1 GP
Barrel	70 lb.	2 GP
Basket	2 lb.	4 SP
Bedroll	7 lb.	1 GP
Bell	—	1 GP
Blanket	3 lb.	5 SP
Block and Tackle	5 lb.	1 GP
Book	5 lb.	25 GP
Bottle, Glass	2 lb.	2 GP
Bucket	2 lb.	5 CP
Burglar's Pack	42 lb.	16 GP
Caltrops	2 lb.	1 GP
Candle	—	1 CP

Item	Weight	Cost
Case, Crossbow Bolt	1 lb.	1 GP
Case, Map or Scroll	1 lb.	1 GP
Chain	10 lb.	5 GP
Chest	25 lb.	5 GP
Climber’s Kit	12 lb.	25 GP
Clothes, Fine	6 lb.	15 GP
Clothes, Traveler’s	4 lb.	2 GP
Component Pouch	2 lb.	25 GP
Costume	4 lb.	5 GP
Crowbar	5 lb.	2 GP
Diplomat’s Pack	39 lb.	39 GP
Druidic Focus	Varies	Varies
Dungeoneer’s Pack	55 lb.	12 GP
Entertainer’s Pack	58½ lb.	40 GP
Explorer’s Pack	55 lb.	10 GP
Flask	1 lb.	2 CP
Grappling Hook	4 lb.	2 GP
Healer’s Kit	3 lb.	5 GP
Holy Symbol	Varies	Varies
Holy Water	1 lb.	25 GP
Hunting Trap	25 lb.	5 GP
Ink	—	10 GP
Ink Pen	—	2 CP
Jug	4 lb.	2 CP
Ladder	25 lb.	1 SP
Lamp	1 lb.	5 SP
Lantern, Bullseye	2 lb.	10 GP
Lantern, Hooded	2 lb.	5 GP
Lock	1 lb.	10 GP
Magnifying Glass	—	100 GP
Manacles	6 lb.	2 GP

Item	Weight	Cost
Map	—	1 GP
Mirror	1/2 lb.	5 GP
Net	3 lb.	1 GP
Oil	1 lb.	1 SP
Paper	—	2 SP
Parchment	—	1 SP
Perfume	—	5 GP
Poison, Basic	—	100 GP
Pole	7 lb.	5 CP
Pot, Iron	10 lb.	2 GP
Potion of Healing	1/2 lb.	50 GP
Pouch	1 lb.	5 SP
Priest’s Pack	29 lb.	33 GP
Quiver	1 lb.	1 GP
Ram, Portable	35 lb.	4 GP
Rations	2 lb.	5 SP
Robe	4 lb.	1 GP
Rope	5 lb.	1 GP
Sack	1/2 lb.	1 CP
Scholar’s Pack	22 lb.	40 GP
Shovel	5 lb.	2 GP
Signal Whistle	—	5 CP
Spell Scroll (Cantrip)	—	30 GP
Spell Scroll (Level 1)	—	50 GP
Spikes, Iron	5 lb.	1 GP
Spyglass	1 lb.	1,000 GP
String	—	1 SP
Tent	20 lb.	2 GP
Tinderbox	1 lb.	5 SP
Torch	1 lb.	1 CP
Vial	—	1 GP

Item	Weight	Cost
Waterskin	5 lb. (full)	2 SP

Acid (25 GP)

When you take the Attack action, you can replace one of your attacks with throwing a vial of Acid. Target one creature or object you can see within 20 feet of yourself. The target must succeed on a Dexterity saving throw (DC 8 plus your Dexterity modifier and Proficiency Bonus) or take 2d6 Acid damage.

Alchemist’s Fire (50 GP)

When you take the Attack action, you can replace one of your attacks with throwing a flask of Alchemist’s Fire. Target one creature or object you can see within 20 feet of yourself. The target must succeed on a Dexterity saving throw (DC 8 plus your Dexterity modifier and Proficiency Bonus) or take 1d4 Fire damage and start burning (see the rules glossary).

Ammunition (Varies)

Ammunition is required by a weapon that has the Ammunition property. A weapon’s description specifies the type of ammunition used by the weapon. The Ammunition table lists the different types and the amount you get when you buy them. The table also lists the item that is typically used to store each type; storage must be bought separately.

	Ammunition			
Type	**Amount**	**Storage**	**Weight**	**Cost**

Type	Amount	Storage	Weight	Cost
Arrows	20	Quiver	1 lb.	1 GP
Bolts	20	Case	1½ lb.	1 GP
Bullets, Firearm	10	Pouch	2 lb.	3 GP
Bullets, Sling	20	Pouch	1½ lb.	4 CP
Needles	50	Pouch	1 lb.	1 GP

Antitoxin (50 GP)

As a Bonus Action, you can drink a vial of Antitoxin to gain Advantage on saving throws to avoid or end the Poisoned condition for 1 hour.

Arcane Focus (Varies)

An Arcane Focus takes one of the forms in the Arcane Focuses table and is bejeweled or carved to channel arcane magic. A Sorcerer, Warlock, or Wizard can use such an item as a Spellcasting Focus.

Arcane Focuses

Focus	Weight	Cost
Crystal	1 lb.	10 GP
Orb	3 lb.	20 GP
Rod	2 lb.	10 GP
Staff (also a Quarterstaff)	4 lb.	5 GP
Wand	1 lb.	10 GP

Backpack (2 GP)

A Backpack holds up to 30 pounds within 1 cubic foot. It can also serve as a saddlebag.

Ball Bearings (1 GP)

As a Utilize action, you can spill Ball Bearings from their pouch. They spread to cover a level, 10-foot-square area within 10 feet of yourself. A creature that enters this area for the first time on a turn must succeed on a DC 10 Dexterity saving throw or have the Prone condition. It takes 10 minutes to recover the Ball Bearings.

Barrel (2 GP)

A Barrel holds up to 40 gallons of liquid or up to 4 cubic feet of dry goods.

Basket (4 SP)

A Basket holds up to 40 pounds within 2 cubic feet.

Bedroll (1 GP)

A Bedroll sleeps one Small or Medium creature. While in a Bedroll, you automatically succeed on saving throws against extreme cold (see the Dungeon Master’s Guide).

Bell (1 GP)

When rung as a Utilize action, a Bell produces a sound that can be heard up to 60 feet away.

Blanket (5 SP)

While wrapped in a blanket, you have Advantage on saving throws against extreme cold (see the Dungeon Master’s Guide).

Block and Tackle (1 GP)

A Block and Tackle allows you to hoist up to four times the weight you can normally lift.

Book (25 GP)

A Book contains fiction or nonfiction. If you consult an accurate nonfiction Book about its topic, you gain a +5 bonus to Intelligence (Arcana, History, Nature, or Religion) checks you make about that topic.

Bottle, Glass (2 GP)

A Glass Bottle holds up to 1½ pints.

Bucket (5 CP)

A Bucket holds up to half a cubic foot of contents.

Burglar’s Pack (16 GP)

A Burglar’s Pack contains the following items: Backpack, Ball Bearings, Bell, 10 Candles, Crowbar, Hooded Lantern, 7 flasks of Oil, 5 days of Rations, Rope, Tinderbox, and Waterskin.

Caltrops (1 GP)

As a Utilize action, you can spread Caltrops from their bag to cover a 5-foot-square area within 5 feet of yourself. A creature that enters this area for the first time on a turn must succeed on a DC 15 Dexterity saving throw or take 1 Piercing damage and have its Speed reduced to 0 until the start of its next turn. It takes 10 minutes to recover the Caltrops.

Candle (1 CP)

For 1 hour, a lit Candle sheds Bright Light in a 5-foot radius and Dim Light for an additional 5 feet.

Case, Crossbow Bolt (1 GP)

A Crossbow Bolt Case holds up to 20 Bolts.

Case, Map or Scroll (1 GP)

A Map or Scroll Case holds up to 10 sheets of paper or 5 sheets of parchment.

Chain (5 GP)

As a Utilize action, you can wrap a Chain around an unwilling creature within 5 feet of yourself that has the Grappled, Incapacitated, or Restrained condition if you succeed on a DC 13 Strength (Athletics) check. If the creature's legs are bound, the creature has the Restrained condition until it escapes. Escaping the Chain requires the creature to make a successful DC 18 Dexterity (Acrobatics) check as an action. Bursting the Chain requires a successful DC 20 Strength (Athletics) check as an action.

Chest (5 GP)

A Chest holds up to 12 cubic feet of contents.

Climber’s Kit (25 GP)

A Climber’s Kit includes boot tips, gloves, pitons, and a harness. As a Utilize action, you can use the Climber’s Kit to anchor yourself; when you do, you can’t fall more than 25 feet from the anchor point, and you can’t move more than 25 feet from there without undoing the anchor as a Bonus Action.

Clothes, Fine (15 GP)

Fine Clothes are made of expensive fabrics and adorned with expertly crafted details. Some events and locations admit only people wearing these clothes.

Clothes, Traveler’s (2 GP)

Traveler’s Clothes are resilient garments designed for travel in various environments.

Component Pouch (25 GP)

A Component Pouch is watertight and filled with compartments that hold all the free Material components of your spells.

Costume (5 GP)

While wearing a Costume, you have Advantage on any ability check you make to impersonate the person or type of person it represents.

Crowbar (2 GP)

Using a Crowbar gives you Advantage on Strength checks where the Crowbar's leverage can be applied.

Diplomat's Pack (39 GP)

A Diplomat's Pack contains the following items: Chest, Fine Clothes, Ink, 5 Ink Pens, Lamp, 2 Map or Scroll Cases, 4 flasks of Oil, 5 sheets of Paper, 5 sheets of Parchment, Perfume, and Tinderbox.

Druidic Focus (Varies)

A Druidic Focus takes one of the forms in the Druidic Focuses table and is carved, tied with ribbon, or painted to channel primal magic. A Druid or Ranger can use such an object as a Spellcasting Focus.

Druidic Focuses

Focus	Weight	Cost
Sprig of mistletoe	—	1 GP
Wooden staff (also a Quarterstaff)	4 lb.	5 GP
Yew wand	1 lb.	10 GP

Dungeoneer's Pack (12 GP)

A Dungeoneer's Pack contains the following items: Backpack, Caltrops, Crowbar, 2 flasks of Oil, 10 days of Rations, Rope,

Tinderbox, 10 Torches, and Waterskin.

Entertainer’s Pack (40 GP)

An Entertainer’s Pack contains the following items: Backpack, Bedroll, Bell, Bullseye Lantern, 3 Costumes, Mirror, 8 flasks of Oil, 9 days of Rations, Tinderbox, and Waterskin.

Explorer’s Pack (10 GP)

An Explorer’s Pack contains the following items: Backpack, Bedroll, 2 flasks of Oil, 10 days of Rations, Rope, Tinderbox, 10 Torches, and Waterskin.

Flask (2 CP)

A Flask holds up to 1 pint.

Grappling Hook (2 GP)

As a Utilize action, you can throw the Grappling Hook at a railing, a ledge, or another catch within 50 feet of yourself, and the hook catches on if you succeed on a DC 13 Dexterity (Acrobatics) check. If you tied a Rope to the hook, you can then climb it.

Healer’s Kit (5 GP)

A Healer’s Kit has ten uses. As a Utilize action, you can expend one of its uses to stabilize an Unconscious creature that has 0 Hit Points without needing to make a Wisdom (Medicine) check.

Holy Symbol (Varies)

A Holy Symbol takes one of the forms in the Holy Symbol table and is bejeweled or painted to channel divine magic. A Cleric or Paladin can use a Holy Symbol as a Spellcasting Focus.

The table indicates whether a Holy Symbol needs to be held, worn, or borne on fabric (such as a tabard or banner) or a Shield.

Holy Symbols

Symbol	Weight	Cost
Amulet (worn or held)	1 lb.	5 GP
Emblem (borne on fabric or a Shield)	—	5 GP
Reliquary (held)	2 lb.	5 GP

Holy Water (25 GP)

When you take the Attack action, you can replace one of your attacks with throwing a flask of Holy Water. Target one creature you can see within 20 feet of yourself. The target must succeed on a Dexterity saving throw (DC 8 plus your Dexterity modifier and Proficiency Bonus) or take 2d8 Radiant damage if it is a Fiend or an Undead.

Hunting Trap (5 GP)

As a Utilize action, you can set a Hunting Trap, which is a sawtooth steel ring that snaps shut when a creature steps on a pressure plate in the center. The trap is affixed by a heavy chain to an immobile object, such as a tree or a spike driven into the ground. A creature that steps on the plate must succeed on a DC 13 Dexterity saving throw or take 1d4 Piercing damage and have its Speed reduced to 0 until the start of its next turn. Thereafter, until the creature breaks free of the trap, its movement is limited by the length of the chain (typically

3 feet). A creature can use its action to make a DC 13 Strength (Athletics) check, freeing itself or another creature within its reach on a success. Each failed check deals 1 Piercing damage to the trapped creature.

Ink (10 GP)

Ink comes in a 1-ounce bottle, which provides enough ink to write about 500 pages.

Ink Pen (2 CP)

Using Ink, an Ink Pen is used to write or draw.

> JOHN GRELLO, POLAR ENGINE [Image 8]
> Lamp and Net

Lantern, Hooded (5 GP)

A Hooded Lantern burns Oil as fuel to cast Bright Light in a 30-foot radius and Dim Light for an additional 30 feet. As a Bonus Action, you can lower the hood, reducing the light to Dim Light in a 5-foot radius, or raise it again.

Lock (10 GP)

A Lock comes with a key. Without the key, a creature can use Thieves' Tools to pick this Lock with a successful DC 15 Dexterity (Sleight of Hand) check.

Magnifying Glass (100 GP)

A Magnifying Glass grants Advantage on any ability check made to appraise or inspect a highly detailed item. Lighting a fire with a Magnifying Glass requires light as bright as sunlight to focus, tinder to ignite, and about 5 minutes for the fire to ignite.

Manacles (2 GP)

As a Utilize action, you can use Manacles to bind an unwilling Small or Medium creature within 5 feet of yourself that has the Grappled, Incapacitated, or Restrained condition if you succeed on a DC 13 Dexterity (Sleight of Hand) check. While bound, a creature has Disadvantage on attack rolls, and the creature is Restrained if the Manacles are attached to a chain or hook that is fixed in place. Escaping the Manacles requires a successful DC 20 Dexterity (Sleight of Hand) check as an action. Bursting them requires a successful DC 25 Strength (Athletics) check as an action.

Each set of Manacles comes with a key. Without the key, a creature can use Thieves' Tools to pick the Manacles' lock with a successful DC 15 Dexterity (Sleight of Hand) check.

Map (1 GP)

If you consult an accurate Map, you gain a +5 bonus to Wisdom (Survival) checks you make to find your way in the place represented on it.

Mirror (5 GP)

A handheld steel Mirror is useful for personal cosmetics but also for peeking around corners and reflecting light as a signal.

Net (1 GP)

When you take the Attack action, you can replace one of your attacks with throwing a Net. Target a creature you can see within 15 feet of yourself. The target must succeed on a Dexterity saving throw (DC 8 plus your Dexterity modifier and Proficiency Bonus) or have the Restrained condition until it escapes. The target succeeds automatically if it is Huge or larger.

To escape, the target or a creature within 5 feet of it must take an action to make a DC 10 Strength (Athletics) check, freeing the Restrained creature on a success. Destroying the Net (AC 10; 5 HP; Immunity to Bludgeoning, Poison, and Psychic damage) also frees the target, ending the effect.

Oil (1 SP)

You can douse a creature, object, or space with Oil or use it as fuel, as detailed below.

Dousing a Creature or an Object. When you take the Attack action, you can replace one of your attacks with throwing an Oil flask. Target one creature or object within 20 feet of yourself. The target must succeed on a Dexterity saving throw (DC 8 plus your Dexterity modifier and Proficiency Bonus) or be covered in oil. If the target takes Fire damage before the oil dries (after 1 minute), the target takes an extra 5 Fire damage from burning oil.

Dousing a Space. You can take the Utilize action to pour an Oil flask on level ground to cover a 5-foot-square area within 5 feet of yourself. If lit, the oil burns until the end of the turn 2 rounds from when the oil was lit (or 12 seconds) and deals 5 Fire damage to any creature that enters the area or ends its turn there. A creature can take this damage only once per turn.

Fuel. Oil serves as fuel for Lamps and Lanterns. Once lit, a flask of Oil burns for 6 hours in a Lamp or Lantern. That duration doesn't need to be consecutive; you can extinguish the burning Oil (as a Utilize action) and rekindle it again until it has burned for a total of 6 hours.

Paper (2 SP)

One sheet of Paper can hold about 250 handwritten words.

Parchment (1 SP)

One sheet of Parchment can hold about 250 handwritten words.

Perfume (5 GP)

Perfume comes in a 4-ounce vial. For 1 hour after applying Perfume to yourself, you have Advantage on Charisma (Persuasion) checks made to influence an Indifferent Humanoid within 5 feet of yourself.

Poison, Basic (100 GP)

As a Bonus Action, you can use a vial of Basic Poison to coat one weapon or up to three pieces of ammunition. A creature that takes Piercing or Slashing damage from the poisoned weapon or ammunition takes an extra 1d4 Poison damage. Once applied, the poison retains potency for 1 minute or until its damage is dealt, whichever comes first.

Pole (5 CP)

A Pole is 10 feet long. You can use it to touch something up to 10 feet away. If you must make a Strength (Athletics) check as part of a High or Long Jump, you can use the Pole to vault, giving yourself Advantage on the check.

Pot, Iron (2 GP)

An Iron Pot holds up to 1 gallon.

Potion of Healing (50 GP)

This potion is a magic item. As a Bonus Action, you can drink it or administer it to another creature within 5 feet of yourself. The creature that drinks the magical red fluid in this vial regains 2d4 + 2 Hit Points.

Pouch (5 SP)

A Pouch holds up to 6 pounds within one-fifth of a cubic foot.

Priest’s Pack (33 GP)

A Priest’s Pack contains the following items: Backpack, Blanket, Holy Water, Lamp, 7 days of Rations, Robe, and Tinderbox.

Quiver (1 GP)

A Quiver holds up to 20 Arrows.

Ram, Portable (4 GP)

You can use a Portable Ram to break down doors. When doing so, you gain a +4 bonus to the Strength check. One other character can help you use the ram, giving you Advantage on this check.

Rations (5 SP)

Rations consist of travel-ready food, including jerky, dried fruit, hardtack, and nuts. See “Malnutrition” in the rules glossary for the risks of not eating.

Robe (1 GP)

A Robe has vocational or ceremonial significance. Some events and locations admit only people wearing a Robe bearing certain colors or symbols.

Rope (1 GP)

As a Utilize action, you can tie a knot with Rope if you succeed on a DC 10 Dexterity (Sleight of Hand) check. The Rope can be burst with a successful DC 20 Strength (Athletics) check.

You can bind an unwilling creature with the Rope only if the creature has the Grappled, Incapacitated, or Restrained condition. If the creature’s legs are bound, the creature has the Restrained condition until it escapes. Escaping the Rope requires the creature to make a successful DC 15 Dexterity (Acrobatics) check as an action.

Sack (1 CP)

A Sack holds up to 30 pounds within 1 cubic foot.

Scholar’s Pack (40 GP)

A Scholar’s Pack contains the following items: Backpack, Book, Ink, Ink Pen, Lamp, 10 flasks of Oil, 10 sheets of Parchment, and Tinderbox.

Shovel (2 GP)

Working for 1 hour, you can use a Shovel to dig a hole that is 5 feet on each side in soil or similar material.

Signal Whistle (5 CP)

When blown as a Utilize action, a Signal Whistle produces a sound that can be heard up to 600 feet away.

Spell Scroll (Cantrip, 30 GP Level 1, 50 GP)

A *Spell Scroll* (Cantrip) or *Spell Scroll* (Level 1) is a magic item that bears the words of a cantrip or level 1 spell, respectively, determined by the scroll’s creator. If the spell is on your class’s spell list, you can read the scroll and cast the spell using its normal casting time and without providing any Material components.

If the spell requires a saving throw or an attack roll, the spell save DC is 13, and the attack bonus is +5. The scroll disintegrates when the casting is completed.

Spikes, Iron (1 GP)

Iron Spikes come in bundles of ten. As a Utilize action, you can use a blunt object, such as a Light Hammer, to hammer a spike into wood,

earth, or a similar material. You can do so to jam a door shut or to then tie a Rope or Chain to the Spike.

Spyglass (1,000 GP)

Objects viewed through a Spyglass are magnified to twice their size.

String (1 SP)

String is 10 feet long. You can tie a knot in it as a Utilize action.

Tent (2 GP)

A Tent sleeps up to two Small or Medium creatures.

Tinderbox (5 SP)

A Tinderbox is a small container holding flint, fire steel, and tinder (usually dry cloth soaked in light oil) used to kindle a fire. Using it to light a Candle, Lamp, Lantern, or Torch—or anything else with exposed fuel—takes a Bonus Action. Lighting any other fire takes 1 minute.

Torch (1 CP)

A Torch burns for 1 hour, casting Bright Light in a 20-foot radius and Dim Light for an additional 20 feet. When you take the Attack action, you can attack with the Torch, using it as a Simple Melee weapon. On a hit, the target takes 1 Fire damage.

Vial (1 GP)

A Vial holds up to 4 ounces.

PATRIK HELL [Image 9]

Waterskin (2 SP)

A Waterskin holds up to 4 pints. If you don’t drink sufficient water, you risk dehydration (see the rules glossary).

Mounts and Vehicles

A mount can help you move more quickly through the wilderness, but its primary purpose is to carry gear that would otherwise slow you down. The Mounts and Other Animals table shows each animal’s carrying capacity. See appendix B for the animals’ stat blocks.

Mounts and Cargo

An animal pulling a carriage, cart, chariot, sled, or wagon can move weight up to five times its base carrying capacity, including the weight of the vehicle. If multiple animals pull the same vehicle, add their carrying capacities together.

Barding

Barding is armor designed for a mount. Any type of armor on the Armor table in this chapter can be purchased as barding. The cost is four times the normal cost, and it weighs twice as much.

Saddles

A saddle comes with a bit, a bridle, reins, and any other equipment needed to use the saddle. A Military Saddle gives Advantage on any

ability check you make to remain mounted. An Exotic Saddle is required for riding an aquatic or a flying mount.

Mounts and Other Animals

Item	Carrying Capacity	Cost
Camel	450 lb.	50 GP
Elephant	1,320 lb.	200 GP
Horse, Draft	540 lb.	50 GP
Horse, Riding	480 lb.	75 GP
Mastiff	195 lb.	25 GP
Mule	420 lb.	8 GP
Pony	225 lb.	30 GP
Warhorse	540 lb.	400 GP

Tack, Harness, and Drawn Vehicles

Item	Weight	Cost
Carriage	600 lb.	100 GP
Cart	200 lb.	15 GP
Chariot	100 lb.	250 GP
Feed per day	10 lb.	5 CP
Saddle		
Exotic	40 lb.	60 GP
Military	30 lb.	20 GP
Riding	25 lb.	10 GP
Sled	300 lb.	20 GP
Stabling per day	—	5 SP
Wagon	400 lb.	35 GP

Large Vehicles

The Airborne and Waterborne Vehicles table provides statistics for various types of large vehicles. The following notes apply.

Speed

A ship sailing against a strong wind moves at half speed. In a dead calm (no wind), waterborne ships can't move under sail and must be rowed. Keelboats and Rowboats are used on lakes and rivers. If going downstream, add the speed of the current (typically 3 miles per hour) to the speed of the vehicle. These vehicles can't be rowed against any significant current, but they can be pulled upstream by draft animals on the shores. A Rowboat can be carried and weighs 100 pounds.

Crew

A ship larger than a Keelboat or Rowboat needs a crew of skilled hirelings (see "Services" later in this chapter) to function. The minimum number of skilled hirelings needed to crew a ship depends on the type of ship, as shown in the table.

Passengers

The table lists the number of Small and Medium passengers the ship can accommodate using hammocks. A ship outfitted with private accommodations can carry one-fifth as many passengers. A passenger usually pays 5 SP per day for a hammock, but prices can vary from ship to ship. A small private cabin usually costs 2 GP per day.

Damage Threshold

If a vehicle has a damage threshold (see the rules glossary), it's noted in the table.

Ship Repair

Repairs to a damaged ship can be made while the vessel is berthed. Repairing 1 Hit Point of damage requires 1 day and costs 20 GP for materials and labor. If the repairs are made in a location where supplies and skilled labor are abundant, such as a city shipyard, the repair time and cost are halved.

Airborne and Waterborne Vehicles

Ship	Speed	Crew	Passengers	Cargo (Tons)	AC	HP	Damage Threshold	Cost
Airship	8 mph	10	20	1	13	300	—	40,000 GP
Galley	4 mph	80	—	150	15	500	20	30,000 GP
Keelboat	1 mph	1	6	1/2	15	100	10	3,000 GP
Longship	3 mph	40	150	10	15	300	15	10,000 GP
Rowboat	1½ mph	1	3	—	11	50	—	50 GP
Sailing Ship	2 mph	20	20	100	15	300	15	10,000 GP
Warship	2½ mph	60	60	200	15	500	20	25,000 GP

Services

KATERINA LADON
A Wizard and her familiar spend an afternoon shopping

This section outlines services and other expenses that adventurers might spend money on.

Lifestyle Expenses

Lifestyle expenses summarize the cost of living in a fantasy world. They cover lodging, food, equipment maintenance, and other necessities.

At the start of each week or month (DM's choice), choose a lifestyle below—Wretched, Squalid, Poor, Modest, Comfortable, Wealthy, or Aristocratic—and pay the price to sustain that lifestyle.

Lifestyles have no inherent consequences, but the DM might take them into account when determining risks or how others perceive your character.

Wretched (Free)

You survive via chance and charity. You're often exposed to natural dangers as a result of sleeping outside.

Squalid (1 SP per Day)

You spend the bare minimum for your necessities. You might be exposed to unhealthy conditions and opportunistic criminals.

Poor (2 SP per Day)

You spend frugally for your necessities.

Modest (1 GP per Day)

You support yourself at an average level.

Comfortable (2 GP per Day)

You spend modestly for your necessities and enjoy a few luxuries.

Wealthy (4 GP per Day)

You’re accustomed to the finer things in life and might have servants.

Aristocratic (10 GP per Day)

You pay for the best and might have a staff that supports your lifestyle. Others notice your wealth and might encourage you to share it, either legally or otherwise.

Food, Drink, and Lodging

The Food, Drink, and Lodging table gives prices for food and a single night’s lodging. Prices for daily lodging and meals are included in your lifestyle’s expenses.

Food, Drink, and Lodging

Item	Cost
Ale (mug)	4 CP
Bread (loaf)	2 CP
Cheese (wedge)	1 SP
Inn Stay per Day	
Squalid	7 CP
Poor	1 SP
Modest	5 SP
Comfortable	8 SP
Wealthy	2 GP
Aristocratic	4 GP
Meal	
Squalid	1 CP
Poor	2 CP
Modest	1 SP
Comfortable	2 SP

Item	Cost
Wealthy	3 SP
Aristocratic	6 SP
Wine (bottle)	
Common	2 SP
Fine	10 GP

Travel

Drivers or crew hired to conduct passengers to their destinations charge the rates on the Travel table, plus any tolls or additional expenses.

Travel

Service	Cost
Coach ride between towns	3 CP per mile
Coach ride within a city	1 CP per mile
Road or gate toll	1 CP
Ship’s passage	1 SP per mile

Hirelings

Skilled hirelings include anyone hired to perform a service that involves a proficiency (including weapon, tool, or skill): a mercenary, an artisan, a scribe, or the like. The pay shown on the Hirelings table is a minimum; some expert hirelings require more pay. Untrained hirelings are hired for work that requires no particular proficiencies; they include laborers and porters.

Hirelings

Service	Cost

Service	Cost
Skilled hireling	2 GP per day
Untrained hireling	2 SP per day
Messenger	2 CP per mile

Spellcasting

Most settlements contain individuals who are willing to cast spells in exchange for payment. If a spell has expensive components, add the cost of those components to the cost listed in the Spellcasting Services table. The higher the level of a desired spell, the harder it is to find someone to cast it.

Spellcasting Services

Spell Level	Availability	Cost
Cantrip	Village, town, or city	30 GP
1	Village, town, or city	50 GP
2	Village, town, or city	200 GP
3	Town or city only	300 GP
4–5	Town or city only	2,000 GP
6–8	City only	20,000 GP
9	City only	100,000 GP

Magic Items

Adventures hold the promise—but not a guarantee—of finding magic items. Hundreds of magic items are detailed in the Dungeon Master’s Guide, since the DM decides when you find such an item. Here’s what you need to know about using magic items.

Identifying a Magic Item

Some magic items are indistinguishable from their nonmagical counterparts, while others are conspicuously magical. Handling a magic item is enough to give you a sense that it is extraordinary, but learning a magic item's properties isn't automatic.

The Identify spell is the fastest way to reveal an item's properties. Alternatively, you can focus on one magic item during a Short Rest while being in physical contact with the item. At the end of the rest, you learn its properties and how to use them (but not any curse the item might bear).

Sometimes a magic item carries a clue to its properties. The command word to activate a ring might be etched inside the band, or a feathered design might hint that it's a Ring of Feather Falling.

Wearing or experimenting with an item can also offer hints about its properties. In the specific case of Potions, a little taste is enough to tell the taster what a potion does. Other items might require more experimentation. For example, if your character puts on a Ring of Swimming, the DM might say, "Your movement feels strangely fluid." Perhaps you then dive into a river to see what happens. The DM would then say you swim unexpectedly well.

Attunement

Some magic items require a creature to form a bond—called Attunement—with them before the creature can use an item's magical properties. Without becoming attuned to an item that requires Attunement, you gain only its nonmagical benefits unless its description states otherwise. For example, a magic Shield that requires Attunement provides the benefits of a normal Shield if you aren't attuned to it, but none of its magical properties.

Attune during a Short Rest

Attuning to an item requires you to spend a Short Rest focused on only that item while being in physical contact with it (this can't be the

same Short Rest used to learn the item's properties). This focus can take the form of weapon practice (for a Weapon), meditation (for a Wand), or some other appropriate activity. If the Short Rest is interrupted, the Attunement attempt fails. Otherwise, at the end of the Short Rest, you're attuned to the magic item and can access its full magical capabilities.

No More Than Three Items

You can be attuned to no more than three magic items at a time. Any attempt to attune to a fourth item fails; you must end your Attunement to an item first. Additionally, you can't attune to more than one copy of an item. For example, you can't attune to more than one Ring of Protection at a time.

Ending Attunement

Your Attunement to an item ends if you no longer satisfy the prerequisites for Attunement, if the item has been more than 100 feet away for at least 24 hours, if you die, or if another creature attunes to the item. You can also voluntarily end Attunement by spending another Short Rest focused on the item unless the item is cursed.

Wearing and Wielding Items

Using a magic item's properties might mean wearing or wielding it. A magic item meant to be worn must be donned in the intended fashion: boots go on feet, gloves on hands, hats and helmets on a head, and rings on a finger. Magic armor must be donned, a Shield strapped to the arm, a cloak fastened about the shoulders. A weapon must be held.

In most cases, a magic item that's meant to be worn can fit a creature regardless of size or build. Magic garments are made to be easily adjustable, or they magically adjust themselves to the wearer.

Multiple Items of the Same Kind

You can’t wear more than one of certain magic items. You can’t normally wear more than one pair of footwear, one pair of gloves or gauntlets, one pair of bracers, one suit of armor, one item of headwear, or one cloak. The DM might make exceptions.

Paired Items

Items that come in pairs—such as boots, bracers, gauntlets, and gloves—impart their benefits only if both items of the pair are worn. For example, a character wearing a Boot of Striding and Springing on one foot and a Boot of Elvenkind on the other foot gains no benefit from either.

Crafting Equipment

Using the rules below, characters can make nonmagical items, Potions of Healing, and Spell Scrolls.

Crafting Nonmagical Items

To craft a nonmagical item, you need tools, raw materials, and time, each of which is detailed below. If you meet the requirements, you make the item, and you can use it or sell it at its normal price.

Tools

This chapter’s “Tools” section lists which tools are required to make certain items. The DM assigns required tools for items not listed there.

You must use the required tool to make an item and have proficiency with that tool. Anyone who helps you must also have proficiency with it.

Raw Materials

To make an item, you need raw materials worth half its purchase cost (round down). For example, you need 750 GP of raw materials to make Plate Armor, which sells for 1,500 GP. The DM determines whether appropriate raw materials are available.

Time

To determine how many days (working 8 hours a day) it takes to make an item, divide its purchase cost in GP by 10 (round a fraction up to a day). For example, you need 5 days to make a Heavy Crossbow, which sells for 50 GP.

If an item requires multiple days, the days needn't be consecutive.

Characters can combine their efforts to shorten the crafting time. Divide the time needed to create an item by the number of characters working on it. Normally, only one other character can assist you, but the DM might allow more assistants.

Brewing Potions of Healing

A character who has proficiency with the Herbalism Kit can create a Potion of Healing. Doing so requires using that kit and 25 GP of raw material over the course of 1 day (8 hours of work).

Scribing Spell Scrolls

A spellcaster can transfer a spell to a scroll and create a Spell Scroll, using the rules below.

Time and Cost

Scribing a scroll takes an amount of time and money based on the level of the spell, as shown in the Spell Scroll Costs table. For each day of inscription, you must work for 8 hours. If a scroll requires multiple days, those days needn't be consecutive.

Prerequisites for the Scribe

To scribe a scroll, you must have proficiency in the Arcana skill or with Calligrapher's Supplies and have the spell prepared on each day of the inscription. You must also have at hand any Material components required by the spell; if the spell consumes its Material components, they are consumed only when you complete the scroll. The scroll's spell uses your spell save DC and spell attack bonus.

Cantrips

If the scribed spell is a cantrip, the version on the scroll works as if the caster were your level.

Spell Scroll Costs

Spell Level	Time	Cost
Cantrip	1 day	15 GP
1	1 day	25 GP
2	3 days	100 GP
3	5 days	150 GP
4	10 days	1,000 GP
5	25 days	1,500 GP
6	40 days	10,000 GP
7	50 days	12,500 GP
8	60 days	15,000 GP
9	120 days	50,000 GP

Spells

Chapter 7: Spells

KAI CARPENTER
Archmages of Greyhawk—Jallarzi, Mordenkainen, and Bigby—
prepare their magic as they open a gate to another plane

This chapter gives rules for casting spells. It also includes descriptions of common spells in the worlds of Dungeons & Dragons. Those spells are used by many class features, magic items, and monsters.

Gaining Spells

Before you can cast a spell, you must have the spell prepared in your mind or have access to the spell from a magic item, such as a Spell Scroll. Your features specify which spells you have access to, if any; whether you always have certain spells prepared; and whether you can change the list of spells you have prepared.

Preparing Spells

If you have a list of level 1+ spells you prepare, your spellcasting feature specifies when you can change the list and the number of spells you can change, as summarized in the Spell Preparation by Class table.

Spell Preparation by Class

Class	Change When You...	Number of Spells
Bard	Gain a level	One
Cleric	Finish a Long Rest	Any
Druid	Finish a Long Rest	Any
Paladin	Finish a Long Rest	One

Class	Change When You...	Number of Spells
Ranger	Finish a Long Rest	One
Sorcerer	Gain a level	One
Warlock	Gain a level	One
Wizard	Finish a Long Rest	Any

Most spellcasting monsters don’t change their lists of prepared spells, but the DM is free to alter them.

Always-Prepared Spells

Certain features might give you a spell that you always have prepared. If you also have a list of prepared spells that you can change, a spell that you always have prepared doesn’t count against the number of spells on that list.

Casting Spells

Each spell description has a series of entries that provide the details needed to cast the spell. The following sections explain each of those entries, which follow a spell’s name.

Spell Level

Every spell has a level from 0 to 9, which is indicated in a spell’s description. A spell’s level is an indicator of how powerful it is. Cantrips—simple spells that can be cast almost by rote—are level 0. The rules for each spellcasting class say when its members gain access to spells of certain levels.

Spell Slots

Spellcasting is taxing, so a spellcaster can cast only a limited number of level 1+ spells before resting. Spell slots are the main way a spellcaster’s magical potential is represented. Each spellcasting

class gives its members a limited number of spell slots of certain spell levels. For example, a level 3 Wizard has four level 1 spell slots and two level 2 slots.

When you cast a spell, you expend a slot of that spell's level or higher, effectively "filling" a slot with the spell. Imagine a spell slot is a groove of a certain size—small for a level 1 slot and larger for a higher-level spell. A level 1 spell fits into a slot of any size, but a level 2 spell fits only into a slot that's at least level 2. So when a level 3 Wizard casts Magic Missile, a level 1 spell, that Wizard spends one of four level 1 slots and has three remaining.

Finishing a Long Rest restores any expended spell slots.

Casting without Slots

There are several ways to cast a spell without expending a spell slot:

Cantrips. A cantrip is cast without a spell slot.

Rituals. Certain spells have the Ritual tag in the Casting Time entry. Such a spell can be cast following the normal rules for spellcasting, or it can be cast as a Ritual. The Ritual version of a spell takes 10 minutes longer to cast than normal, but it doesn't expend a spell slot. To cast a spell as a Ritual, a spellcaster must have it prepared.

Special Abilities. Some characters and monsters have special abilities that allow them to cast specific spells without a spell slot. This casting is usually limited in another way, such as being able to cast the spell a limited number of times per day.

Magic Items. Spell Scrolls and some other magic items contain spells that can be cast without a spell slot. The description of such an item specifies how many times a spell can be cast from it.

Using a Higher-Level Spell Slot

When a spellcaster casts a spell using a slot that is of a higher level than the spell, the spell takes on the higher level for that casting. For instance, if a Wizard casts Magic Missile using a level 2 slot, that *Magic Missile* is level 2. Effectively, the spell expands to fill the slot it is put into.

Some spells, such as Magic Missile and Cure Wounds, have more powerful effects when cast at a higher level, as detailed in a spell's description.

School of Magic

Each spell belongs to a school of magic. The schools are listed in the Schools of Magic table. These categories help describe spells but have no rules of their own, although some other rules refer to them.

Schools of Magic

School	Typical Effects
Abjuration	Prevents or reverses harmful effects
Conjuration	Transports creatures or objects
Divination	Reveals information
Enchantment	Influences minds
Evocation	Channels energy to create effects that are often destructive
Illusion	Deceives the mind or senses
Necromancy	Manipulates life and death
Transmutation	Transforms creatures or objects

Class Spell Lists

If a spell is on a class's spell list, the class's name appears in parentheses after the spell's school of magic. Some features add a

spell to a character’s spell list even if the character isn’t a member of a class in the parentheses.

Casting Time

Most spells require the Magic action to cast, but some spells require a Bonus Action, a Reaction, or 1 minute or more. A spell’s Casting Time entry specifies which of those is required.

One Spell with a Spell Slot per Turn

On a turn, you can expend only one spell slot to cast a spell. This rule means you can’t, for example, cast a spell with a spell slot using the Magic action and another one using a Bonus Action on the same turn.

Reaction and Bonus Action Triggers

A spell that has a casting time of a Reaction is cast in response to a trigger that is defined in the spell’s Casting Time entry. Some spells that have a casting time of a Bonus Action are also cast in response to a trigger defined in the spell.

Longer Casting Times

Certain spells—including a spell cast as a Ritual—require more time to cast: minutes or even hours. While you cast a spell with a casting time of 1 minute or more, you must take the Magic action on each of your turns, and you must maintain Concentration (see the rules glossary) while you do so. If your Concentration is broken, the spell fails, but you don’t expend a spell slot. To cast the spell again, you must start over.

Range

A spell’s range indicates how far from the spellcaster the spell’s effect can originate, and the spell’s description specifies which part of the effect is limited by the range.

A range usually takes one of the following forms:

Distance. The range is expressed in feet.

Touch. The spell’s effect originates on something, as defined by the spell, that the spellcaster must touch within their reach.

Self. The spell is cast on the spellcaster or emanates from them, as specified in the spell.

If a spell has movable effects, they aren’t restricted by its range unless the spell’s description says otherwise.

Components

> MARTINA FAˇ CKOVÁ
> An aasimar Wizard uses a crystal material component to focus the magic of Cone of Cold

A spell’s components are physical requirements the spellcaster must meet to cast the spell. Each spell’s description indicates whether it requires Verbal (V), Somatic (S), or Material (M) components. If the spellcaster can’t provide one or more of a spell’s components, the spellcaster can’t cast the spell.

Verbal (V)

A Verbal component is the chanting of esoteric words that sound like nonsense to the uninitiated. The words must be uttered in a normal speaking voice. The words themselves aren’t the source of the spell’s power; rather, the particular combination of sounds, with specific pitch and resonance, sets the threads of magic in motion.

Thus, a creature who is gagged or in an area of magical silence can't cast a spell with a Verbal component.

Somatic (S)

A Somatic component is a forceful gesticulation or an intricate set of gestures. A spellcaster must use at least one of their hands to perform these movements.

Material (M)

A Material component is a particular material used in a spell's casting, as specified in parentheses in the Components entry. These materials aren't consumed by the spell unless the spell's description states otherwise. The spellcaster must have a hand free to access them, but it can be the same hand used to perform Somatic components, if any.

If a spell doesn't consume its materials and doesn't specify a cost for them, a spellcaster can use a Component Pouch (see chapter 6) instead of providing the materials specified in the spell, or the spellcaster can substitute a Spellcasting Focus if the caster has a feature that allows that substitution. To use a Component Pouch, you must have a hand free to reach into it, and to use a Spellcasting Focus, you must hold it unless its description says otherwise (see chapter 6 for descriptions).

Duration

A spell's duration is the length of time the spell persists after it is cast. A duration typically takes one of the following forms:

Concentration. A duration that requires Concentration follows the Concentration rules (see the rules glossary).

Instantaneous. An instantaneous duration means the spell's magic appears only for a moment and then disappears.

Time Span. A duration that provides a time span specifies how long the spell lasts in rounds, minutes, hours, or the like. For example, a Duration entry might say “1 minute,” meaning the spell ends after 1 minute has passed. While a time-span spell that you cast is ongoing, you can dismiss it (no action required) if you don’t have the Incapacitated condition.

Effects

The effects of a spell are detailed after its duration entry. Those details present exactly what the spell does, which ignores mundane physical laws; any outcomes beyond those effects are under the DM’s purview. Whatever the effects, they typically deal with targets, saving throws, attack rolls, or all three, each of which is detailed below.

Targets

A typical spell requires the caster to pick one or more targets to be affected by the spell’s magic. A spell’s description says whether the spell targets creatures, objects, or something else.

A Clear Path to the Target. To target something with a spell, a caster must have a clear path to it, so it can’t be behind Total Cover.

Targeting Yourself. If a spell targets a creature of your choice, you can choose yourself unless the creature must be Hostile or specifically a creature other than you.

Areas of Effect. Some spells, such as Thunderwave, cover an area called an area of effect, which is defined in the rules glossary. The area determines what the spell targets. The description of a spell specifies whether it has an area of effect, which is typically one of these shapes: Cone, Cube, Cylinder, Emanation, Line, or Sphere.

RICHARD WHITTERS [Image 1]

Awareness of Being Targeted. Unless a spell has a perceptible effect, a creature doesn't know it was targeted by the spell. An effect like lightning is obvious, but a more subtle effect, such as an attempt to read thoughts, goes unnoticed unless a spell's description says otherwise.

Invalid Targets. If you cast a spell on someone or something that can't be affected by it, nothing happens to that target, but if you used a spell slot to cast the spell, the slot is still expended.

If the spell normally has no effect on a target that succeeds on a saving throw, the invalid target appears to have succeeded on its saving throw, even though it didn't attempt one (giving no hint that the creature is an invalid target). Otherwise, you perceive that the spell did nothing to the target.

Saving Throws

Many spells specify that a target makes a saving throw to avoid some or all of a spell's effects. The spell specifies the ability that the target uses for the save and what happens on a success or failure. Here's how to calculate the DC for your spells:

Spell save DC = 8 + your spellcasting ability modifier + your Proficiency Bonus

Attack Rolls

Some spells require the caster to make an attack roll to determine whether the spell hits a target. Here's how to calculate the attack modifier for your spells:

Spell attack modifier = your spellcasting ability modifier + your Proficiency Bonus

Combining Spell Effects

The effects of different spells add together while their durations overlap. In contrast, the effects of the same spell cast multiple times don’t combine. Instead, the most potent effect—such as the highest bonus—from those castings applies while their durations overlap. The most recent effect applies if the castings are equally potent and their durations overlap. For example, if two Clerics cast Bless on the same target, that target gains the spell’s benefit only once; the target doesn’t receive two bonus dice. But if the durations of the spells overlap, the effect continues until the duration of the second *Bless* ends.

The Multiverse

Appendix A: The Multiverse

This appendix provides an overview of the multiverse, the overarching reality that encompasses D&D's countless worlds and adventures. These realms are explored in greater detail in the Dungeon Master's Guide, along with other planes like the Far Realm, Negative Plane, and Positive Plane.

COUPLEOFKOOKS

The Material Realms

The philosophical and elemental forces of reality converge to create the following planes of existence:

Material Plane. Most D&D adventures take place on the Material Plane, which holds the worlds of settings like Dragonlance, Eberron, the Forgotten Realms, and Greyhawk. There's also room for any world your group creates. Magic and physical laws shape this plane's diverse worlds.

Feywild. This vibrant, idealized realm brims with life and emotion, which are most intense in the realm's Domains of Delight.

Shadowfell. This gloom-haunted realm holds grim wastelands, haunted ruins, and the infamous Domains of Dread.

Transitive Planes

The transitive planes serve as paths between planes:

Astral Plane. This endless, silvery expanse links the Material Plane and the Outer Planes. Whole civilizations have arisen in this glimmering vastness, while others navigate the magical cosmos in spelljamming vessels.

Ethereal Plane. This ghostly realm connects the Material Plane and the Inner Planes. The region where the Ethereal Plane overlaps with other planes is called the Border Ethereal, a place where creatures can glimpse visions of planes beyond.

The Inner Planes

Elemental forces and the building blocks of reality originate from these Inner Planes:

Elemental Plane of Air. Winds blow clouds and floating islands across this boundless sky.

Elemental Plane of Earth. This maze of caverns winds through stone and untold mineral riches.

Elemental Plane of Fire. An everlasting inferno, this realm blazes with life on volcanic islands.

Elemental Plane of Water. This bottomless ocean churns with mysterious sea life.

Elemental Chaos. Here on the fringes of the Inner Planes, elemental forces clash unpredictably.

Para-Elemental Planes. In these borderlands between the Elemental Planes, elemental forces combine into realms of ash, ice, magma, and ooze.

The Outer Planes

Realms where ideas take form and spirits spend their afterlives, the Outer Planes are the homes of immortals. The following locations compose the Outer Planes:

Sigil. Sigil, the City of Doors, is a metropolis rather than a plane at the center of the Outer Planes. Here portals lead throughout the multiverse, and the enigmatic Lady of Pain maintains order.

Outlands. Influences from the other Outer Planes converge in the Outlands, where portals lead to those planes. At the Outlands' center rises the Spire, a pillar atop which floats Sigil.

Other Outer Planes. These planes are listed on the Outer Planes table. Some are paradises, some are nightmare realms, and some are more bizarre. Each is dominated by forces that embody one or more of the alignments described in chapter 2.

Outer Planes

Outer Plane	Alignment
Abyss	Chaotic Evil
Acheron	Lawful Evil, Lawful Neutral
Arborea	Chaotic Good
Arcadia	Lawful Good, Lawful Neutral
Beastlands	Chaotic Good, Neutral Good
Bytopia	Lawful Good, Neutral Good
Carceri	Chaotic Evil, Neutral Evil
Elysium	Neutral Good
Gehenna	Lawful Evil, Neutral Evil
Hades	Neutral Evil
Limbo	Chaotic Neutral
Mechanus	Lawful Neutral
Mount Celestia	Lawful Good
Nine Hells	Lawful Evil

Outer Plane	Alignment
Outlands	Neutral
Pandemonium	Chaotic Evil, Chaotic Neutral
Ysgard	Chaotic Good, Chaotic Neutral

Creature Stat Blocks

Appendix B: Creature Stat Blocks

This appendix provides stat blocks for creatures mentioned elsewhere in the book, particularly in the class, equipment, and spell chapters. See the rules glossary for how to read a stat block, and see the Monster Manual for even more creatures.

The following stat blocks are presented in alphabetical order. When the Dungeon Master uses a stat block, the DM may change details in it.

Ape

Medium Beast, Unaligned

AC 12 **Initiative** +2 (12)

HP 19 (3d8 + 6)

Speed 30 ft., Climb 30 ft.

Ability	Score	Mod	Save
Str	16	+3	+3
Dex	14	+2	+2
Con	14	+2	+2
Ability	**Score**	**Mod**	**Save**
Int	6	−2	−2
Wis	12	+1	+1
Cha	7	−2	−2

Skills Athletics +5, Perception +3

Senses Passive Perception 13

Languages None

CR 1/2 (XP 100; PB +2)

Multiattack. The ape makes two Fist attacks.

Fist. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 5 (1d4 + 3) Bludgeoning damage.

Rock (Recharge 6). *Ranged Attack Roll:* +5, range 25/50 ft. *Hit:* 10 (2d6 + 3) Bludgeoning damage.

Badger

Tiny Beast, Unaligned

AC 11 **Initiative** +0 (10)

HP 5 (1d4 + 3)

Speed 20 ft., Burrow 5 ft.

Ability	Score	Mod	Save
Str	10	+0	+0
Dex	11	+0	+0
Con	16	+3	+3
Ability	**Score**	**Mod**	**Save**
Int	2	−4	−4
Wis	12	+1	+1
Cha	5	−3	−3

Skills Perception +3

Resistances Poison

Senses Darkvision 30 ft.; Passive Perception 13

Languages None

CR 0 (XP 10; PB +2)

Bite. *Melee Attack Roll:* +2, reach 5 ft. *Hit:* 1 Piercing damage.

Bat

Tiny Beast, Unaligned

AC 12 **Initiative** +2 (12)

HP 1 (1d4 − 1)

Speed 5 ft., Fly 30 ft.

Ability	Score	Mod	Save
Str	2	−4	−4
Dex	15	+2	+2
Con	8	−1	−1
Ability	**Score**	**Mod**	**Save**
Int	2	−4	−4
Wis	12	+1	+1
Cha	4	−3	−3

Senses Blindsight 60 ft.; Passive Perception 11

Languages None

CR 0 (XP 10; PB +2)

Bite. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 1 Piercing damage.

JONATHAN KUO [Image 1]
Bat

Black Bear

Medium Beast, Unaligned

AC 11 **Initiative** +1 (11)

HP 19 (3d8 + 6)

Speed 30 ft., Climb 30 ft., Swim 30 ft.

Ability	Score	Mod	Save
Str	15	+2	+2
Dex	12	+1	+1
Con	14	+2	+2
Ability	**Score**	**Mod**	**Save**
Int	2	−4	−4
Wis	12	+1	+1
Cha	7	−2	−2

Skills Perception +5

Senses Darkvision 60 ft.; Passive Perception 15

Languages None

CR 1/2 (XP 100; PB +2)

Multiattack. The bear makes two Rend attacks.

Rend. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 5 (1d6 + 2) Slashing damage.

Boar

Medium Beast, Unaligned

AC 11 **Initiative** +0 (10)

HP 13 (2d8 + 4)

Speed 40 ft.

Ability	Score	Mod	Save
Str	13	+1	+1
Dex	11	+0	+0
Con	14	+2	+2
Ability	**Score**	**Mod**	**Save**
Int	2	−4	−4
Wis	9	−1	−1
Cha	5	−3	−3

Senses Passive Perception 9

Languages None

CR 1/4 (XP 50; PB +2)

Bloodied Fury. While Bloodied, the boar has Advantage on attack rolls.

Gore. *Melee Attack Roll:* +3, reach 5 ft. *Hit:* 4 (1d6 + 1) Piercing damage. If the target is a Medium or smaller creature and the boar moved 20+ feet straight toward it immediately before the hit, the

target takes an extra 3 (1d6) Piercing damage and has the Prone condition.

Brown Bear

Large Beast, Unaligned

AC 11 **Initiative** +1 (11)

HP 22 (3d10 + 6)

Speed 40 ft., Climb 30 ft.

Ability	Score	Mod	Save
Str	17	+3	+3
Dex	12	+1	+1
Con	15	+2	+2
Ability	**Score**	**Mod**	**Save**
Int	2	−4	−4
Wis	13	+1	+1
Cha	7	−2	−2

Skills Perception +3

Senses Darkvision 60 ft.; Passive Perception 13

Languages None

CR 1 (XP 200; PB +2)

Multiattack. The bear makes one Bite attack and one Claw attack.

Bite**.** *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 7 (1d8 + 3) Piercing damage.

***Claw*.** *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 5 (1d4 + 3) Slashing damage. If the target is a Large or smaller creature, it has the Prone condition.

Camel

Large Beast, Unaligned

AC 10 **Initiative** −1 (9)

HP 17 (2d10 + 6)

Speed 50 ft.

Ability	Score	Mod	Save
Str	15	+2	+2
Dex	8	−1	−1
Con	17	+3	+5
Ability	**Score**	**Mod**	**Save**
Int	2	−4	−4
Wis	11	+0	+0
Cha	5	−3	−3

Senses Darkvision 60 ft.; Passive Perception 10

Languages None

CR 1/8 (XP 25;PB +2)

Bite. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 4 (1d4 + 2) Bludgeoning damage.

DANEEN WILKERSON [Image 2]
Cat

Cat

Tiny Beast, Unaligned

AC 12 **Initiative** +2 (12)

HP 2 (1d4)

Speed 40 ft., Climb 40 ft.

Ability	Score	Mod	Save
Str	3	−4	−4
Dex	15	+2	+4
Con	10	+0	+0
Ability	**Score**	**Mod**	**Save**
Int	3	−4	−4
Wis	12	+1	+1
Cha	7	−2	−2

Skills Perception +3, Stealth +4

Senses Darkvision 60 ft.; Passive Perception 13

Languages None

CR 0 (XP 10; PB +2)

Jumper. The cat's jump distance is determined using its Dexterity rather than its Strength.

Scratch. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 1 Slashing damage.

Constrictor Snake

Large Beast, Unaligned

AC 13 **Initiative** +2 (12)

HP 13 (2d10 + 2)

Speed 30 ft., Swim 30 ft.

Ability	Score	Mod	Save
Str	15	+2	+2
Dex	14	+2	+2
Con	12	+1	+1
Ability	**Score**	**Mod**	**Save**
Int	1	−5	−5
Wis	10	+0	+0
Cha	3	−4	−4

Skills Perception +2, Stealth +4

Senses Blindsight 10 ft.; Passive Perception 12

Languages None

CR 1/4 (XP 50; PB +2)

Bite. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 6 (1d8 + 2) Piercing damage.

Constrict. *Strength Saving Throw:* DC 12, one Medium or smaller creature the snake can see within 5 feet. *Failure:* 7 (3d4) Bludgeoning damage, and the target has the Grappled condition (escape DC 12).

Crab

Tiny Beast, Unaligned

AC 11 **Initiative** +0 (10)

HP 3 (1d4 + 1)

Speed 20 ft., Swim 20 ft.

Ability	Score	Mod	Save
Str	6	−2	−2
Dex	11	+0	+0
Con	12	+1	+1
Ability	**Score**	**Mod**	**Save**
Int	1	−5	−5
Wis	8	−1	−1
Cha	2	−4	−4

Skills Stealth +2

Senses Blindsight 30 ft.; Passive Perception 9

Languages None

CR 0 (XP 10; PB +2)

Amphibious. The crab can breathe air and water.

Claw. *Melee Attack Roll:* +2, reach 5 ft. *Hit:* 1 Bludgeoning damage.

Crocodile

Large Beast, Unaligned

AC 12 **Initiative** +0 (10)

HP 13 (2d10 + 2)

Speed 20 ft., Swim 30 ft.

Ability	Score	Mod	Save
Str	15	+2	+2
Dex	10	+0	+0
Con	13	+1	+3
Ability	**Score**	**Mod**	**Save**
Int	2	−4	−4
Wis	10	+0	+0
Cha	5	−3	−3

Skills Stealth +2

Senses Passive Perception 10

Languages None

CR 1/2 (XP 100; PB +2)

Hold Breath. The crocodile can hold its breath for 1 hour.

Bite. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 6 (1d8 + 2) Piercing damage. If the target is a Medium or smaller creature, it has the Grappled condition (escape DC 12). While Grappled, the target has the Restrained condition.

> LEESHA HANNIGAN [Image 3]
> Crocodile

Dire Wolf

Large Beast, Unaligned

AC 14 **Initiative** +2 (12)

HP 22 (3d10 + 6)

Speed 50 ft.

Ability	Score	Mod	Save
Str	17	+3	+3
Dex	15	+2	+2
Con	15	+2	+2
Ability	**Score**	**Mod**	**Save**
Int	3	−4	−4
Wis	12	+1	+1
Cha	7	−2	−2

Skills Perception +5, Stealth +4

Senses Darkvision 60 ft.; Passive Perception 15

Languages None

CR 1 (XP 200; PB +2)

Pack Tactics. The wolf has Advantage on an attack roll against a creature if at least one of the wolf's allies is within 5 feet of the creature and the ally doesn't have the Incapacitated condition.

Bite. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 8 (1d10 + 3) Piercing damage. If the target is a Large or smaller creature, it has the Prone condition.

Draft Horse

Large Beast, Unaligned

AC 10 **Initiative** +0 (10)

HP 15 (2d10 + 4)

Speed 40 ft.

Ability	Score	Mod	Save
Str	18	+4	+4
Dex	10	+0	+0
Con	15	+2	+2
Ability	**Score**	**Mod**	**Save**
Int	2	−4	−4
Wis	11	+0	+0
Cha	7	−2	−2

Senses Passive Perception 10

Languages None

CR 1/4 (XP 50; PB +2)

Hooves. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 6 (1d4 + 4) Bludgeoning damage.

Elephant

Huge Beast, Unaligned

AC 12 **Initiative** −1 (9)

HP 76 (8d12 + 24)

Speed 40 ft.

Ability	Score	Mod	Save
Str	22	+6	+6
Dex	9	−1	−1
Con	17	+3	+3

Ability	Score	Mod	Save
Int	3	−4	−4
Wis	11	+0	+0
Cha	6	−2	−2

Senses Passive Perception 10

Languages None

CR 4 (XP 1,100; PB +2)

Multiattack. The elephant makes two Gore attacks.

Gore. *Melee Attack Roll:* +8, reach 5 ft. *Hit:* 15 (2d8 + 6) Piercing damage. If the target is a Huge or smaller creature and the elephant moved 20+ feet straight toward it immediately before the hit, the target has the Prone condition.

Trample. *Dexterity Saving Throw:* DC 16, one creature within 5 feet that has the Prone condition. *Failure:* 17 (2d10 + 6) Bludgeoning damage. *Success:* Half damage.

Elk

Large Beast, Unaligned

AC 10 **Initiative** +0 (10)

HP 11 (2d10)

Speed 50 ft.

Ability	Score	Mod	Save
Str	16	+3	+3
Dex	10	+0	+0

Ability	Score	Mod	Save
Con	11	+0	+0

Ability	Score	Mod	Save
Int	2	−4	−4
Wis	10	+0	+0
Cha	6	−2	−2

Skills Perception +2

Senses Darkvision 60 ft.; Passive Perception 12

Languages None

CR 1/4 (XP 50; PB +2)

Ram. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 6 (1d6 + 3) Bludgeoning damage. If the target is a Large or smaller creature and the elk moved 20+ feet straight toward it immediately before the hit, the target takes an extra 3 (1d6) Bludgeoning damage and has the Prone condition.

WAYNE ENGLAND [Image 4]
Frog

Frog

Tiny Beast, Unaligned

AC 11 **Initiative** +1 (11)

HP 1 (1d4 − 1)

Speed 20 ft., Swim 20 ft.

Ability	Score	Mod	Save

Ability	Score	Mod	Save
Str	1	−5	−5
Dex	13	+1	+1
Con	8	−1	−1
Ability	**Score**	**Mod**	**Save**
Int	1	−5	−5
Wis	8	−1	−1
Cha	3	−4	−4

Skills Perception +1, Stealth +3

Senses Darkvision 30 ft.; Passive Perception 11

Languages None

CR 0 (XP 10; PB +2)

Amphibious. The frog can breathe air and water.

Standing Leap. The frog's Long Jump is up to 10 feet and its High Jump is up to 5 feet with or without a running start.

Bite. *Melee Attack Roll:* +3, reach 5 ft. *Hit:* 1 Piercing damage.

WAYNE ENGLAND [Image 5]
Giant Badger

Giant Badger

Medium Beast, Unaligned

AC 13 **Initiative** +0 (10)

HP 15 (2d8 + 6)

Speed 30 ft., Burrow 10 ft.

Ability	Score	Mod	Save
Str	13	+1	+1
Dex	10	+0	+0
Con	17	+3	+3
Ability	**Score**	**Mod**	**Save**
Int	2	−4	−4
Wis	12	+1	+1
Cha	5	−3	−3

Skills Perception +3

Resistances Poison

Senses Darkvision 60 ft.; Passive Perception 13

Languages None

CR 1/4 (XP 50; PB +2)

Bite. *Melee Attack Roll:* +3, reach 5 ft. *Hit:* 6 (2d4 + 1) Piercing damage.

Giant Crab

Medium Beast, Unaligned

AC 15 **Initiative** +1 (11)

HP 13 (3d8)

Speed 30 ft., Swim 30 ft.

Ability	Score	Mod	Save

Ability	Score	Mod	Save
Str	13	+1	+1
Dex	13	+1	+1
Con	11	+0	+0
Ability	**Score**	**Mod**	**Save**
Int	1	−5	−5
Wis	9	−1	−1
Cha	3	−4	−4

Skills Stealth +3

Senses Blindsight 30 ft.; Passive Perception 9

Languages None

CR 1/8 (XP 25; PB +2)

Amphibious. The crab can breathe air and water.

Claw. *Melee Attack Roll:* +3, reach 5 ft. *Hit:* 4 (1d6 + 1) Bludgeoning damage. If the target is a Medium or smaller creature, it has the Grappled condition (escape DC 11) from one of two claws.

Giant Goat

Large Beast, Unaligned

AC 11 **Initiative** +1 (11)

HP 19 (3d10 + 3)

Speed 40 ft., Climb 30 ft.

Ability	Score	Mod	Save
Str	17	+3	+5

Ability	Score	Mod	Save
Dex	13	+1	+1
Con	12	+1	+1

Ability	Score	Mod	Save
Int	3	−4	−4
Wis	12	+1	+1
Cha	6	−2	−2

Skills Perception +3

Senses Darkvision 60 ft.; Passive Perception 13

Languages None

CR 1/2 (XP 100; PB +2)

Ram. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 6 (1d6 + 3) Bludgeoning damage. If the target is a Large or smaller creature and the goat moved 20+ feet straight toward it immediately before the hit, the target takes an extra 5 (2d4) Bludgeoning damage and has the Prone condition.

Giant Seahorse

Large Beast, Unaligned

AC 14 **Initiative** +1 (11)

HP 16 (3d10)

Speed 5 ft., Swim 40 ft.

Ability	Score	Mod	Save
Str	15	+2	+2
Dex	12	+1	+1

Ability	Score	Mod	Save
Con	11	+0	+0

Ability	Score	Mod	Save
Int	2	−4	−4
Wis	12	+1	+1
Cha	5	−3	−3

Senses Passive Perception 11

Languages None

CR 1/2 (XP 100; PB +2)

Water Breathing. The seahorse can breathe only underwater.

Ram. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 9 (2d6 + 2) Bludgeoning damage, or 11 (2d8 + 2) Bludgeoning damage if the seahorse moved 20+ feet straight toward the target immediately before the hit.

Bubble Dash. While underwater, the seahorse moves up to half its Swim Speed without provoking Opportunity Attacks.

Giant Spider

Large Beast, Unaligned

AC 14 **Initiative** +3 (13)

HP 26 (4d10 + 4)

Speed 30 ft., Climb 30 ft.

Ability	Score	Mod	Save
Str	14	+2	+2
Dex	16	+3	+3

Ability	Score	Mod	Save
Con	12	+1	+1

Ability	Score	Mod	Save
Int	2	−4	−4
Wis	11	+0	+0
Cha	4	−3	−3

Skills Perception +4, Stealth +7

Senses Darkvision 60 ft.; Passive Perception 14

Languages None

CR 1 (XP 200; PB +2)

Spider Climb. The spider can climb difficult surfaces, including along ceilings, without needing to make an ability check.

Web Walker. The spider ignores movement restrictions caused by webs, and it knows the location of any other creature in contact with the same web.

Bite. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 7 (1d8 + 3) Piercing damage plus 7 (2d6) Poison damage.

Web (Recharge 5–6). *Dexterity Saving Throw:* DC 13, one creature the spider can see within 60 feet. *Failure:* The target has the Restrained condition until the web is destroyed (AC 10; HP 5; Vulnerability to Fire damage; Immunity to Poison and Psychic damage).

MICHELE GIORGI [Image 6]
Giant Spiders

Giant Weasel

Medium Beast, Unaligned

AC 13 **Initiative** +3 (13)

HP 9 (2d8)

Speed 40 ft., Climb 30 ft.

Ability	Score	Mod	Save
Str	11	+0	+0
Dex	17	+3	+3
Con	10	+0	+0
Ability	**Score**	**Mod**	**Save**
Int	4	−3	−3
Wis	12	+1	+1
Cha	5	−3	−3

Skills Acrobatics +5, Perception +3, Stealth +5

Senses Darkvision 60 ft.; Passive Perception 13

Languages None

CR 1/8 (XP 25; PB +2)

Bite. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 5 (1d4 + 3) Piercing damage.

Goat

Medium Beast, Unaligned

AC 10 **Initiative** +0 (10)

HP 4 (1d8)

Speed 40 ft., Climb 30 ft.

Ability	Score	Mod	Save
Str	11	+0	+2
Dex	10	+0	+0
Con	11	+0	+0
Ability	**Score**	**Mod**	**Save**
Int	2	−4	−4
Wis	10	+0	+0
Cha	5	−3	−3

Skills Perception +2

Senses Darkvision 60 ft.; Passive Perception 12

Languages None

CR 0 (XP 10; PB +2)

Ram. *Melee Attack Roll:* +2, reach 5 ft. *Hit:* 1 Bludgeoning damage, or 2 (1d4) Bludgeoning damage if the goat moved 20+ feet straight toward the target immediately before the hit.

Hawk

Tiny Beast, Unaligned

AC 13 **Initiative** +3 (13)

HP 1 (1d4 − 1)

Speed 10 ft., Fly 60 ft.

Ability	Score	Mod	Save
Str	5	−3	−3

Ability	Score	Mod	Save
Dex	16	+3	+3
Con	8	−1	−1
Ability	**Score**	**Mod**	**Save**
Int	2	−4	−4
Wis	14	+2	+2
Cha	6	−2	−2

Skills Perception +6

Senses Passive Perception 16

Languages None

CR 0 (XP 10; PB +2)

Talons. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 1 Slashing damage.

Imp

Tiny Fiend (Devil), Lawful Evil

AC 13 **Initiative** +3 (13)

HP 21 (6d4 + 6)

Speed 20 ft., Fly 40 ft.

Ability	Score	Mod	Save
Str	6	−2	−2
Dex	17	+3	+3
Con	13	+1	+1
Ability	**Score**	**Mod**	**Save**
Int	11	+0	+0

Ability	Score	Mod	Save
Wis	12	+1	+1
Cha	14	+2	+2

Skills Deception +4, Insight +3, Stealth +5

Resistances Cold

Immunities Fire, Poison; Poisoned

Senses Darkvision 120 ft. (unimpeded by magical Darkness); Passive Perception 11

Languages Common, Infernal

CR 1 (XP 200; PB +2)

Magic Resistance. The imp has Advantage on saving throws against spells and other magical effects.

Sting. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 6 (1d6 + 3) Piercing damage plus 7 (2d6) Poison damage.

Invisibility. The imp casts Invisibility on itself, requiring no spell components and using Charisma as the spellcasting ability.

Shape-Shift. The imp shape-shifts to resemble a rat (Speed 20 ft.), a raven (20 ft., Fly 60 ft.), or a spider (20 ft., Climb 20 ft.), or it returns to its true form. Its game statistics are the same in each form, except for its Speed. Any equipment it is wearing or carrying isn't transformed.

PATRIK HELL [Image 7]
Imp

Lion

Large Beast, Unaligned

AC 12 **Initiative** +2 (12)

HP 22 (4d10)

Speed 50 ft.

Ability	Score	Mod	Save
Str	17	+3	+3
Dex	15	+2	+2
Con	11	+0	+0
Ability	**Score**	**Mod**	**Save**
Int	3	−4	−4
Wis	12	+1	+1
Cha	8	−1	−1

Skills Perception +3, Stealth +4

Senses Darkvision 60 ft.; Passive Perception 13

Languages None

CR 1 (XP 200; PB +2)

Pack Tactics. The lion has Advantage on an attack roll against a creature if at least one of the lion's allies is within 5 feet of the creature and the ally doesn't have the Incapacitated condition.

Running Leap. With a 10-foot running start, the lion can Long Jump up to 25 feet.

Multiattack. The lion makes two Rend attacks. It can replace one attack with a use of Roar.

Rend. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 7 (1d8 + 3) Slashing damage.

Roar. *Wisdom Saving Throw:* DC 11, one creature within 15 feet. *Failure:* The target has the Frightened condition until the start of the lion's next turn.

Lizard

Tiny Beast, Unaligned

AC 10 **Initiative** +0 (10)

HP 2 (1d4)

Speed 20 ft., Climb 20 ft.

Ability	Score	Mod	Save
Str	2	−4	−4
Dex	11	+0	+0
Con	10	+0	+0
Ability	**Score**	**Mod**	**Save**
Int	1	−5	−5
Wis	8	−1	−1
Cha	3	−4	−4

Senses Darkvision 30 ft.; Passive Perception 9

Languages None

CR 0 (XP 10; PB +2)

Spider Climb. The lizard can climb difficult surfaces, including along ceilings, without needing to make an ability check.

Bite. *Melee Attack Roll:* +2, reach 5 ft. *Hit:* 1 Piercing damage.

Mastiff

Medium Beast, Unaligned

AC 12 **Initiative** +2 (12)

HP 5 (1d8 + 1)

Speed 40 ft.

Ability	Score	Mod	Save
Str	13	+1	+1
Dex	14	+2	+2
Con	12	+1	+1
Ability	**Score**	**Mod**	**Save**
Int	3	−4	−4
Wis	12	+1	+3
Cha	7	−2	−2

Skills Perception +5

Senses Darkvision 60 ft.; Passive Perception 15

Languages None

CR 1/8 (XP 25; PB +2)

Bite. *Melee Attack Roll:* +3, reach 5 ft. *Hit:* 4 (1d6 + 1) Piercing damage. If the target is a Medium or smaller creature, it has the Prone condition.

CONCEPTOPOLIS [Image 8]
Mastiff

Mule

Medium Beast, Unaligned

AC 10 **Initiative** +0 (10)

HP 11 (2d8 + 2)

Speed 40 ft.

Ability	Score	Mod	Save
Str	14	+2	+4
Dex	10	+0	+0
Con	13	+1	+1
Ability	**Score**	**Mod**	**Save**
Int	2	−4	−4
Wis	10	+0	+0
Cha	5	−3	−3

Senses Passive Perception 10

Languages None

CR 1/8 (XP 25; PB +2)

Beast of Burden. The mule counts as one size larger for the purpose of determining its carrying capacity.

Hooves. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 4 (1d4 + 2) Bludgeoning damage.

Octopus

Small Beast, Unaligned

AC 12 **Initiative** +2 (12)

HP 3 (1d6)

Speed 5 ft., Swim 30 ft.

Ability	Score	Mod	Save
Str	4	−3	−3
Dex	15	+2	+2
Con	11	+0	+0
Ability	**Score**	**Mod**	**Save**
Int	3	−4	−4
Wis	10	+0	+0
Cha	4	−3	−3

Skills Perception +2, Stealth +6

Senses Darkvision 30 ft.; Passive Perception 12

Languages None

CR 0 (XP 10; PB +2)

Compression. The octopus can move through a space as narrow as 1 inch without expending extra movement to do so.

Water Breathing. The octopus can breathe only underwater.

Tentacles. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 1 Bludgeoning damage.

Ink Cloud (1/Day). *Trigger:* A creature ends its turn within 5 feet of the octopus while underwater. *Response:* The octopus releases ink that fills a 5-foot Cube centered on itself, and the octopus moves up to its Swim Speed. The Cube is Heavily Obscured for 1 minute or until a strong current or similar effect disperses the ink.

Owl

Tiny Beast, Unaligned

AC 11 **Initiative** +1 (11)

HP 1 (1d4 − 1)

Speed 5 ft., Fly 60 ft.

Ability	Score	Mod	Save
Str	3	−4	−4
Dex	13	+1	+1
Con	8	−1	−1
Ability	**Score**	**Mod**	**Save**
Int	2	−4	−4
Wis	12	+1	+1
Cha	7	−2	−2

Skills Perception +5, Stealth +5

Senses Darkvision 120 ft.; Passive Perception 15

Languages None

CR 0 (XP 10; PB +2)

Flyby. The owl doesn’t provoke an Opportunity Attack when it flies out of an enemy’s reach.

Talons. *Melee Attack Roll:* +3, reach 5 ft. *Hit:* 1 Slashing damage.

Panther

Medium Beast, Unaligned

AC 13 **Initiative** +3 (13)

HP 13 (3d8)

Speed 50 ft., Climb 40 ft.

Ability	Score	Mod	Save
Str	14	+2	+2
Dex	16	+3	+3
Con	10	+0	+0
Ability	**Score**	**Mod**	**Save**
Int	3	−4	−4
Wis	14	+2	+2
Cha	7	−2	−2

Skills Perception +4, Stealth +7

Senses Darkvision 60 ft.; Passive Perception 14

Languages None

CR 1/4 (XP 50; PB +2)

Rend. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 6 (1d6 + 3) Slashing damage.

Nimble Escape. The panther takes the Disengage or Hide action.

Pony

Medium Beast, Unaligned

AC 10 **Initiative** +0 (10)

HP 11 (2d8 + 2)

Speed 40 ft.

Ability	Score	Mod	Save
Str	15	+2	+4
Dex	10	+0	+0
Con	13	+1	+1
Ability	**Score**	**Mod**	**Save**
Int	2	−4	−4
Wis	11	+0	+0
Cha	7	−2	−2

Senses Passive Perception 10

Languages None

CR 1/8 (XP 25; PB +2)

Hooves. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 4 (1d4 + 2) Bludgeoning damage.

ADAM VEHIGE [Image 9]
Pseudodragon

Pseudodragon

Tiny Dragon, Neutral Good

AC 14 **Initiative** +2 (12)

HP 10 (3d4 + 3)

Speed 15 ft., Fly 60 ft.

Ability	Score	Mod	Save
Str	6	−2	−2

Ability	Score	Mod	Save
Dex	15	+2	+2
Con	13	+1	+1
Ability	**Score**	**Mod**	**Save**
Int	10	+0	+0
Wis	12	+1	+1
Cha	10	+0	+0

Skills Perception +5, Stealth +4

Senses Blindsight 10 ft., Darkvision 60 ft.; Passive Perception 15

Languages Understands Common and Draconic but can’t speak

CR 1/4 (XP 50; PB +2)

Magic Resistance. The pseudodragon has Advantage on saving throws against spells and other magical effects.

Multiattack. The pseudodragon makes two Bite attacks.

Bite. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 4 (1d4 + 2) Piercing damage.

Sting. *Constitution Saving Throw:* DC 12, one creature the pseudodragon can see within 5 feet. *Failure:* 5 (2d4) Poison damage, and the target has the Poisoned condition for 1 hour. While Poisoned, the target also has the Unconscious condition, which ends early if the target takes damage or a creature within 5 feet of it takes an action to wake it.

Quasit

Tiny Fiend (Demon), Chaotic Evil

AC 13 **Initiative** +3 (13)

HP 25 (10d4)

Speed 40 ft.

Ability	Score	Mod	Save
Str	5	−3	−3
Dex	17	+3	+3
Con	10	+0	+0
Ability	**Score**	**Mod**	**Save**
Int	7	−2	−2
Wis	10	+0	+0
Cha	10	+0	+0

Skills Stealth +5

Resistances Cold, Fire, Lightning

Immunities Poison; Poisoned

Senses Darkvision 120 ft.; Passive Perception 10

Languages Abyssal, Common

CR 1 (XP 200; PB +2)

Magic Resistance. The quasit has Advantage on saving throws against spells and other magical effects.

Rend. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 5 (1d4 + 3) Slashing damage, and the target has the Poisoned condition until the start of the quasit's next turn.

Invisibility. The quasit casts Invisibility on itself, requiring no spell components and using Charisma as the spellcasting ability.

Scare (1/Day). *Wisdom Saving Throw:* DC 10, one creature within 20 feet. *Failure:* The target has the Frightened condition. At the end of each of its turns, the target repeats the save, ending the effect on itself on a success. After 1 minute, it succeeds automatically.

Shape-Shift. The quasit shape-shifts to resemble a bat (Speed 10 ft., Fly 40 ft.), a centipede (40 ft., Climb 40 ft.), or a toad (40 ft., Swim 40 ft.), or it returns to its true form. Its game statistics are the same in each form, except for its Speed. Any equipment it is wearing or carrying isn't transformed.

BORJA PINDADO [Image 10]
Quasit

Rat

Tiny Beast, Unaligned

AC 10 **Initiative** +0 (10)

HP 1 (1d4 − 1)

Speed 20 ft., Climb 20 ft.

Ability	Score	Mod	Save
Str	2	−4	−4
Dex	11	+0	+0
Con	9	−1	−1
Ability	**Score**	**Mod**	**Save**
Int	2	−4	−4
Wis	10	+0	+0
Cha	4	−3	−3

Skills Perception +2

Senses Darkvision 30 ft.; Passive Perception 12

Languages None

CR 0 (XP 10; PB +2)

Agile. The rat doesn’t provoke an Opportunity Attack when it moves out of an enemy’s reach.

Bite. *Melee Attack Roll:* +2, reach 5 ft. *Hit:* 1 Piercing damage.

Raven

Tiny Beast, Unaligned

AC 12 **Initiative** +2 (12)

HP 2 (1d4)

Speed 10 ft., Fly 50 ft.

Ability	Score	Mod	Save
Str	2	−4	−4
Dex	14	+2	+2
Con	10	+0	+0
Ability	**Score**	**Mod**	**Save**
Int	5	−3	−3
Wis	13	+1	+1
Cha	6	−2	−2

Skills Perception +3

Senses Passive Perception 13

Languages None

CR 0 (XP 10; PB +2)

Mimicry. The raven can mimic simple sounds it has heard, such as a whisper or chitter. A hearer can discern the sounds are imitations with a successful DC 10 Wisdom (Insight) check.

Beak. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 1 Piercing damage.

Reef Shark

Medium Beast, Unaligned

AC 12 **Initiative** +2 (12)

HP 22 (4d8 + 4)

Speed 5 ft., Swim 30 ft.

Ability	Score	Mod	Save
Str	14	+2	+2
Dex	15	+2	+2
Con	13	+1	+1
Ability	**Score**	**Mod**	**Save**
Int	1	−5	−5
Wis	10	+0	+0
Cha	4	−3	−3

Skills Perception +2

Senses Blindsight 30 ft.; Passive Perception 12

Languages None

CR 1/2 (XP 100; PB +2)

Pack Tactics. The shark has Advantage on an attack roll against a creature if at least one of the shark's allies is within 5 feet of the creature and the ally doesn't have the Incapacitated condition.

Water Breathing. The shark can breathe only underwater.

Bite. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 7 (2d4 + 2) Piercing damage.

Riding Horse

Large Beast, Unaligned

AC 11 **Initiative** +1 (11)

HP 13 (2d10 + 2)

Speed 60 ft.

Ability	Score	Mod	Save
Str	16	+3	+3
Dex	13	+1	+1
Con	12	+1	+1
Ability	**Score**	**Mod**	**Save**
Int	2	−4	−4
Wis	11	+0	+0
Cha	7	−2	−2

Senses Passive Perception 10

Languages None

CR 1/4 (XP 50; PB +2)

Hooves. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 7 (1d8 + 3) Bludgeoning damage.

Scorpion

Tiny Beast, Unaligned

AC 11 **Initiative** +0 (10)

HP 1 (1d4 − 1)

Speed 10 ft.

Ability	Score	Mod	Save
Str	2	−4	−4
Dex	11	+0	+0
Con	8	−1	−1
Ability	**Score**	**Mod**	**Save**
Int	1	−5	−5
Wis	8	−1	−1
Cha	2	−4	−4

Senses Blindsight 10 ft.; Passive Perception 9

Languages None

CR 0 (XP 10; PB +2)

Sting. *Melee Attack Roll:* +2, reach 5 ft. *Hit:* 1 Piercing damage plus 3 (1d6) Poison damage.

Skeleton

Medium Undead, Lawful Evil

AC 14 **Initiative** +3 (13)

HP 13 (2d8 + 4)

Speed 30 ft.

Ability	Score	Mod	Save
Str	10	+0	+0
Dex	16	+3	+3
Con	15	+2	+2
Ability	**Score**	**Mod**	**Save**
Int	6	−2	−2
Wis	8	−1	−1
Cha	5	−3	−3

Vulnerabilities Bludgeoning

Immunities Poison; Exhaustion, Poisoned

Gear Shortbow, Shortsword

Senses Darkvision 60 ft.; Passive Perception 9

Languages Understands Common plus one other language but can’t speak

CR 1/4 (XP 50; PB +2)

Shortsword. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 6 (1d6 + 3) Piercing damage.

Shortbow. *Ranged Attack Roll:* +5, range 80/320 ft. *Hit:* 6 (1d6 + 3) Piercing damage.

Slaad Tadpole

Tiny Aberration, Chaotic Neutral

AC 12 **Initiative** +2 (12)

HP 7 (3d4)

Speed 30 ft., Burrow 10 ft.

Ability	Score	Mod	Save
Str	7	−2	−2
Dex	15	+2	+2
Con	10	+0	+0
Ability	**Score**	**Mod**	**Save**
Int	3	−4	−4
Wis	5	−3	−3
Cha	3	−4	−4

Skills Stealth +4

Resistances Acid, Cold, Fire, Lightning, Thunder

Senses Darkvision 60 ft.; Passive Perception 7

Languages Understands Slaad but can’t speak

CR 1/8 (XP 25; PB +2)

Magic Resistance. The slaad has Advantage on saving throws against spells and other magical effects.

Bite. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 5 (1d6 + 2) Piercing damage.

DAVID ASTRUGA [Image 11]
Slaad Tadpole

Sphinx of Wonder

Tiny Celestial, Lawful Good

AC 13 **Initiative** +3 (13)

HP 24 (7d4 + 7)

Speed 20 ft., Fly 40 ft.

Ability	Score	Mod	Save
Str	6	−2	−2
Dex	17	+3	+3
Con	13	+1	+1
Ability	**Score**	**Mod**	**Save**
Int	15	+2	+2
Wis	12	+1	+1
Cha	11	+0	+0

Skills Arcana +4, Religion +4, Stealth +5

Resistances Necrotic, Psychic, Radiant

Senses Darkvision 60 ft.; Passive Perception 11

Languages Celestial, Common

CR 1 (XP 200; PB +2)

Magic Resistance. The sphinx has Advantage on saving throws against spells and other magical effects.

Rend. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 5 (1d4 + 3) Slashing damage plus 7 (2d6) Radiant damage.

Burst of Ingenuity (2/Day). *Trigger:* The sphinx or another creature within 30 feet makes an ability check or a saving throw. *Response:* The sphinx adds 2 to the roll.

DANEEN WILKERSON [Image 12]
Sphinx of Wonder

Spider

Tiny Beast, Unaligned

AC 12 **Initiative** +2 (12)

HP 1 (1d4 − 1)

Speed 20 ft., Climb 20 ft.

Ability	Score	Mod	Save
Str	2	−4	−4
Dex	14	+2	+2
Con	8	−1	−1
Ability	**Score**	**Mod**	**Save**
Int	1	−5	−5
Wis	10	+0	+0
Cha	2	−4	−4

Skills Stealth +4

Senses Darkvision 30 ft.; Passive Perception 10

Languages None

CR 0 (XP 10; PB +2)

Spider Climb. The spider can climb difficult surfaces, including along ceilings, without needing to make an ability check.

Web Walker. The spider ignores movement restrictions caused by webs, and the spider knows the location of any other creature in contact with the same web.

Bite. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 1 Piercing damage plus 2 (1d4) Poison damage.

Sprite

Tiny Fey, Neutral Good

AC 15 **Initiative** +4 (14)

HP 10 (4d4)

Speed 10 ft., Fly 40 ft.

Ability	Score	Mod	Save
Str	3	−4	−4
Dex	18	+4	+4
Con	10	+0	+0
Ability	**Score**	**Mod**	**Save**
Int	14	+2	+2
Wis	13	+1	+1
Cha	11	+0	+0

Skills Perception +3, Stealth +8

Senses Passive Perception 13

Languages Common, Elvish, Sylvan

CR 1/4 (XP 50; PB +2)

Needle Sword. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 6 (1d4 + 4) Piercing damage.

Enchanting Bow. *Ranged Attack Roll:* +6, range 40/160 ft. *Hit:* 1 Piercing damage, and the target has the Charmed condition until the start of the sprite's next turn.

Heart Sight. *Charisma Saving Throw:* DC 10, one creature within 5 feet the sprite can see (Celestials, Fiends, and Undead automatically fail the save). *Failure:* The sprite knows the target's emotions and alignment.

Invisibility. The sprite casts Invisibility on itself, requiring no spell components and using Charisma as the spellcasting ability.

PATRIK HELL [Image 13]
Sprite

Tiger

Large Beast, Unaligned

AC 13 **Initiative** +3 (13)

HP 30 (4d10 + 8)

Speed 40 ft.

Ability	Score	Mod	Save
Str	17	+3	+3
Dex	16	+3	+3
Con	14	+2	+2
Ability	**Score**	**Mod**	**Save**
Int	3	−4	−4

Ability	Score	Mod	Save
Wis	12	+1	+1
Cha	8	−1	−1

Skills Perception +3, Stealth +7

Senses Darkvision 60 ft.; Passive Perception 13

Languages None

CR 1 (XP 200; PB +2)

Rend. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 10 (2d6 + 3) Slashing damage. If the target is a Large or smaller creature, it has the Prone condition.

Nimble Escape. The tiger takes the Disengage or Hide action.

Venomous Snake

Tiny Beast, Unaligned

AC 12 **Initiative** +2 (12)

HP 5 (2d4)

Speed 30 ft., Swim 30 ft.

Ability	Score	Mod	Save
Str	2	−4	−4
Dex	15	+2	+2
Con	11	+0	+0
Ability	**Score**	**Mod**	**Save**
Int	1	−5	−5
Wis	10	+0	+0

Ability	Score	Mod	Save
Cha	3	−4	−4

Senses Blindsight 10 ft.; Passive Perception 10

Languages None

CR 1/8 (XP 25; PB +2)

Bite. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 4 (1d4 + 2) Piercing damage plus 3 (1d6) Poison damage.

Warhorse

Large Beast, Unaligned

AC 11 **Initiative** +1 (11)

HP 19 (3d10 + 3)

Speed 60 ft.

Ability	Score	Mod	Save
Str	18	+4	+4
Dex	12	+1	+1
Con	13	+1	+1
Ability	**Score**	**Mod**	**Save**
Int	2	−4	−4
Wis	12	+1	+3
Cha	7	−2	−2

Senses Passive Perception 11

Languages None

CR 1/2 (XP 100; PB +2)

Hooves. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 9 (2d4 + 4) Bludgeoning damage. If the target is a Large or smaller creature and the horse moved 20+ feet straight toward it immediately before the hit, the target takes an extra 5 (2d4) Bludgeoning damage and has the Prone condition.

Weasel

Tiny Beast, Unaligned

AC 13 **Initiative** +3 (13)

HP 1 (1d4 − 1)

Speed 30 ft., Climb 30 ft.

Ability	Score	Mod	Save
Str	3	−4	−4
Dex	16	+3	+3
Con	8	−1	−1
Ability	**Score**	**Mod**	**Save**
Int	2	−4	−4
Wis	12	+1	+1
Cha	3	−4	−4

Skills Acrobatics +5, Perception +3, Stealth +5

Senses Darkvision 60 ft.; Passive Perception 13

Languages None

CR 0 (XP 10; PB +2)

Bite. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 1 Piercing damage.

BORJA PINDADO [Image 14]
Wolf

Wolf

Medium Beast, Unaligned

AC 12 **Initiative** +2 (12)

HP 11 (2d8 + 2)

Speed 40 ft.

Ability	Score	Mod	Save
Str	14	+2	+2
Dex	15	+2	+2
Con	12	+1	+1
Ability	**Score**	**Mod**	**Save**
Int	3	−4	−4
Wis	12	+1	+1
Cha	6	−2	−2

Skills Perception +5, Stealth +4

Senses Darkvision 60 ft.; Passive Perception 15

Languages None

CR 1/4 (XP 50; PB +2)

Pack Tactics. The wolf has Advantage on attack rolls against a creature if at least one of the wolf's allies is within 5 feet of the creature and the ally doesn't have the Incapacitated condition.

Bite. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 5 (1d6 + 2) Piercing damage. If the target is a Medium or smaller creature, it has the Prone condition.

Zombie

Medium Undead, Neutral Evil

AC 8 **Initiative** −2 (8)

HP 15 (2d8 + 6)

Speed 20 ft.

Ability	Score	Mod	Save
Str	13	+1	+1
Dex	6	−2	−2
Con	16	+3	+3
Ability	**Score**	**Mod**	**Save**
Int	3	−4	−4
Wis	6	−2	+0
Cha	5	−3	−3

Immunities Poison; Exhaustion, Poisoned

Senses Darkvision 60 ft.; Passive Perception 8

Languages Understands Common plus one other language but can’t speak

CR 1/4 (XP 50; PB +2)

Undead Fortitude. If damage reduces the zombie to 0 Hit Points, it makes a Constitution saving throw (DC 5 plus the damage taken)

unless the damage is Radiant or from a Critical Hit. On a successful save, the zombie drops to 1 Hit Point instead.

Slam. *Melee Attack Roll:* +3, reach 5 ft. *Hit:* 5 (1d8 + 1) Bludgeoning damage.

Rules Glossary

Rules Glossary

Glossary Conventions

The glossary uses the following conventions:

Tags in Brackets. Some entries have a tag in brackets after the entry's name, as in "Attack [Action]." A tag—Action, Area of Effect, Attitude, Condition, or Hazard—indicates that a rule is part of a family of rules. The tags also have glossary entries.

"You." The game's rules—in this glossary and elsewhere—often talk about something happening to you in the game world. That "you" refers to the creature or object that the rule applies to in a particular moment of play. For example, the "you" in the Prone condition is a creature that currently has that condition.

"See Also." Some glossary entries include a *See also* section that points to other entries in the glossary, to chapters in this book, or both.

No Obsolete Terms. The glossary contains definitions of current rules terms only. If you're looking for a term from an earlier version of the fifth edition rules, consult the index.

Abbreviations. The abbreviations listed below appear in this glossary and elsewhere in the rules.

AC	Armor Class
C	Concentration
CE	Chaotic Evil
CG	Chaotic Good

Cha. Charisma
CN Chaotic Neutral
Con. Constitution
CP Copper Piece(s)
CR Challenge Rating
DC Difficulty Class
Dex. Dexterity
DM Dungeon Master
EP Electrum Piece(s)
GP Gold Piece(s)
HP Hit Point(s)
Int. Intelligence
LE Lawful Evil
LG Lawful Good
LN Lawful Neutral
M Material component
N Neutral
NE Neutral Evil
NG Neutral Good
NPC Nonplayer character
PB Proficiency Bonus
PP Platinum Piece(s)
R Ritual
S Somatic component
SP Silver Piece(s)
Str. Strength
V Verbal component
Wis. Wisdom
XP Experience Point(s)

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Rules Definitions

Here are definitions of various rules.

Ability Check

An ability check is a D20 Test that represents using one of the six abilities—or a specific skill associated with an ability—to overcome a challenge. *See also* chapter 1 (“D20 Tests” and “Proficiency”).

Ability Score and Modifier

A creature has six ability scores—Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma—each of which has a corresponding modifier. Add the modifier when you make a D20 Test with the corresponding ability or when a rule asks you to do so. *See also* chapter 1 (“The Six Abilities”).

Action

On your turn, you can take one action. Choose which action to take from those below or from the special actions provided by your features. *See also* chapter 1 (“Actions”). These actions are defined elsewhere in this glossary:

Advantage

If you have Advantage on a D20 Test, roll two d20s, and use the higher roll. A roll can’t be affected by more than one Advantage, and Advantage and Disadvantage on the same roll cancel each other. *See also* chapter 1 (“D20 Tests”).

Adventure

An adventure is a series of encounters. A story emerges through playing them. *See also* “Encounter.”

Alignment

A creature’s alignment broadly describes its ethical attitudes and ideals. Alignment is a combination of two factors: one identifies morality (good, evil, or neutral), and the other describes attitudes toward order (lawful, chaotic, or neutral). These factors allow for nine possible combinations, such as Lawful Good and Neutral Evil. *See also* chapter 2 (“Create Your Character”).

Ally

A creature is your ally if it is a member of your adventuring party, your friend, on your side in combat, or a creature that the rules or the DM designates as your ally.

Area of Effect

The descriptions of many spells and other features specify that they have an area of effect, which typically has one of six shapes. These shapes are defined elsewhere in this glossary:

An area of effect has a point of origin, a location from which the effect’s energy erupts. The rules for each shape specify how to position its point of origin. If all straight lines extending from the point of origin to a location in the area of effect are blocked, that location isn’t included in the area of effect. To block a line, an obstruction must provide Total Cover. *See also* “Cover.”

If the creator of an area of effect places it at an unseen point and an obstruction—such as a wall—is between the creator and that point, the point of origin comes into being on the near side of the obstruction.

Armor Class

An Armor Class (AC) is the target number for an attack roll. AC represents how difficult it is to hit a target.

Your base AC calculation is 10 plus your Dexterity modifier. If a rule gives you another base AC calculation, you choose which calculation to use; you can't use more than one. *See also* "Attack Roll."

Armor Training

Armor training allows you to use armor of a certain category without the following drawbacks. If you wear Light, Medium, or Heavy armor and lack training with it, you have Disadvantage on any D20 Test that involves Strength or Dexterity, and you can't cast spells. If you use a Shield and lack training with it, you don't gain its AC bonus. *See also* "Disadvantage" and chapter 6 ("Armor").

Attack [Action]

When you take the Attack action, you can make one attack roll with a weapon or an Unarmed Strike.

Equipping and Unequipping Weapons. You can either equip or unequip one weapon when you make an attack as part of this action. You do so either before or after the attack. If you equip a weapon before an attack, you don't need to use it for that attack. Equipping a weapon includes drawing it from a sheath or picking it up. Unequipping a weapon includes sheathing, stowing, or dropping it.

Moving between Attacks. If you move on your turn and have a feature, such as Extra Attack, that gives you more than one attack as part of the Attack action, you can use some or all of that movement to move between those attacks.

Attack Roll

An attack roll is a D20 Test that represents making an attack with a weapon, an Unarmed Strike, or a spell. *See also* chapter 1 (“D20 Tests”).

Attitude

A monster has a starting attitude toward a player character: Friendly, Hostile, or Indifferent. *See also* “Friendly,” “Hostile,” “Indifferent,” and “Influence.”

Attunement

Some magic items require a creature to form a bond—called Attunement—with them before the creature can use an item’s magical properties. A creature can have Attunement with no more than three magic items at a time. *See also* chapter 6 (“Magic Items”).

Blinded [Condition]

While you have the Blinded condition, you experience the following effects.

Can’t See. You can’t see and automatically fail any ability check that requires sight.

Attacks Affected. Attack rolls against you have Advantage, and your attack rolls have Disadvantage.

Blindsight

If you have Blindsight, you can see within a specific range without relying on physical sight. Within that range, you can see anything that isn't behind Total Cover even if you have the Blinded condition or are in Darkness. Moreover, in that range, you can see something that has the Invisible condition.

Bloodied

A creature is Bloodied while it has half its Hit Points or fewer remaining.

Bonus Action

A Bonus Action is a special action that you can take on the same turn that you take an action. You can't take more than one Bonus Action on a turn, and you have a Bonus Action to take only if a rule explicitly says so. *See also* chapter 1 ("Actions").

Breaking Objects

Objects can be harmed by attacks and by some spells, using the rules below. If an object is exceedingly fragile, the DM may allow a creature to break it automatically with the Attack or Utilize action.

Armor Class. The Object Armor Class table suggests ACs for various substances.

Object Armor Class

AC	Substance
11	Cloth, paper, rope
13	Crystal, glass, ice
15	Wood
17	Stone
19	Iron, steel
21	Mithral
23	Adamantine

Hit Points. An object is destroyed when it has 0 Hit Points. The Object Hit Points table suggests Hit Points for fragile and resilient objects that are Large or smaller. To track Hit Points for a Huge or Gargantuan object, divide it into Large or smaller sections, and track each section's Hit Points separately. The DM determines whether destroying part of an object causes the whole thing to collapse.

Object Hit Points

Size	Fragile	Resilient
Tiny (bottle, lock)	2 (1d4)	5 (2d4)
Small (chest, lute)	3 (1d6)	10 (3d6)
Medium (barrel, chandelier)	4 (1d8)	18 (4d8)
Large (cart, dining table)	5 (1d10)	27 (5d10)

Damage Types and Objects. Objects have Immunity to Poison and Psychic damage. The DM might decide that some damage types are more or less effective against an object. For example, Bludgeoning damage works well for smashing things but not for cutting. Paper or cloth objects might have Vulnerability to Fire damage.

Damage Threshold. Big objects, such as castle walls, often have extra resilience represented by a damage threshold. *See also*

“Damage Threshold.”

No Ability Scores. An object lacks ability scores unless a rule assigns scores to the object. Without ability scores, an object can’t make ability checks, and it fails all saving throws.

Bright Light

Bright Light is normal illumination. *See also* chapter 1 (“Exploration”).

Burning [Hazard]

A burning creature or object takes 1d4 Fire damage at the start of each of its turns. As an action, you can extinguish fire on yourself by giving yourself the Prone condition and rolling on the ground. The fire also goes out if it is doused, submerged, or suffocated.

Burrow Speed

A creature that has a Burrow Speed can use that speed to move through sand, earth, mud, or ice. The creature can’t burrow through solid rock unless the creature has a trait that allows it to do so. *See also* “Speed.”

Campaign

A campaign is a series of adventures. *See also* “Adventure.”

Cantrip

A cantrip is a level 0 spell, which is cast without a spell slot. *See also* chapter 7.

Carrying Capacity

Your size and Strength score determine the maximum weight in pounds that you can carry, as shown in the Carrying Capacity table. The table also shows the maximum weight you can drag, lift, or push.

While dragging, lifting, or pushing weight in excess of the maximum weight you can carry, your Speed can be no more than 5 feet.

Carrying Capacity

Creature Size	Carry	Drag/Lift/Push
Tiny	Str. × 7.5 lb.	Str. × 15 lb.
Small/Medium	Str. × 15 lb.	Str. × 30 lb.
Large	Str. × 30 lb.	Str. × 60 lb.
Huge	Str. × 60 lb.	Str. × 120 lb.
Gargantuan	Str. × 120 lb.	Str. × 240 lb.

Challenge Rating

Challenge Rating (CR) summarizes the threat a monster poses to a group of four player characters. Compare a monster's CR to the characters' level. If the CR is higher, the monster is likely a danger. If the CR is lower, the monster likely poses little threat. But circumstances and the number of player characters can significantly alter how threatening a monster is in actual play. The Dungeon Master's Guide provides guidance to the DM on using CR while planning potential combat encounters. *See also* "Stat Block."

Character Sheet

A character sheet is a paper or digital record that you use to track your character's information. *See also* chapter 2.

Charmed [Condition]

While you have the Charmed condition, you experience the following effects.

Can't Harm the Charmer. You can't attack the charmer or target the charmer with damaging abilities or magical effects.

Social Advantage. The charmer has Advantage on any ability check to interact with you socially.

Climbing

While you're climbing, each foot of movement costs 1 extra foot (2 extra feet in Difficult Terrain). You ignore this extra cost if you have a Climb Speed and use it to climb.

At the DM's option, climbing a slippery surface or one with few handholds might require a successful DC 15 Strength (Athletics) check.

Climb Speed

A Climb Speed can be used in place of Speed to traverse a vertical surface without expending the extra movement normally associated with climbing. *See also* "Climbing" and "Speed."

Concentration

Some spells and other effects require Concentration to remain active, as specified in their descriptions. If the effect's creator loses Concentration, the effect ends. If the effect has a maximum duration, the effect's description specifies how long the creator can concentrate on it: up to 1 minute, 1 hour, or some other duration. The creator can end Concentration at any time (no action required). The following factors break Concentration.

Another Concentration Effect. You lose Concentration on an effect the moment you start casting a spell that requires Concentration or activate another effect that requires Concentration.

Damage. If you take damage, you must succeed on a Constitution saving throw to maintain Concentration. The DC equals 10 or half the damage taken (round down), whichever number is higher, up to a maximum DC of 30.

Incapacitated or Dead. Your Concentration ends if you have the Incapacitated condition or you die.

Condition

A condition is a temporary game state. The definition of a condition says how it affects its recipient, and various rules define how to end a condition. This glossary defines these conditions:

A condition doesn't stack with itself; a recipient either has a condition or doesn't. The Exhaustion condition is an exception to that rule. *See also* chapter 1 ("Conditions").

Cone [Area of Effect]

A Cone is an area of effect that extends in straight lines from a point of origin in a direction its creator chooses. A Cone's width at any point along its length is equal to that point's distance from the point

of origin. For example, a Cone is 15 feet wide at a point along its length that is 15 feet from the point of origin. The effect that creates a Cone specifies its maximum length.

A Cone's point of origin isn't included in the area of effect unless its creator decides otherwise.

Cover

Cover provides a degree of protection to a target behind it. There are three degrees of cover, each of which provides a different benefit to a target: Half Cover (+2 bonus to AC and Dexterity saving throws), Three-Quarters Cover (+5 bonus to AC and Dexterity saving throws), and Total Cover (can't be targeted directly). If behind more than one degree of cover, a target benefits only from the most protective degree. *See also* chapter 1 ("Combat").

Crawling

While you're crawling, each foot of movement costs 1 extra foot (2 extra feet in Difficult Terrain). *See also* "Speed."

Creature

Any being in the game, including a player's character, is a creature. *See also* "Creature Type."

Creature Type

Every creature, including every player character, has a tag in the rules that identifies the type of creature it is. Most player characters are of the Humanoid type. These are the game's creature types:

Aberration

Beast

Celestial

Construct

Dragon

Elemental

Fey

Fiend

Giant

Humanoid

Monstrosity

Ooze

Plant

Undead

The types don’t have rules themselves, but some rules in the game affect creatures of certain types in different ways.

Critical Hit

If you roll a 20 on the d20 for an attack roll, you score a Critical Hit, and the attack hits regardless of any modifiers or the target’s AC. A Critical Hit lets you roll extra dice for the attack’s damage against the target. Roll all of the attack’s damage dice twice and add them

together. Then add any relevant modifiers. *See also* chapter 1 (“Damage and Healing”).

Cube [Area of Effect]

A Cube is an area of effect that extends in straight lines from a point of origin located anywhere on a face of the Cube. The effect that creates a Cube specifies its size, which is the length of each side.

A Cube’s point of origin isn’t included in the area of effect unless its creator decides otherwise.

Curses

Some game effects curse a creature or an object. The effect that confers a curse defines what the curse does. Curses can be removed by the Remove Curse and Greater Restoration spells or other magic that explicitly ends curses.

Cylinder [Area of Effect]

A Cylinder is an area of effect that extends in straight lines from a point of origin located at the center of the circular top or bottom of the Cylinder. The effect that creates a Cylinder specifies the radius of the Cylinder’s base and the Cylinder’s height.

A Cylinder’s point of origin is included in the area of effect.

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D20 Test

D20 Tests encompass the three main d20 rolls of the game: ability checks, attack rolls, and saving throws. If something in the game affects D20 Tests, it affects all three of these rolls. The DM determines whether a D20 Test is warranted in a given circumstance. *See also* chapter 1 (“D20 Tests”).

Damage

Damage represents harm that causes a creature or an object to lose Hit Points.

Damage Roll

A damage roll is a die roll, adjusted by any applicable modifiers, that deals damage to a target. *See also* chapter 1 (“Damage and Healing”).

Damage Threshold

A creature or an object that has a damage threshold has Immunity to all damage unless it takes an amount of damage from a single attack or effect equal to or greater than its damage threshold, in which case it takes that entire instance of damage. Any damage that fails to meet or exceed the damage threshold is superficial and doesn’t reduce Hit Points. For example, if an object has a damage threshold of 10, the object takes no damage if 9 damage is dealt to it, since that damage fails to exceed the threshold. If the same object is dealt 11 damage, it takes all of that damage.

Damage Types

Attacks and other harmful effects deal different types of damage. Damage types have no rules of their own, but other rules, such as Resistance, rely on the types. The Damage Types table offers examples to help a DM assign a type to a new effect.

Damage Types

Type	Examples
Acid	Corrosive liquids, digestive enzymes
Bludgeoning	Blunt objects, constriction, falling
Cold	Freezing water, icy blasts
Fire	Flames, unbearable heat
Force	Pure magical energy
Lightning	Electricity
Necrotic	Life-draining energy
Piercing	Fangs, puncturing objects
Poison	Toxic gas, venom
Psychic	Mind-rending energy
Radiant	Holy energy, searing radiation
Slashing	Claws, cutting objects
Thunder	Concussive sound

Darkness

An area of Darkness is Heavily Obscured. *See also* “Heavily Obscured” and chapter 1 (“Exploration”).

Darkvision

If you have Darkvision, you can see in Dim Light within a specified range as if it were Bright Light and in Darkness within that range as if

it were Dim Light. You discern colors in that Darkness only as shades of gray. *See also* chapter 1 (“Exploration”).

Dash [Action]

When you take the Dash action, you gain extra movement for the current turn. The increase equals your Speed after applying any modifiers. With a Speed of 30 feet, for example, you can move up to 60 feet on your turn if you Dash. If your Speed of 30 feet is reduced to 15 feet, you can move up to 30 feet this turn if you Dash.

If you have a special speed, such as a Fly Speed or Swim Speed, you can use that speed instead of your Speed when you take this action. You choose which speed to use each time you take it. *See also* “Speed.”

Dead

A dead creature has no Hit Points and can’t regain them unless it is first revived by magic such as the Raise Dead or Revivify spell. When such a spell is cast, the spirit knows who is casting it and can refuse. The spirit of a dead creature has left the body and departed for the Outer Planes, and reviving the creature requires calling the spirit back.

If the creature returns to life, the revival effect determines the creature’s current Hit Points. Unless otherwise stated, the creature returns to life with any conditions, magical contagions, or curses that were affecting it at death if the durations of those effects are still ongoing. If the creature died with any Exhaustion levels, it returns with 1 fewer level. If the creature had Attunement to one or more magic items, it is no longer attuned to them.

Deafened [Condition]

While you have the Deafened condition, you experience the following effect.

Can't Hear. You can't hear and automatically fail any ability check that requires hearing.

Death Saving Throw

A player character must make a Death Saving Throw (also called a Death Save) if they start their turn with 0 Hit Points. *See also* chapter 1 ("Damage and Healing").

Dehydration [Hazard]

A creature requires an amount of water per day based on its size, as shown in the Water Needs per Day table. A creature that drinks less than half the required water for a day gains 1 Exhaustion level at the day's end. Exhaustion caused by dehydration can't be removed until the creature drinks the full amount of water required for a day. *See also* "Exhaustion."

Water Needs per Day

Size	Water
Tiny	1/4 gallon
Small	1 gallon
Medium	1 gallon
Large	4 gallons
Huge	16 gallons
Gargantuan	64 gallons

Difficult Terrain

If a space is Difficult Terrain, every foot of movement in that space costs 1 extra foot. For example, moving 5 feet through Difficult Terrain costs 10 feet of movement. Difficult Terrain isn't cumulative; either a space is Difficult Terrain or it isn't.

A space is Difficult Terrain if the space contains any of the following or something similar:

- A creature that isn't Tiny or your ally
- Furniture that is sized for creatures of your size or larger
- Heavy snow, ice, rubble, or undergrowth
- Liquid that's between shin- and waist-deep
- A narrow opening sized for a creature one size smaller than you
- A slope of 20 degrees or more

Difficulty Class

A Difficulty Class (DC) is the target number for an ability check or a saving throw. *See also* chapter 1 ("D20 Tests").

Dim Light

An area with Dim Light is Lightly Obscured. *See also* "Lightly Obscured" and chapter 1 ("Exploration").

Disadvantage

If you have Disadvantage on a D20 Test, roll two d20s and use the lower roll. A roll can't be affected by more than one Disadvantage, and Advantage and Disadvantage on the same roll cancel each other. *See also* chapter 1 ("D20 Tests").

Disengage [Action]

If you take the Disengage action, your movement doesn't provoke Opportunity Attacks for the rest of the current turn.

Dodge [Action]

If you take the Dodge action, you gain the following benefits: until the start of your next turn, any attack roll made against you has Disadvantage if you can see the attacker, and you make Dexterity saving throws with Advantage.

You lose these benefits if you have the Incapacitated condition or if your Speed is 0.

Emanation [Area of Effect]

An Emanation is an area of effect that extends in straight lines from a creature or an object in all directions. The effect that creates an Emanation specifies the distance it extends.

An Emanation moves with the creature or object that is its origin unless it is an instantaneous or a stationary effect.

An Emanation's origin (creature or object) isn't included in the area of effect unless its creator decides otherwise.

Encounter

An encounter is a scene in an adventure that is part of at least one of the game's three pillars: social interaction, exploration, or combat. *See also* chapter 1 ("Social Interaction," "Exploration," and "Combat").

Enemy

A creature is your enemy if it fights against you in combat, actively works to harm you, or is designated as your enemy by the rules or DM.

Exhaustion [Condition]

While you have the Exhaustion condition, you experience the following effects.

Exhaustion Levels. This condition is cumulative. Each time you receive it, you gain 1 Exhaustion level. You die if your Exhaustion level is 6.

D20 Tests Affected. When you make a D20 Test, the roll is reduced by 2 times your Exhaustion level.

Speed Reduced. Your Speed is reduced by a number of feet equal to 5 times your Exhaustion level.

Removing Exhaustion Levels. Finishing a Long Rest removes 1 of your Exhaustion levels. When your Exhaustion level reaches 0, the condition ends.

Experience Points

As they overcome challenges and complete adventures, characters earn Experience Points (XP), which are awarded by the Dungeon Master. When a character's XP total crosses certain thresholds, the character's level increases. The Dungeon Master's Guide provides guidance on awarding XP. *See also* chapter 2 ("Level Advancement").

Expertise

Expertise is a feature that enhances your use of a skill proficiency. When you make an ability check with a skill proficiency in which you have Expertise, your Proficiency Bonus is doubled for that check unless the bonus is doubled by another feature.

If you gain Expertise, you gain it in one skill in which you have proficiency. You can't have Expertise in the same skill proficiency more than once.

See also chapter 1 ("Proficiency").

Falling [Hazard]

A creature that falls takes 1d6 Bludgeoning damage at the end of the fall for every 10 feet it fell, to a maximum of 20d6. When the creature lands, it has the Prone condition unless it avoids taking any damage from the fall.

A creature that falls into water or another liquid can use its Reaction to make a DC 15 Strength (Athletics) or Dexterity (Acrobatics) check to hit the surface head or feet first. On a successful check, any damage resulting from the fall is halved.

Flying

A variety of effects allow a creature to fly. While flying, you fall if you have the Incapacitated or Prone condition or your Fly Speed is reduced to 0. You can stay aloft in those circumstances if you can hover. *See also* "Falling" and "Fly Speed."

Fly Speed

A Fly Speed can be used to travel through the air. While you have a Fly Speed, you can stay aloft until you land, fall, or die. *See also*

“Flying” and “Speed.”

Friendly [Attitude]

A Friendly creature views you favorably. You have Advantage on an ability check to influence a Friendly creature. *See also* “Influence.”

Frightened [Condition]

While you have the Frightened condition, you experience the following effects.

Ability Checks and Attacks Affected. You have Disadvantage on ability checks and attack rolls while the source of fear is within line of sight.

Can’t Approach. You can’t willingly move closer to the source of fear.

Grappled [Condition]

While you have the Grappled condition, you experience the following effects.

Speed 0. Your Speed is 0 and can’t increase.

Attacks Affected. You have Disadvantage on attack rolls against any target other than the grappler.

Movable. The grappler can drag or carry you when it moves, but every foot of movement costs it 1 extra foot unless you are Tiny or two or more sizes smaller than it.

Grappling

A creature can grapple another creature. Characters typically grapple by using an Unarmed Strike. Many monsters have special attacks that allow them to quickly grapple prey. However a grapple is initiated, it follows these rules. *See also* “Unarmed Strike” and “Grappled.”

Grappled Condition. Successfully grappling a creature gives it the Grappled condition.

One Grapple per Hand. A creature must have a hand free to grapple another creature. Some stat blocks and game effects allow a creature to grapple using a tentacle, a maw, or another body part. Whatever part a grappler uses, it can grapple only one creature at a time with that part, and the grappler can’t use that part to target another creature unless it ends the grapple.

Ending a Grapple. A Grappled creature can use its action to make a Strength (Athletics) or Dexterity (Acrobatics) check against the grapple’s escape DC, ending the condition on itself on a success. The condition also ends if the grappler has the Incapacitated condition or if the distance between the Grappled target and the grappler exceeds the grapple’s range. In addition, the grappler can release the target at any time (no action required).

Hazard

A hazard is an environmental danger. *See also* “Burning,” “Dehydration,” “Falling,” “Malnutrition,” and “Suffocation.”

Healing

Healing is how you regain Hit Points. *See also* chapter 1 (“Damage and Healing”).

Heavily Obscured

You have the Blinded condition while trying to see something in a Heavily Obscured space. *See also* “Blinded,” “Darkness,” and chapter 1 (“Exploration”).

Help [Action]

When you take the Help action, you do one of the following.

Assist an Ability Check. Choose one of your skill or tool proficiencies and one ally who is near enough for you to assist verbally or physically when they make an ability check. That ally has Advantage on the next ability check they make with the chosen skill or tool. This benefit expires if the ally doesn’t use it before the start of your next turn. The DM has final say on whether your assistance is possible.

Assist an Attack Roll. You momentarily distract an enemy within 5 feet of you, giving Advantage to the next attack roll by one of your allies against that enemy. This benefit expires at the start of your next turn.

Heroic Inspiration

If you (a player character) have Heroic Inspiration, you can expend it to reroll any die immediately after rolling it, and you must use the new roll.

If you gain Heroic Inspiration but already have it, it’s lost unless you give it to a player character who lacks it.

Hide [Action]

With the Hide action, you try to conceal yourself. To do so, you must succeed on a DC 15 Dexterity (Stealth) check while you're Heavily Obscured or behind Three-Quarters Cover or Total Cover, and you must be out of any enemy's line of sight; if you can see a creature, you can discern whether it can see you.

On a successful check, you have the Invisible condition while hidden. Make note of your check's total, which is the DC for a creature to find you with a Wisdom (Perception) check.

You stop being hidden immediately after any of the following occurs: you make a sound louder than a whisper, an enemy finds you, you make an attack roll, or you cast a spell with a Verbal component.

High Jump

When you make a High Jump, you leap into the air a number of feet equal to 3 plus 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 of the jump costs a foot of movement.

You can extend your arms half your height above yourself during the jump. Thus, you can reach a distance equal to the height of the jump plus 1½ times your height.

Hit Point Dice

Hit Point Dice, or Hit Dice for short, help determine a player character's Hit Point maximum, as explained in chapter 2. Most monsters also have Hit Dice. A creature can spend Hit Dice during a Short Rest to regain Hit Points. *See also* "Short Rest."

Hit Points

Hit Points (HP) are a measure of how difficult it is to kill or destroy a creature or an object. Damage reduces Hit Points, and healing restores them. You can't have more Hit Points than your Hit Point maximum, and you can't have less than 0. *See also* "Breaking Objects" and chapter 1 ("Damage and Healing").

Hostile [Attitude]

A Hostile creature views you unfavorably. You have Disadvantage on an ability check to influence a Hostile creature. *See also* "Influence."

Hover

Some creatures can hover, as noted in their stat blocks, and some spells and other effects grant the ability to hover. Hovering while flying prevents you from falling in certain circumstances. *See also* "Flying."

Illusions

Spells and other effects sometimes create magical illusions. Such an effect defines what the illusion does and which senses or mental faculties it deceives.

If an illusion manifests in space, the illusion is insubstantial and weightless, yet it seems to be affected by the environment as if the illusion were real unless the effect that created it specifies otherwise. For example, a visual illusion of a creature casts shadows and reflections, and wind appears to affect the illusory creature. Similarly, an audible illusion echoes in an echoey space.

Immunity

If you have Immunity to a damage type or a condition, it doesn't affect you in any way.

Improvised Weapons

An improvised weapon is an object wielded as a makeshift weapon, such as broken glass, a table leg, or a frying pan. A Simple or Martial weapon also counts as an improvised weapon if it's wielded in a way contrary to its design; if you use a Ranged weapon to make a melee attack or throw a Melee weapon that lacks the Thrown property, the weapon counts as an improvised weapon. An improvised weapon follows the rules below.

Proficiency. Don't add your Proficiency Bonus to attack rolls with an improvised weapon.

Damage. On a hit, the weapon deals 1d4 damage of a type the DM thinks is appropriate for the object.

Range. If you throw the weapon, it has a normal range of 20 feet and a long range of 60 feet.

Weapon Equivalents. If an improvised weapon resembles a Simple or Martial weapon, the DM may say it functions as that weapon and uses that weapon's rules. For example, the DM could treat a table leg as a Club.

Incapacitated [Condition]

While you have the Incapacitated condition, you experience the following effects.

Inactive. You can't take any action, Bonus Action, or Reaction.

No Concentration. Your Concentration is broken.

Speechless. You can't speak.

Surprised. If you're Incapacitated when you roll Initiative, you have Disadvantage on the roll.

Indifferent [Attitude]

An Indifferent creature has no desire to help or hinder you. Indifferent is the default attitude of a monster. *See also* "Influence."

Influence [Action]

With the Influence action, you urge a monster to do something. Describe or roleplay how you're communicating with the monster. Are you trying to deceive, intimidate, amuse, or gently persuade? The DM then determines whether the monster feels willing, unwilling, or hesitant due to your interaction; this determination establishes whether an ability check is necessary, as explained below.

Willing. If your urging aligns with the monster's desires, no ability check is necessary; the monster fulfills your request in a way it prefers.

Unwilling. If your urging is repugnant to the monster or counter to its alignment, no ability check is necessary; it doesn't comply.

Hesitant. If you urge the monster to do something that it is hesitant to do, you must make an ability check, which is affected by the monster's attitude: Indifferent, Friendly, or Hostile, each of which is defined in this glossary. The Influence Checks table suggests which ability check to make based on how you're interacting with the monster. The DM chooses the check, which has a default DC equal to 15 or the monster's Intelligence score, whichever is higher. On a successful check, the monster does as urged. On a failed check, you

must wait 24 hours (or a duration set by the DM) before urging it in the same way again.

Influence Checks

Ability Check	Interaction
Charisma (Deception)	Deceiving a monster that understands you
Charisma (Intimidation)	Intimidating a monster
Charisma (Performance)	Amusing a monster
Charisma (Persuasion)	Persuading a monster that understands you
Wisdom (Animal Handling)	Gently coaxing a Beast or Monstrosity

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Initiative

Initiative determines the order of turns during combat. The combat rules in chapter 1 explain how to roll Initiative.

Sometimes a DM might have combatants use their Initiative scores instead of rolling Initiative. Your Initiative score equals 10 plus your Dexterity modifier. If you have Advantage on Initiative rolls, increase your Initiative score by 5. If you have Disadvantage on those rolls, decrease that score by 5. *See also* chapter 1 (“Combat”).

Invisible [Condition]

While you have the Invisible condition, you experience the following effects.

Surprise. If you’re Invisible when you roll Initiative, you have Advantage on the roll.

Concealed. You aren't affected by any effect that requires its target to be seen unless the effect's creator can somehow see you. Any equipment you are wearing or carrying is also concealed.

Attacks Affected. Attack rolls against you have Disadvantage, and your attack rolls have Advantage. If a creature can somehow see you, you don't gain this benefit against that creature.

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Jumping

When you jump, you make either a Long Jump (horizontal) or a High Jump (vertical). *See also* "Long Jump" and "High Jump."

Knocking Out a Creature

When you would reduce a creature to 0 Hit Points with a melee attack, you can instead reduce the creature to 1 Hit Point. The creature then has the Unconscious condition and starts a Short Rest.

The creature remains Unconscious until it regains any Hit Points or until someone uses an action to administer first aid to it, which requires a successful DC 10 Wisdom (Medicine) check.

Lightly Obscured

You have Disadvantage on Wisdom (Perception) checks to see something in a Lightly Obscured space. *See also* "Dim Light" and chapter 1 ("Exploration").

Line [Area of Effect]

A Line is an area of effect that extends from a point of origin in a straight path along its length and covers an area defined by its width. The effect that creates a Line specifies its length and width.

A Line's point of origin isn't included in the area of effect unless its creator decides otherwise.

Long Jump

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

If you land in Difficult Terrain, you must succeed on a DC 10 Dexterity (Acrobatics) check or have the Prone condition.

This Long Jump rule assumes that the height of the jump doesn't matter, such as a jump across a stream or chasm. At your DM's option, you must succeed on a DC 10 Strength (Athletics) check to clear a low obstacle (no taller than a quarter of the jump's distance), such as a hedge or low wall. Otherwise, you hit the obstacle.

Long Rest

A Long Rest is a period of extended downtime—at least 8 hours—available to any creature. During a Long Rest, you sleep for at least 6 hours and perform no more than 2 hours of light activity, such as reading, talking, eating, or standing watch.

During sleep, you have the Unconscious condition. After you finish a Long Rest, you must wait at least 16 hours before starting another one.

Benefits of the Rest. To start a Long Rest, you must have at least 1 Hit Point. When you finish the rest, you gain the following benefits:

Regain All HP. You regain all lost Hit Points and all spent Hit Point Dice. If your Hit Point maximum was reduced, it returns to normal.

Ability Scores Restored. If any of your ability scores were reduced, they return to normal.

Exhaustion Reduced. If you have the Exhaustion condition, its level decreases by 1.

Special Feature. Some features are recharged by a Long Rest. If you have such a feature, it recharges in the way specified in its description.

Interrupting the Rest. A Long Rest is stopped by the following interruptions:

- Rolling Initiative
- Casting a spell other than a cantrip
- Taking any damage
- 1 hour of walking or other physical exertion

If you rested at least 1 hour before the interruption, you gain the benefits of a Short Rest. *See also* “Short Rest.”

You can resume a Long Rest immediately after an interruption. If you do so, the rest requires 1 additional hour per interruption to finish.

Magic [Action]

When you take the Magic action, you cast a spell that has a casting time of an action or use a feature or magic item that requires a Magic action to be activated.

If you cast a spell that has a casting time of 1 minute or longer, you must take the Magic action on each turn of that casting, and you must maintain Concentration while you do so. If your Concentration is broken, the spell fails, but you don't expend a spell slot. *See also* "Concentration."

Magical Effect

An effect is magical if it is created by a spell, a magic item, or a phenomenon that a rule labels as magical.

Malnutrition [Hazard]

A creature needs an amount of food per day based on its size, as shown in the Food Needs per Day table. A creature that eats but consumes less than half the required food for a day must succeed on a DC 10 Constitution saving throw or gain 1 Exhaustion level at the day's end. A creature that eats nothing for 5 days automatically gains 1 Exhaustion level at the end of the fifth day as well as an additional level at the end of each subsequent day without food.

Exhaustion caused by malnutrition can't be removed until the creature eats the full amount of food required for a day. *See also* "Exhaustion."

Food Needs per Day

Size	Food
Tiny	1/4 pound
Small	1 pound
Medium	1 pound
Large	4 pounds
Huge	16 pounds

Size	Food
Gargantuan	64 pounds

Monster

A monster is a creature controlled by the DM, even if the creature is benevolent. *See also* “Creature” and “NPC.”

Nonplayer Character

A nonplayer character (NPC) is a monster that has a personal name and a distinct personality. *See also* “Monster.”

Object

An object is a nonliving, distinct thing. Composite things, like buildings, comprise more than one object. *See also* “Breaking Objects.”

Occupied Space

A space is occupied if a creature is in it or if it is completely filled by objects.

Opportunity Attacks

You can make an Opportunity Attack when a creature that you can see leaves your reach using its action, its Bonus Action, its Reaction, or one of its speeds. To make the Opportunity Attack, take a Reaction to make one melee attack with a weapon or an Unarmed

Strike against the provoking creature. The attack occurs right before the creature leaves your reach. *See also* chapter 1 (“Combat”).

Paralyzed [Condition]

While you have the Paralyzed condition, you experience the following effects.

Incapacitated. You have the Incapacitated condition.

Speed 0. Your Speed is 0 and can’t increase.

Saving Throws Affected. You automatically fail Strength and Dexterity saving throws.

Attacks Affected. Attack rolls against you have Advantage.

Automatic Critical Hits. Any attack roll that hits you is a Critical Hit if the attacker is within 5 feet of you.

Passive Perception

Passive Perception is a score that reflects a creature’s general awareness of its surroundings. The DM uses this score when determining whether a creature notices something without consciously making a Wisdom (Perception) check.

A creature’s Passive Perception equals 10 plus the creature’s Wisdom (Perception) check bonus. If the creature has Advantage on such checks, increase the score by 5. If the creature has Disadvantage on them, decrease the score by 5. For example, a level 1 character with a Wisdom of 15 and proficiency in Perception has a Passive Perception of 14 (10 + 2 + 2). If that character has Advantage on Wisdom (Perception) checks, the score becomes 19.

Per Day

If a rule says you can use something a certain number of times per day, that means you must finish a Long Rest to use it again after you run out of uses.

Petrified [Condition]

While you have the Petrified condition, you experience the following effects.

Turned to Inanimate Substance. You are transformed, along with any nonmagical objects you are wearing and carrying, into a solid inanimate substance (usually stone). Your weight increases by a factor of ten, and you cease aging.

Incapacitated. You have the Incapacitated condition.

Speed 0. Your Speed is 0 and can’t increase.

Attacks Affected. Attack rolls against you have Advantage.

Saving Throws Affected. You automatically fail Strength and Dexterity saving throws.

Resist Damage. You have Resistance to all damage.

Poison Immunity. You have Immunity to the Poisoned condition.

Player Character

A player character is a character controlled by a player. *See also* chapter 2.

Poisoned [Condition]

While you have the Poisoned condition, you experience the following effect.

Ability Checks and Attacks Affected. You have Disadvantage on attack rolls and ability checks.

Possession

Some effects cause a creature to be possessed by another creature or entity. A possessing effect defines how the possession operates. Possession can be prevented by the Protection from Evil and Good spell and ended by the Dispel Evil and Good spell.

Proficiency

If you have proficiency with something, you can add your Proficiency Bonus to any D20 Test you make using that thing. A creature might have proficiency in a skill or saving throw or with a weapon or tool. *See also* chapter 1 (“Proficiency”).

Prone [Condition]

While you have the Prone condition, you experience the following effects.

Restricted Movement. Your only movement options are to crawl or to spend an amount of movement equal to half your Speed (round down) to right yourself and thereby end the condition. If your Speed is 0, you can’t right yourself.

Attacks Affected. You have Disadvantage on attack rolls. An attack roll against you has Advantage if the attacker is within 5 feet of you.

Otherwise, that attack roll has Disadvantage.

Reach

A creature has a reach of 5 feet unless a rule says otherwise.

Reaction

A Reaction is a special action taken in response to a trigger defined in the Reaction's description. You can take a Reaction on another creature's turn, and if you take it on your turn, you can do so even if you also take an action, a Bonus Action, or both. Once you take a Reaction, you can't take another one until the start of your next turn. The Opportunity Attack is a Reaction available to all creatures. *See also* "Opportunity Attacks" and chapter 1 ("Actions").

Ready [Action]

You take the Ready action to wait for a particular circumstance before you act. To do so, you take this action on your turn, which lets you act by taking a Reaction before the start of your next turn.

First, you decide what perceivable circumstance will trigger your Reaction. Then, you choose the action you will take in response to that trigger, or you choose to move up to your Speed in response to it. Examples include "If the cultist steps on the trapdoor, I'll pull the lever that opens it," and "If the zombie steps next to me, I move away."

When the trigger occurs, you can either take your Reaction right after the trigger finishes or ignore the trigger.

When you Ready a spell, you cast it as normal (expending any resources used to cast it) but hold its energy, which you release with

your Reaction when the trigger occurs. To be readied, a spell must have a casting time of an action, and holding on to the spell's magic requires Concentration, which you can maintain up to the start of your next turn. If your Concentration is broken, the spell dissipates without taking effect.

Resistance

If you have Resistance to a damage type, damage of that type is halved against you (round down). Resistance is applied only once to an instance of damage. *See also* chapter 1 ("Damage and Healing").

Restrained [Condition]

While you have the Restrained condition, you experience the following effects.

Speed 0. Your Speed is 0 and can't increase.

Attacks Affected. Attack rolls against you have Advantage, and your attack rolls have Disadvantage.

Saving Throws Affected. You have Disadvantage on Dexterity saving throws.

Ritual

If you have a spell prepared that has the Ritual tag, you can cast that spell as a Ritual. The Ritual version of a spell takes 10 minutes longer to cast than normal. It also doesn't expend a spell slot, which means the ritual version of a spell can't be cast at a higher level. *See also* chapter 7.

Round Down

Whenever you divide or multiply a number in the game, round down if you end up with a fraction, even if the fraction is one-half or greater. Some rules make an exception and tell you to round up.

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Save

Save is another name for a saving throw. *See also* “Saving Throw.”

Saving Throw

A saving throw—also called a save—represents an attempt to avoid or resist a threat. You normally make a saving throw only when a rule requires you to do so, but you can decide to fail the save without rolling. The result of a save is detailed in the effect that allowed it. If a target is forced to make a save and lacks the ability score used by it, the target automatically fails. *See also* chapter 1 (“D20 Tests”).

Search [Action]

When you take the Search action, you make a Wisdom check to discern something that isn’t obvious. The Search table suggests which skills are applicable when you take this action, depending on what you’re trying to detect.

Search

Skill	Thing to Detect
Insight	Creature’s state of mind

Skill	Thing to Detect
Medicine	Creature’s ailment or cause of death
Perception	Concealed creature or object
Survival	Tracks or food

Shape-Shifting

If an effect, such as Wild Shape or the Polymorph spell, lets you shape-shift, its description specifies what happens to you. Unless that description says otherwise, any ongoing effects on you—conditions, spells, curses, and the like—carry over from one form to the other. You revert to your true form if you die.

Short Rest

A Short Rest is a 1-hour period of downtime, during which a creature does nothing more strenuous than reading, talking, eating, or standing watch. To start a Short Rest, you must have at least 1 Hit Point.

Benefits of the Rest. When you finish the rest, you gain the following benefits:

Spend Hit Point Dice. You can spend one or more of your Hit Point Dice to regain Hit Points. For each Hit Point Die you spend in this way, roll the die and add your Constitution modifier to it. You regain Hit Points equal to the total (minimum of 1 Hit Point). You can decide to spend an additional Hit Point Die after each roll.

Special Feature. Some features are recharged by a Short Rest. If you have such a feature, it recharges in the way specified in its description.

Interrupting the Rest. A Short Rest is stopped by the following interruptions:

- Rolling Initiative
- Casting a spell other than a cantrip
- Taking any damage

An interrupted Short Rest confers no benefits.

Simultaneous Effects

If two or more things happen at the same time on a turn, the person at the game table—player or DM—whose turn it is decides the order in which those things happen. For example, if two effects occur at the start of a player character's turn, the player decides which of the effects happens first.

Size

A creature or an object belongs to a size category: Tiny, Small, Medium, Large, Huge, or Gargantuan. A creature's size determines how much space the creature occupies in combat. An object's size affects its Hit Points. *See also* "Breaking Objects" and chapter 1 ("Combat").

Skill

A skill is an area of specialization associated with an ability check. If you have proficiency in a skill, you can add your Proficiency Bonus when you make an ability check associated with that skill. *See also* chapter 1 ("Proficiency").

Speed

A creature has a Speed, which is the distance in feet the creature can cover when it moves on its turn. *See also* "Climbing," "Crawling,"

“Flying,” “Jumping,” “Swimming” and chapter 1 (“Combat”).

Special Speeds. Some creatures have special speeds, such as a Burrow Speed, Climb Speed, Fly Speed, or Swim Speed, each of which is defined in this glossary. If you have more than one speed, choose which one to use when you move; you can switch between the speeds during your move. Whenever you switch, subtract the distance already moved from the new speed. The result determines how much farther you can move. If the result is 0 or less, you can’t use the new speed during the current move. For example, if you have a Speed of 30 and a Fly Speed of 40, you could fly 10 feet, walk 10 feet, and leap into the air to fly 20 feet more.

Changes to Your Speeds. If an effect increases or decreases your Speed for a time, any special speed you have increases or decreases by an equal amount for the same duration. For example, if your Speed is reduced to 0 and you have a Climb Speed, your Climb Speed is also reduced to 0. Similarly, if your Speed is halved and you have a Fly Speed, your Fly Speed is also halved.

Spell

A spell is a magical effect that has the characteristics described in chapter 7.

Spell Attack

A spell attack is an attack roll made as part of a spell or another magical effect. *See also* chapter 7 (“Casting Spells”).

Spellcasting Focus

A Spellcasting Focus is an object that certain creatures can use in place of a spell’s Material components if those materials aren’t

consumed by the spell and don’t have a cost specified. Some classes allow its members to use certain types of Spellcasting Focuses. *See also* chapter 7 (“Casting Spells”).

Sphere [Area of Effect]

A Sphere is an area of effect that extends in straight lines from a point of origin outward in all directions. The effect that creates a Sphere specifies the distance it extends as the radius of the Sphere.

A Sphere’s point of origin is included in the Sphere’s area of effect.

Stable

A creature is Stable if it has 0 Hit Points but isn’t required to make Death Saving Throws. *See also* chapter 1 (“Damage and Healing”).

Stat Block

A stat block contains the game statistics of a monster. Each stat block includes the following information presented after the monster’s name.

Size. A monster is Tiny, Small, Medium, Large, Huge, or Gargantuan. *See also* “Size.”

Creature Type. This entry notes the family of beings a monster belongs to, along with any descriptive tags. *See also* “Creature Type.”

Alignment. An alignment is suggested for the monster, with the DM determining its actual alignment. *See also* “Alignment.”

AC, Initiative, and HP. These entries give the monster's Armor Class, Initiative, and Hit Points, which are detailed in chapter 1. In parentheses after the Hit Points, the monster's Hit Point Dice are provided, along with the contribution of its Constitution, if any, to its Hit Points. Following the Initiative modifier is an Initiative score. Some creatures that are created by magic lack Hit Dice and Initiative information.

Speed. Here the monster's Speed is provided, along with any special speeds. *See also* "Burrow Speed," "Climb Speed," "Fly Speed," and "Swim Speed."

Ability Scores. A table provides the monster's ability scores, modifiers, and saving throw modifiers, all of which are detailed in chapter 1.

Skills. This entry lists the monster's skill proficiencies, if any. *See also* chapter 1 ("Proficiency").

Resistances and Vulnerabilities. These entries list the monster's Resistances and Vulnerabilities, if any. *See also* "Resistance" and "Vulnerability."

Immunities. This section lists the monster's damage and condition Immunities, if any. *See also* "Immunity."

Gear. If the monster has any equipment that can be given away or retrieved, it's listed in this entry.

Senses. This entry lists the monster's special senses, such as Darkvision, and its Passive Perception. *See also* "Passive Perception."

Languages. This entry lists any languages the monster knows.

CR. Challenge Rating summarizes the threat a monster poses and is detailed in the Monster Manual. The Experience Points characters receive for defeating a monster and its Proficiency Bonus follow.

Some creatures that are created by magic have no CR. *See also* “Challenge Rating” and “Experience Points.”

Traits. The monster’s traits, if any, are features that are active at all times or in certain situations.

Actions. The monster can take these actions in addition to those detailed in this glossary. *See also* chapter 1 (“Actions”).

Bonus Actions. If the monster has Bonus Action options, they are listed in this section.

Reactions. If the monster can take special Reactions, those are listed in this section.

Attack Notation. The entry for a monster’s attack starts by identifying whether the attack is a melee or a ranged attack and then provides the attack roll’s bonus, its reach or range, and what happens on a hit. An attack is against one target unless its entry says otherwise.

Saving Throw Effect Notation. If an effect forces a saving throw, the effect’s entry starts by identifying the kind of saving throw required and then provides the save’s DC, a description of which creatures must make the save, and what happens on a failed or a successful save.

Damage Notation. A stat block usually provides both a static number and a die expression for each instance of damage. For example, an attack might deal 4 (1d4 + 2) damage on a hit. The DM determines whether you use the static number or the die expression in parentheses; you don’t use both.

Study [Action]

When you take the Study action, you make an Intelligence check to study your memory, a book, a clue, or another source of knowledge

and call to mind an important piece of information about it.

The Areas of Knowledge table suggests which skills are applicable to various areas of knowledge.

Areas of Knowledge

Skill	Areas
Arcana	Spells, magic items, eldritch symbols, magical traditions, planes of existence, and certain creatures (Aberrations, Constructs, Elementals, Fey, and Monstrosities)
History	Historic events and people, ancient civilizations, wars, and certain creatures (Giants and Humanoids)
Investigation	Traps, ciphers, riddles, and gadgetry
Nature	Terrain, flora, weather, and certain creatures (Beasts, Dragons, Oozes, and Plants)
Religion	Deities, religious hierarchies and rites, holy symbols, cults, and certain creatures (Celestials, Fiends, and Undead)

Stunned [Condition]

While you have the Stunned condition, you experience the following effects.

Incapacitated. You have the Incapacitated condition.

Saving Throws Affected. You automatically fail Strength and Dexterity saving throws.

Attacks Affected. Attack rolls against you have Advantage.

Suffocation [Hazard]

A creature can hold its breath for a number of minutes equal to 1 plus its Constitution modifier (minimum of 30 seconds) before suffocation begins. When a creature runs out of breath or is choking, it gains 1 Exhaustion level at the end of each of its turns. When a creature can breathe again, it removes all levels of Exhaustion it gained from suffocating.

Surprise

If a creature is caught unawares by the start of combat, that creature is surprised, which causes it to have Disadvantage on its Initiative roll. *See also* chapter 1 (“Combat”).

Swimming

While you’re swimming, each foot of movement costs 1 extra foot (2 extra feet in Difficult Terrain). You ignore this extra cost if you have a Swim Speed and use it to swim. At the DM’s option, moving any distance in rough water might require a successful DC 15 Strength (Athletics) check.

Swim Speed

A Swim Speed can be used to swim without expending the extra movement normally associated with swimming. *See also* “Swimming” and “Speed.”

Target

A target is the creature or object targeted by an attack roll, forced to make a saving throw by an effect, or selected to receive the effects of a spell or another phenomenon.

Telepathy

Telepathy is a magical ability that allows a creature to communicate mentally with another creature within a specified range. Unless a rule states otherwise, the contacted creature doesn't need to share a language with the telepath to understand this communication, but the contacted creature must be able to understand at least one language or be telepathic itself to understand.

A telepath doesn't need to see a contacted creature, and the telepath can start or end the telepathic contact at any time (no action required). Telepathic contact can't be initiated and is immediately broken if either the telepath or the other creature has the Incapacitated condition. Telepathic contact is also broken if the contacted creature is no longer within the telepathy's range or if the telepath contacts a different creature within range.

A creature without telepathy can receive telepathic messages but can't initiate a telepathic conversation. Once a telepathic conversation starts, the non-telepath can communicate mentally to the telepath until the telepathic connection ends.

Teleportation

Teleportation is a special kind of magical transportation. If you teleport, you disappear and reappear elsewhere instantly, without moving through the intervening space. This transportation doesn't expend movement unless a rule tells you otherwise, and teleportation never provokes Opportunity Attacks.

When you teleport, all the equipment you're wearing and carrying teleports with you. If you're touching another creature when you teleport, that creature doesn't teleport with you unless the teleportation effect says otherwise.

If the destination space of your teleportation is occupied by another creature or blocked by a solid obstacle, you instead appear in the nearest unoccupied space of your choice.

The description of a teleportation effect tells you if you must see the teleportation's destination.

Temporary Hit Points

Temporary Hit Points are granted by certain effects and act as a buffer against losing real Hit Points. *See also* chapter 1 ("Damage and Healing").

Tremorsense

A creature with Tremorsense can pinpoint the location of creatures and moving objects within a specific range, provided that the creature with Tremorsense and anything it is detecting are both in contact with the same surface (such as the ground, a wall, or a ceiling) or the same liquid.

Tremorsense can't detect creatures or objects in the air, and it doesn't count as a form of sight.

Truesight

If you have Truesight, your vision is enhanced within a specified range. Within that range, your vision pierces through the following:

Darkness. You can see in normal and magical Darkness.

Invisibility. You see creatures and objects that have the Invisible condition.

Visual Illusions. Visual illusions appear transparent to you, and you automatically succeed on saving throws against them.

Transformations. You discern the true form of any creature or object you see that has been transformed by magic.

Ethereal Plane. You see into the Ethereal Plane. *See also* appendix A (“Transitive Planes”).

Unarmed Strike

Instead of using a weapon to make a melee attack, you can use a punch, kick, headbutt, or similar forceful blow. In game terms, this is an Unarmed Strike—a melee attack that involves you using your body to damage, grapple, or shove a target within 5 feet of you.

Whenever you use your Unarmed Strike, choose one of the following options for its effect.

Damage. You make an attack roll against the target. Your bonus to the roll equals your Strength modifier plus your Proficiency Bonus. On a hit, the target takes Bludgeoning damage equal to 1 plus your Strength modifier.

Grapple. The target must succeed on a Strength or Dexterity saving throw (it chooses which), or it has the Grappled condition. The DC for the saving throw and any escape attempts equals 8 plus your Strength modifier and Proficiency Bonus. This grapple is possible only if the target is no more than one size larger than you and if you have a hand free to grab it.

Shove. The target must succeed on a Strength or Dexterity saving throw (it chooses which), or you either push it 5 feet away or cause it to have the Prone condition. The DC for the saving throw equals 8 plus your Strength modifier and Proficiency Bonus. This shove is possible only if the target is no more than one size larger than you.

See also “Grappling.”

Unconscious [Condition]

While you have the Unconscious condition, you experience the following effects.

Inert. You have the Incapacitated and Prone conditions, and you drop whatever you’re holding. When this condition ends, you remain Prone.

Speed 0. Your Speed is 0 and can’t increase.

Attacks Affected. Attack rolls against you have Advantage.

Saving Throws Affected. You automatically fail Strength and Dexterity saving throws.

Automatic Critical Hits. Any attack roll that hits you is a Critical Hit if the attacker is within 5 feet of you.

Unaware. You’re unaware of your surroundings.

Unoccupied Space

A space is unoccupied if no creatures are in it and it isn’t completely filled by objects.

Utilize [Action]

You normally interact with an object while doing something else, such as when you draw a sword as part of the Attack action. When an object requires an action for its use, you take the Utilize action.

Vulnerability

If you have Vulnerability to a damage type, damage of that type is doubled against you. Vulnerability is applied only once to an instance of damage. *See also* chapter 1 (“Damage and Healing”).

Weapon

A weapon is an object that is in the Simple or Martial weapon category. *See also* chapter 6 (“Weapons”).

Weapon Attack

A weapon attack is an attack roll made with a weapon. *See also* “Weapon.”

Credits

Credits

Next Chapter

Credits

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Building on the original game created by Gary Gygax and Dave Arneson and then developed by many others over the past 50 years

DAARKEN [Image 1]


On the Cover

Guided by a gold dragon, the elf queen Yolande and the heroes of Valor’s Call test their bravery against evil in this daring scene illustrated by Tyler Jacobson.


On the Alt-Cover

Nothing’s better than sharing stories with friends. Heroes pause to share tea and tales with a gold dragon in this serene illustration from Wylie Beckert.

Rules Glossary

Rules Glossary

Glossary Conventions

The glossary uses the following conventions:

Tags in Brackets. Some entries have a tag in brackets after the entry's name, as in "Attack [Action]." A tag—Action, Area of Effect, Attitude, Condition, or Hazard—indicates that a rule is part of a family of rules. The tags also have glossary entries.

"You." The game's rules—in this glossary and elsewhere—often talk about something happening to you in the game world. That "you" refers to the creature or object that the rule applies to in a particular moment of play. For example, the "you" in the Prone condition is a creature that currently has that condition.

"See Also." Some glossary entries include a *See also* section that points to other entries in the glossary, to chapters in this book, or both.

No Obsolete Terms. The glossary contains definitions of current rules terms only. If you're looking for a term from an earlier version of the fifth edition rules, consult the index.

Abbreviations. The abbreviations listed below appear in this glossary and elsewhere in the rules.

AC	Armor Class
C	Concentration
CE	Chaotic Evil
CG	Chaotic Good

Cha. Charisma
CN Chaotic Neutral
Con. Constitution
CP Copper Piece(s)
CR Challenge Rating
DC Difficulty Class
Dex. Dexterity
DM Dungeon Master
EP Electrum Piece(s)
GP Gold Piece(s)
HP Hit Point(s)
Int. Intelligence
LE Lawful Evil
LG Lawful Good
LN Lawful Neutral
M Material component
N Neutral
NE Neutral Evil
NG Neutral Good
NPC Nonplayer character
PB Proficiency Bonus
PP Platinum Piece(s)
R Ritual
S Somatic component
SP Silver Piece(s)
Str. Strength
V Verbal component
Wis. Wisdom
XP Experience Point(s)

NOOR RAHMAN

Rules Definitions

Here are definitions of various rules.

Ability Check

An ability check is a D20 Test that represents using one of the six abilities—or a specific skill associated with an ability—to overcome a challenge. *See also* chapter 1 (“D20 Tests” and “Proficiency”).

Ability Score and Modifier

A creature has six ability scores—Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma—each of which has a corresponding modifier. Add the modifier when you make a D20 Test with the corresponding ability or when a rule asks you to do so. *See also* chapter 1 (“The Six Abilities”).

Action

On your turn, you can take one action. Choose which action to take from those below or from the special actions provided by your features. *See also* chapter 1 (“Actions”). These actions are defined elsewhere in this glossary:

Advantage

If you have Advantage on a D20 Test, roll two d20s, and use the higher roll. A roll can’t be affected by more than one Advantage, and Advantage and Disadvantage on the same roll cancel each other. *See also* chapter 1 (“D20 Tests”).

Adventure

An adventure is a series of encounters. A story emerges through playing them. *See also* “Encounter.”

Alignment

A creature’s alignment broadly describes its ethical attitudes and ideals. Alignment is a combination of two factors: one identifies morality (good, evil, or neutral), and the other describes attitudes toward order (lawful, chaotic, or neutral). These factors allow for nine possible combinations, such as Lawful Good and Neutral Evil. *See also* chapter 2 (“Create Your Character”).

Ally

A creature is your ally if it is a member of your adventuring party, your friend, on your side in combat, or a creature that the rules or the DM designates as your ally.

Area of Effect

The descriptions of many spells and other features specify that they have an area of effect, which typically has one of six shapes. These shapes are defined elsewhere in this glossary:

An area of effect has a point of origin, a location from which the effect’s energy erupts. The rules for each shape specify how to position its point of origin. If all straight lines extending from the point of origin to a location in the area of effect are blocked, that location isn’t included in the area of effect. To block a line, an obstruction must provide Total Cover. *See also* “Cover.”

If the creator of an area of effect places it at an unseen point and an obstruction—such as a wall—is between the creator and that point, the point of origin comes into being on the near side of the obstruction.

Armor Class

An Armor Class (AC) is the target number for an attack roll. AC represents how difficult it is to hit a target.

Your base AC calculation is 10 plus your Dexterity modifier. If a rule gives you another base AC calculation, you choose which calculation to use; you can't use more than one. *See also* "Attack Roll."

Armor Training

Armor training allows you to use armor of a certain category without the following drawbacks. If you wear Light, Medium, or Heavy armor and lack training with it, you have Disadvantage on any D20 Test that involves Strength or Dexterity, and you can't cast spells. If you use a Shield and lack training with it, you don't gain its AC bonus. *See also* "Disadvantage" and chapter 6 ("Armor").

Attack [Action]

When you take the Attack action, you can make one attack roll with a weapon or an Unarmed Strike.

Equipping and Unequipping Weapons. You can either equip or unequip one weapon when you make an attack as part of this action. You do so either before or after the attack. If you equip a weapon before an attack, you don't need to use it for that attack. Equipping a weapon includes drawing it from a sheath or picking it up. Unequipping a weapon includes sheathing, stowing, or dropping it.

Moving between Attacks. If you move on your turn and have a feature, such as Extra Attack, that gives you more than one attack as part of the Attack action, you can use some or all of that movement to move between those attacks.

Attack Roll

An attack roll is a D20 Test that represents making an attack with a weapon, an Unarmed Strike, or a spell. *See also* chapter 1 (“D20 Tests”).

Attitude

A monster has a starting attitude toward a player character: Friendly, Hostile, or Indifferent. *See also* “Friendly,” “Hostile,” “Indifferent,” and “Influence.”

Attunement

Some magic items require a creature to form a bond—called Attunement—with them before the creature can use an item’s magical properties. A creature can have Attunement with no more than three magic items at a time. *See also* chapter 6 (“Magic Items”).

Blinded [Condition]

While you have the Blinded condition, you experience the following effects.

Can’t See. You can’t see and automatically fail any ability check that requires sight.

Attacks Affected. Attack rolls against you have Advantage, and your attack rolls have Disadvantage.

Blindsight

If you have Blindsight, you can see within a specific range without relying on physical sight. Within that range, you can see anything that isn't behind Total Cover even if you have the Blinded condition or are in Darkness. Moreover, in that range, you can see something that has the Invisible condition.

Bloodied

A creature is Bloodied while it has half its Hit Points or fewer remaining.

Bonus Action

A Bonus Action is a special action that you can take on the same turn that you take an action. You can't take more than one Bonus Action on a turn, and you have a Bonus Action to take only if a rule explicitly says so. *See also* chapter 1 ("Actions").

Breaking Objects

Objects can be harmed by attacks and by some spells, using the rules below. If an object is exceedingly fragile, the DM may allow a creature to break it automatically with the Attack or Utilize action.

Armor Class. The Object Armor Class table suggests ACs for various substances.

Object Armor Class

AC	Substance
11	Cloth, paper, rope
13	Crystal, glass, ice
15	Wood
17	Stone
19	Iron, steel
21	Mithral
23	Adamantine

Hit Points. An object is destroyed when it has 0 Hit Points. The Object Hit Points table suggests Hit Points for fragile and resilient objects that are Large or smaller. To track Hit Points for a Huge or Gargantuan object, divide it into Large or smaller sections, and track each section's Hit Points separately. The DM determines whether destroying part of an object causes the whole thing to collapse.

Object Hit Points

Size	Fragile	Resilient
Tiny (bottle, lock)	2 (1d4)	5 (2d4)
Small (chest, lute)	3 (1d6)	10 (3d6)
Medium (barrel, chandelier)	4 (1d8)	18 (4d8)
Large (cart, dining table)	5 (1d10)	27 (5d10)

Damage Types and Objects. Objects have Immunity to Poison and Psychic damage. The DM might decide that some damage types are more or less effective against an object. For example, Bludgeoning damage works well for smashing things but not for cutting. Paper or cloth objects might have Vulnerability to Fire damage.

Damage Threshold. Big objects, such as castle walls, often have extra resilience represented by a damage threshold. *See also*

“Damage Threshold.”

No Ability Scores. An object lacks ability scores unless a rule assigns scores to the object. Without ability scores, an object can’t make ability checks, and it fails all saving throws.

Bright Light

Bright Light is normal illumination. *See also* chapter 1 (“Exploration”).

Burning [Hazard]

A burning creature or object takes 1d4 Fire damage at the start of each of its turns. As an action, you can extinguish fire on yourself by giving yourself the Prone condition and rolling on the ground. The fire also goes out if it is doused, submerged, or suffocated.

Burrow Speed

A creature that has a Burrow Speed can use that speed to move through sand, earth, mud, or ice. The creature can’t burrow through solid rock unless the creature has a trait that allows it to do so. *See also* “Speed.”

Campaign

A campaign is a series of adventures. *See also* “Adventure.”

Cantrip

A cantrip is a level 0 spell, which is cast without a spell slot. *See also* chapter 7.

Carrying Capacity

Your size and Strength score determine the maximum weight in pounds that you can carry, as shown in the Carrying Capacity table. The table also shows the maximum weight you can drag, lift, or push.

While dragging, lifting, or pushing weight in excess of the maximum weight you can carry, your Speed can be no more than 5 feet.

Carrying Capacity

Creature Size	Carry	Drag/Lift/Push
Tiny	Str. × 7.5 lb.	Str. × 15 lb.
Small/Medium	Str. × 15 lb.	Str. × 30 lb.
Large	Str. × 30 lb.	Str. × 60 lb.
Huge	Str. × 60 lb.	Str. × 120 lb.
Gargantuan	Str. × 120 lb.	Str. × 240 lb.

Challenge Rating

Challenge Rating (CR) summarizes the threat a monster poses to a group of four player characters. Compare a monster's CR to the characters' level. If the CR is higher, the monster is likely a danger. If the CR is lower, the monster likely poses little threat. But circumstances and the number of player characters can significantly alter how threatening a monster is in actual play. The Dungeon Master's Guide provides guidance to the DM on using CR while planning potential combat encounters. *See also* "Stat Block."

Character Sheet

A character sheet is a paper or digital record that you use to track your character's information. *See also* chapter 2.

Charmed [Condition]

While you have the Charmed condition, you experience the following effects.

Can't Harm the Charmer. You can't attack the charmer or target the charmer with damaging abilities or magical effects.

Social Advantage. The charmer has Advantage on any ability check to interact with you socially.

Climbing

While you're climbing, each foot of movement costs 1 extra foot (2 extra feet in Difficult Terrain). You ignore this extra cost if you have a Climb Speed and use it to climb.

At the DM's option, climbing a slippery surface or one with few handholds might require a successful DC 15 Strength (Athletics) check.

Climb Speed

A Climb Speed can be used in place of Speed to traverse a vertical surface without expending the extra movement normally associated with climbing. *See also* "Climbing" and "Speed."

Concentration

Some spells and other effects require Concentration to remain active, as specified in their descriptions. If the effect's creator loses Concentration, the effect ends. If the effect has a maximum duration, the effect's description specifies how long the creator can concentrate on it: up to 1 minute, 1 hour, or some other duration. The creator can end Concentration at any time (no action required). The following factors break Concentration.

Another Concentration Effect. You lose Concentration on an effect the moment you start casting a spell that requires Concentration or activate another effect that requires Concentration.

Damage. If you take damage, you must succeed on a Constitution saving throw to maintain Concentration. The DC equals 10 or half the damage taken (round down), whichever number is higher, up to a maximum DC of 30.

Incapacitated or Dead. Your Concentration ends if you have the Incapacitated condition or you die.

Condition

A condition is a temporary game state. The definition of a condition says how it affects its recipient, and various rules define how to end a condition. This glossary defines these conditions:

A condition doesn't stack with itself; a recipient either has a condition or doesn't. The Exhaustion condition is an exception to that rule. *See also* chapter 1 ("Conditions").

Cone [Area of Effect]

A Cone is an area of effect that extends in straight lines from a point of origin in a direction its creator chooses. A Cone's width at any point along its length is equal to that point's distance from the point

of origin. For example, a Cone is 15 feet wide at a point along its length that is 15 feet from the point of origin. The effect that creates a Cone specifies its maximum length.

A Cone's point of origin isn't included in the area of effect unless its creator decides otherwise.

Cover

Cover provides a degree of protection to a target behind it. There are three degrees of cover, each of which provides a different benefit to a target: Half Cover (+2 bonus to AC and Dexterity saving throws), Three-Quarters Cover (+5 bonus to AC and Dexterity saving throws), and Total Cover (can't be targeted directly). If behind more than one degree of cover, a target benefits only from the most protective degree. *See also* chapter 1 ("Combat").

Crawling

While you're crawling, each foot of movement costs 1 extra foot (2 extra feet in Difficult Terrain). *See also* "Speed."

Creature

Any being in the game, including a player's character, is a creature. *See also* "Creature Type."

Creature Type

Every creature, including every player character, has a tag in the rules that identifies the type of creature it is. Most player characters are of the Humanoid type. These are the game's creature types:

Aberration

Beast

Celestial

Construct

Dragon

Elemental

Fey

Fiend

Giant

Humanoid

Monstrosity

Ooze

Plant

Undead

The types don’t have rules themselves, but some rules in the game affect creatures of certain types in different ways.

Critical Hit

If you roll a 20 on the d20 for an attack roll, you score a Critical Hit, and the attack hits regardless of any modifiers or the target’s AC. A Critical Hit lets you roll extra dice for the attack’s damage against the target. Roll all of the attack’s damage dice twice and add them

together. Then add any relevant modifiers. *See also* chapter 1 (“Damage and Healing”).

Cube [Area of Effect]

A Cube is an area of effect that extends in straight lines from a point of origin located anywhere on a face of the Cube. The effect that creates a Cube specifies its size, which is the length of each side.

A Cube’s point of origin isn’t included in the area of effect unless its creator decides otherwise.

Curses

Some game effects curse a creature or an object. The effect that confers a curse defines what the curse does. Curses can be removed by the Remove Curse and Greater Restoration spells or other magic that explicitly ends curses.

Cylinder [Area of Effect]

A Cylinder is an area of effect that extends in straight lines from a point of origin located at the center of the circular top or bottom of the Cylinder. The effect that creates a Cylinder specifies the radius of the Cylinder’s base and the Cylinder’s height.

A Cylinder’s point of origin is included in the area of effect.

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D20 Test

D20 Tests encompass the three main d20 rolls of the game: ability checks, attack rolls, and saving throws. If something in the game affects D20 Tests, it affects all three of these rolls. The DM determines whether a D20 Test is warranted in a given circumstance. *See also* chapter 1 (“D20 Tests”).

Damage

Damage represents harm that causes a creature or an object to lose Hit Points.

Damage Roll

A damage roll is a die roll, adjusted by any applicable modifiers, that deals damage to a target. *See also* chapter 1 (“Damage and Healing”).

Damage Threshold

A creature or an object that has a damage threshold has Immunity to all damage unless it takes an amount of damage from a single attack or effect equal to or greater than its damage threshold, in which case it takes that entire instance of damage. Any damage that fails to meet or exceed the damage threshold is superficial and doesn’t reduce Hit Points. For example, if an object has a damage threshold of 10, the object takes no damage if 9 damage is dealt to it, since that damage fails to exceed the threshold. If the same object is dealt 11 damage, it takes all of that damage.

Damage Types

Attacks and other harmful effects deal different types of damage. Damage types have no rules of their own, but other rules, such as Resistance, rely on the types. The Damage Types table offers examples to help a DM assign a type to a new effect.

Damage Types

Type	Examples
Acid	Corrosive liquids, digestive enzymes
Bludgeoning	Blunt objects, constriction, falling
Cold	Freezing water, icy blasts
Fire	Flames, unbearable heat
Force	Pure magical energy
Lightning	Electricity
Necrotic	Life-draining energy
Piercing	Fangs, puncturing objects
Poison	Toxic gas, venom
Psychic	Mind-rending energy
Radiant	Holy energy, searing radiation
Slashing	Claws, cutting objects
Thunder	Concussive sound

Darkness

An area of Darkness is Heavily Obscured. *See also* “Heavily Obscured” and chapter 1 (“Exploration”).

Darkvision

If you have Darkvision, you can see in Dim Light within a specified range as if it were Bright Light and in Darkness within that range as if

it were Dim Light. You discern colors in that Darkness only as shades of gray. *See also* chapter 1 (“Exploration”).

Dash [Action]

When you take the Dash action, you gain extra movement for the current turn. The increase equals your Speed after applying any modifiers. With a Speed of 30 feet, for example, you can move up to 60 feet on your turn if you Dash. If your Speed of 30 feet is reduced to 15 feet, you can move up to 30 feet this turn if you Dash.

If you have a special speed, such as a Fly Speed or Swim Speed, you can use that speed instead of your Speed when you take this action. You choose which speed to use each time you take it. *See also* “Speed.”

Dead

A dead creature has no Hit Points and can’t regain them unless it is first revived by magic such as the Raise Dead or Revivify spell. When such a spell is cast, the spirit knows who is casting it and can refuse. The spirit of a dead creature has left the body and departed for the Outer Planes, and reviving the creature requires calling the spirit back.

If the creature returns to life, the revival effect determines the creature’s current Hit Points. Unless otherwise stated, the creature returns to life with any conditions, magical contagions, or curses that were affecting it at death if the durations of those effects are still ongoing. If the creature died with any Exhaustion levels, it returns with 1 fewer level. If the creature had Attunement to one or more magic items, it is no longer attuned to them.

Deafened [Condition]

While you have the Deafened condition, you experience the following effect.

Can't Hear. You can't hear and automatically fail any ability check that requires hearing.

Death Saving Throw

A player character must make a Death Saving Throw (also called a Death Save) if they start their turn with 0 Hit Points. *See also* chapter 1 ("Damage and Healing").

Dehydration [Hazard]

A creature requires an amount of water per day based on its size, as shown in the Water Needs per Day table. A creature that drinks less than half the required water for a day gains 1 Exhaustion level at the day's end. Exhaustion caused by dehydration can't be removed until the creature drinks the full amount of water required for a day. *See also* "Exhaustion."

Water Needs per Day

Size	Water
Tiny	1/4 gallon
Small	1 gallon
Medium	1 gallon
Large	4 gallons
Huge	16 gallons
Gargantuan	64 gallons

Difficult Terrain

If a space is Difficult Terrain, every foot of movement in that space costs 1 extra foot. For example, moving 5 feet through Difficult Terrain costs 10 feet of movement. Difficult Terrain isn't cumulative; either a space is Difficult Terrain or it isn't.

A space is Difficult Terrain if the space contains any of the following or something similar:

- A creature that isn't Tiny or your ally
- Furniture that is sized for creatures of your size or larger
- Heavy snow, ice, rubble, or undergrowth
- Liquid that's between shin- and waist-deep
- A narrow opening sized for a creature one size smaller than you
- A slope of 20 degrees or more

Difficulty Class

A Difficulty Class (DC) is the target number for an ability check or a saving throw. *See also* chapter 1 ("D20 Tests").

Dim Light

An area with Dim Light is Lightly Obscured. *See also* "Lightly Obscured" and chapter 1 ("Exploration").

Disadvantage

If you have Disadvantage on a D20 Test, roll two d20s and use the lower roll. A roll can't be affected by more than one Disadvantage, and Advantage and Disadvantage on the same roll cancel each other. *See also* chapter 1 ("D20 Tests").

Disengage [Action]

If you take the Disengage action, your movement doesn't provoke Opportunity Attacks for the rest of the current turn.

Dodge [Action]

If you take the Dodge action, you gain the following benefits: until the start of your next turn, any attack roll made against you has Disadvantage if you can see the attacker, and you make Dexterity saving throws with Advantage.

You lose these benefits if you have the Incapacitated condition or if your Speed is 0.

Emanation [Area of Effect]

An Emanation is an area of effect that extends in straight lines from a creature or an object in all directions. The effect that creates an Emanation specifies the distance it extends.

An Emanation moves with the creature or object that is its origin unless it is an instantaneous or a stationary effect.

An Emanation's origin (creature or object) isn't included in the area of effect unless its creator decides otherwise.

Encounter

An encounter is a scene in an adventure that is part of at least one of the game's three pillars: social interaction, exploration, or combat. *See also* chapter 1 ("Social Interaction," "Exploration," and "Combat").

Enemy

A creature is your enemy if it fights against you in combat, actively works to harm you, or is designated as your enemy by the rules or DM.

Exhaustion [Condition]

While you have the Exhaustion condition, you experience the following effects.

Exhaustion Levels. This condition is cumulative. Each time you receive it, you gain 1 Exhaustion level. You die if your Exhaustion level is 6.

D20 Tests Affected. When you make a D20 Test, the roll is reduced by 2 times your Exhaustion level.

Speed Reduced. Your Speed is reduced by a number of feet equal to 5 times your Exhaustion level.

Removing Exhaustion Levels. Finishing a Long Rest removes 1 of your Exhaustion levels. When your Exhaustion level reaches 0, the condition ends.

Experience Points

As they overcome challenges and complete adventures, characters earn Experience Points (XP), which are awarded by the Dungeon Master. When a character's XP total crosses certain thresholds, the character's level increases. The Dungeon Master's Guide provides guidance on awarding XP. *See also* chapter 2 ("Level Advancement").

Expertise

Expertise is a feature that enhances your use of a skill proficiency. When you make an ability check with a skill proficiency in which you have Expertise, your Proficiency Bonus is doubled for that check unless the bonus is doubled by another feature.

If you gain Expertise, you gain it in one skill in which you have proficiency. You can't have Expertise in the same skill proficiency more than once.

See also chapter 1 ("Proficiency").

Falling [Hazard]

A creature that falls takes 1d6 Bludgeoning damage at the end of the fall for every 10 feet it fell, to a maximum of 20d6. When the creature lands, it has the Prone condition unless it avoids taking any damage from the fall.

A creature that falls into water or another liquid can use its Reaction to make a DC 15 Strength (Athletics) or Dexterity (Acrobatics) check to hit the surface head or feet first. On a successful check, any damage resulting from the fall is halved.

Flying

A variety of effects allow a creature to fly. While flying, you fall if you have the Incapacitated or Prone condition or your Fly Speed is reduced to 0. You can stay aloft in those circumstances if you can hover. *See also* "Falling" and "Fly Speed."

Fly Speed

A Fly Speed can be used to travel through the air. While you have a Fly Speed, you can stay aloft until you land, fall, or die. *See also*

“Flying” and “Speed.”

Friendly [Attitude]

A Friendly creature views you favorably. You have Advantage on an ability check to influence a Friendly creature. *See also* “Influence.”

Frightened [Condition]

While you have the Frightened condition, you experience the following effects.

Ability Checks and Attacks Affected. You have Disadvantage on ability checks and attack rolls while the source of fear is within line of sight.

Can’t Approach. You can’t willingly move closer to the source of fear.

Grappled [Condition]

While you have the Grappled condition, you experience the following effects.

Speed 0. Your Speed is 0 and can’t increase.

Attacks Affected. You have Disadvantage on attack rolls against any target other than the grappler.

Movable. The grappler can drag or carry you when it moves, but every foot of movement costs it 1 extra foot unless you are Tiny or two or more sizes smaller than it.

Grappling

A creature can grapple another creature. Characters typically grapple by using an Unarmed Strike. Many monsters have special attacks that allow them to quickly grapple prey. However a grapple is initiated, it follows these rules. *See also* “Unarmed Strike” and “Grappled.”

Grappled Condition. Successfully grappling a creature gives it the Grappled condition.

One Grapple per Hand. A creature must have a hand free to grapple another creature. Some stat blocks and game effects allow a creature to grapple using a tentacle, a maw, or another body part. Whatever part a grappler uses, it can grapple only one creature at a time with that part, and the grappler can’t use that part to target another creature unless it ends the grapple.

Ending a Grapple. A Grappled creature can use its action to make a Strength (Athletics) or Dexterity (Acrobatics) check against the grapple’s escape DC, ending the condition on itself on a success. The condition also ends if the grappler has the Incapacitated condition or if the distance between the Grappled target and the grappler exceeds the grapple’s range. In addition, the grappler can release the target at any time (no action required).

Hazard

A hazard is an environmental danger. *See also* “Burning,” “Dehydration,” “Falling,” “Malnutrition,” and “Suffocation.”

Healing

Healing is how you regain Hit Points. *See also* chapter 1 (“Damage and Healing”).

Heavily Obscured

You have the Blinded condition while trying to see something in a Heavily Obscured space. *See also* “Blinded,” “Darkness,” and chapter 1 (“Exploration”).

Help [Action]

When you take the Help action, you do one of the following.

Assist an Ability Check. Choose one of your skill or tool proficiencies and one ally who is near enough for you to assist verbally or physically when they make an ability check. That ally has Advantage on the next ability check they make with the chosen skill or tool. This benefit expires if the ally doesn’t use it before the start of your next turn. The DM has final say on whether your assistance is possible.

Assist an Attack Roll. You momentarily distract an enemy within 5 feet of you, giving Advantage to the next attack roll by one of your allies against that enemy. This benefit expires at the start of your next turn.

Heroic Inspiration

If you (a player character) have Heroic Inspiration, you can expend it to reroll any die immediately after rolling it, and you must use the new roll.

If you gain Heroic Inspiration but already have it, it’s lost unless you give it to a player character who lacks it.

Hide [Action]

With the Hide action, you try to conceal yourself. To do so, you must succeed on a DC 15 Dexterity (Stealth) check while you're Heavily Obscured or behind Three-Quarters Cover or Total Cover, and you must be out of any enemy's line of sight; if you can see a creature, you can discern whether it can see you.

On a successful check, you have the Invisible condition while hidden. Make note of your check's total, which is the DC for a creature to find you with a Wisdom (Perception) check.

You stop being hidden immediately after any of the following occurs: you make a sound louder than a whisper, an enemy finds you, you make an attack roll, or you cast a spell with a Verbal component.

High Jump

When you make a High Jump, you leap into the air a number of feet equal to 3 plus 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 of the jump costs a foot of movement.

You can extend your arms half your height above yourself during the jump. Thus, you can reach a distance equal to the height of the jump plus 1½ times your height.

Hit Point Dice

Hit Point Dice, or Hit Dice for short, help determine a player character's Hit Point maximum, as explained in chapter 2. Most monsters also have Hit Dice. A creature can spend Hit Dice during a Short Rest to regain Hit Points. *See also* "Short Rest."

Hit Points

Hit Points (HP) are a measure of how difficult it is to kill or destroy a creature or an object. Damage reduces Hit Points, and healing restores them. You can't have more Hit Points than your Hit Point maximum, and you can't have less than 0. *See also* "Breaking Objects" and chapter 1 ("Damage and Healing").

Hostile [Attitude]

A Hostile creature views you unfavorably. You have Disadvantage on an ability check to influence a Hostile creature. *See also* "Influence."

Hover

Some creatures can hover, as noted in their stat blocks, and some spells and other effects grant the ability to hover. Hovering while flying prevents you from falling in certain circumstances. *See also* "Flying."

Illusions

Spells and other effects sometimes create magical illusions. Such an effect defines what the illusion does and which senses or mental faculties it deceives.

If an illusion manifests in space, the illusion is insubstantial and weightless, yet it seems to be affected by the environment as if the illusion were real unless the effect that created it specifies otherwise. For example, a visual illusion of a creature casts shadows and reflections, and wind appears to affect the illusory creature. Similarly, an audible illusion echoes in an echoey space.

Immunity

If you have Immunity to a damage type or a condition, it doesn't affect you in any way.

Improvised Weapons

An improvised weapon is an object wielded as a makeshift weapon, such as broken glass, a table leg, or a frying pan. A Simple or Martial weapon also counts as an improvised weapon if it's wielded in a way contrary to its design; if you use a Ranged weapon to make a melee attack or throw a Melee weapon that lacks the Thrown property, the weapon counts as an improvised weapon. An improvised weapon follows the rules below.

Proficiency. Don't add your Proficiency Bonus to attack rolls with an improvised weapon.

Damage. On a hit, the weapon deals 1d4 damage of a type the DM thinks is appropriate for the object.

Range. If you throw the weapon, it has a normal range of 20 feet and a long range of 60 feet.

Weapon Equivalents. If an improvised weapon resembles a Simple or Martial weapon, the DM may say it functions as that weapon and uses that weapon's rules. For example, the DM could treat a table leg as a Club.

Incapacitated [Condition]

While you have the Incapacitated condition, you experience the following effects.

Inactive. You can't take any action, Bonus Action, or Reaction.

No Concentration. Your Concentration is broken.

Speechless. You can't speak.

Surprised. If you're Incapacitated when you roll Initiative, you have Disadvantage on the roll.

Indifferent [Attitude]

An Indifferent creature has no desire to help or hinder you. Indifferent is the default attitude of a monster. *See also* "Influence."

Influence [Action]

With the Influence action, you urge a monster to do something. Describe or roleplay how you're communicating with the monster. Are you trying to deceive, intimidate, amuse, or gently persuade? The DM then determines whether the monster feels willing, unwilling, or hesitant due to your interaction; this determination establishes whether an ability check is necessary, as explained below.

Willing. If your urging aligns with the monster's desires, no ability check is necessary; the monster fulfills your request in a way it prefers.

Unwilling. If your urging is repugnant to the monster or counter to its alignment, no ability check is necessary; it doesn't comply.

Hesitant. If you urge the monster to do something that it is hesitant to do, you must make an ability check, which is affected by the monster's attitude: Indifferent, Friendly, or Hostile, each of which is defined in this glossary. The Influence Checks table suggests which ability check to make based on how you're interacting with the monster. The DM chooses the check, which has a default DC equal to 15 or the monster's Intelligence score, whichever is higher. On a successful check, the monster does as urged. On a failed check, you

must wait 24 hours (or a duration set by the DM) before urging it in the same way again.

Influence Checks

Ability Check	Interaction
Charisma (Deception)	Deceiving a monster that understands you
Charisma (Intimidation)	Intimidating a monster
Charisma (Performance)	Amusing a monster
Charisma (Persuasion)	Persuading a monster that understands you
Wisdom (Animal Handling)	Gently coaxing a Beast or Monstrosity

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Initiative

Initiative determines the order of turns during combat. The combat rules in chapter 1 explain how to roll Initiative.

Sometimes a DM might have combatants use their Initiative scores instead of rolling Initiative. Your Initiative score equals 10 plus your Dexterity modifier. If you have Advantage on Initiative rolls, increase your Initiative score by 5. If you have Disadvantage on those rolls, decrease that score by 5. *See also* chapter 1 (“Combat”).

Invisible [Condition]

While you have the Invisible condition, you experience the following effects.

Surprise. If you’re Invisible when you roll Initiative, you have Advantage on the roll.

Concealed. You aren't affected by any effect that requires its target to be seen unless the effect's creator can somehow see you. Any equipment you are wearing or carrying is also concealed.

Attacks Affected. Attack rolls against you have Disadvantage, and your attack rolls have Advantage. If a creature can somehow see you, you don't gain this benefit against that creature.

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Jumping

When you jump, you make either a Long Jump (horizontal) or a High Jump (vertical). *See also* "Long Jump" and "High Jump."

Knocking Out a Creature

When you would reduce a creature to 0 Hit Points with a melee attack, you can instead reduce the creature to 1 Hit Point. The creature then has the Unconscious condition and starts a Short Rest.

The creature remains Unconscious until it regains any Hit Points or until someone uses an action to administer first aid to it, which requires a successful DC 10 Wisdom (Medicine) check.

Lightly Obscured

You have Disadvantage on Wisdom (Perception) checks to see something in a Lightly Obscured space. *See also* "Dim Light" and chapter 1 ("Exploration").

Line [Area of Effect]

A Line is an area of effect that extends from a point of origin in a straight path along its length and covers an area defined by its width. The effect that creates a Line specifies its length and width.

A Line's point of origin isn't included in the area of effect unless its creator decides otherwise.

Long Jump

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

If you land in Difficult Terrain, you must succeed on a DC 10 Dexterity (Acrobatics) check or have the Prone condition.

This Long Jump rule assumes that the height of the jump doesn't matter, such as a jump across a stream or chasm. At your DM's option, you must succeed on a DC 10 Strength (Athletics) check to clear a low obstacle (no taller than a quarter of the jump's distance), such as a hedge or low wall. Otherwise, you hit the obstacle.

Long Rest

A Long Rest is a period of extended downtime—at least 8 hours—available to any creature. During a Long Rest, you sleep for at least 6 hours and perform no more than 2 hours of light activity, such as reading, talking, eating, or standing watch.

During sleep, you have the Unconscious condition. After you finish a Long Rest, you must wait at least 16 hours before starting another one.

Benefits of the Rest. To start a Long Rest, you must have at least 1 Hit Point. When you finish the rest, you gain the following benefits:

Regain All HP. You regain all lost Hit Points and all spent Hit Point Dice. If your Hit Point maximum was reduced, it returns to normal.

Ability Scores Restored. If any of your ability scores were reduced, they return to normal.

Exhaustion Reduced. If you have the Exhaustion condition, its level decreases by 1.

Special Feature. Some features are recharged by a Long Rest. If you have such a feature, it recharges in the way specified in its description.

Interrupting the Rest. A Long Rest is stopped by the following interruptions:

- Rolling Initiative
- Casting a spell other than a cantrip
- Taking any damage
- 1 hour of walking or other physical exertion

If you rested at least 1 hour before the interruption, you gain the benefits of a Short Rest. *See also* “Short Rest.”

You can resume a Long Rest immediately after an interruption. If you do so, the rest requires 1 additional hour per interruption to finish.

Magic [Action]

When you take the Magic action, you cast a spell that has a casting time of an action or use a feature or magic item that requires a Magic action to be activated.

If you cast a spell that has a casting time of 1 minute or longer, you must take the Magic action on each turn of that casting, and you must maintain Concentration while you do so. If your Concentration is broken, the spell fails, but you don't expend a spell slot. *See also* "Concentration."

Magical Effect

An effect is magical if it is created by a spell, a magic item, or a phenomenon that a rule labels as magical.

Malnutrition [Hazard]

A creature needs an amount of food per day based on its size, as shown in the Food Needs per Day table. A creature that eats but consumes less than half the required food for a day must succeed on a DC 10 Constitution saving throw or gain 1 Exhaustion level at the day's end. A creature that eats nothing for 5 days automatically gains 1 Exhaustion level at the end of the fifth day as well as an additional level at the end of each subsequent day without food.

Exhaustion caused by malnutrition can't be removed until the creature eats the full amount of food required for a day. *See also* "Exhaustion."

Food Needs per Day

Size	Food
Tiny	1/4 pound
Small	1 pound
Medium	1 pound
Large	4 pounds
Huge	16 pounds

Size	Food
Gargantuan	64 pounds

Monster

A monster is a creature controlled by the DM, even if the creature is benevolent. *See also* “Creature” and “NPC.”

Nonplayer Character

A nonplayer character (NPC) is a monster that has a personal name and a distinct personality. *See also* “Monster.”

Object

An object is a nonliving, distinct thing. Composite things, like buildings, comprise more than one object. *See also* “Breaking Objects.”

Occupied Space

A space is occupied if a creature is in it or if it is completely filled by objects.

Opportunity Attacks

You can make an Opportunity Attack when a creature that you can see leaves your reach using its action, its Bonus Action, its Reaction, or one of its speeds. To make the Opportunity Attack, take a Reaction to make one melee attack with a weapon or an Unarmed

Strike against the provoking creature. The attack occurs right before the creature leaves your reach. *See also* chapter 1 (“Combat”).

Paralyzed [Condition]

While you have the Paralyzed condition, you experience the following effects.

Incapacitated. You have the Incapacitated condition.

Speed 0. Your Speed is 0 and can’t increase.

Saving Throws Affected. You automatically fail Strength and Dexterity saving throws.

Attacks Affected. Attack rolls against you have Advantage.

Automatic Critical Hits. Any attack roll that hits you is a Critical Hit if the attacker is within 5 feet of you.

Passive Perception

Passive Perception is a score that reflects a creature’s general awareness of its surroundings. The DM uses this score when determining whether a creature notices something without consciously making a Wisdom (Perception) check.

A creature’s Passive Perception equals 10 plus the creature’s Wisdom (Perception) check bonus. If the creature has Advantage on such checks, increase the score by 5. If the creature has Disadvantage on them, decrease the score by 5. For example, a level 1 character with a Wisdom of 15 and proficiency in Perception has a Passive Perception of 14 (10 + 2 + 2). If that character has Advantage on Wisdom (Perception) checks, the score becomes 19.

Per Day

If a rule says you can use something a certain number of times per day, that means you must finish a Long Rest to use it again after you run out of uses.

Petrified [Condition]

While you have the Petrified condition, you experience the following effects.

Turned to Inanimate Substance. You are transformed, along with any nonmagical objects you are wearing and carrying, into a solid inanimate substance (usually stone). Your weight increases by a factor of ten, and you cease aging.

Incapacitated. You have the Incapacitated condition.

Speed 0. Your Speed is 0 and can’t increase.

Attacks Affected. Attack rolls against you have Advantage.

Saving Throws Affected. You automatically fail Strength and Dexterity saving throws.

Resist Damage. You have Resistance to all damage.

Poison Immunity. You have Immunity to the Poisoned condition.

Player Character

A player character is a character controlled by a player. *See also* chapter 2.

Poisoned [Condition]

While you have the Poisoned condition, you experience the following effect.

Ability Checks and Attacks Affected. You have Disadvantage on attack rolls and ability checks.

Possession

Some effects cause a creature to be possessed by another creature or entity. A possessing effect defines how the possession operates. Possession can be prevented by the Protection from Evil and Good spell and ended by the Dispel Evil and Good spell.

Proficiency

If you have proficiency with something, you can add your Proficiency Bonus to any D20 Test you make using that thing. A creature might have proficiency in a skill or saving throw or with a weapon or tool. *See also* chapter 1 (“Proficiency”).

Prone [Condition]

While you have the Prone condition, you experience the following effects.

Restricted Movement. Your only movement options are to crawl or to spend an amount of movement equal to half your Speed (round down) to right yourself and thereby end the condition. If your Speed is 0, you can’t right yourself.

Attacks Affected. You have Disadvantage on attack rolls. An attack roll against you has Advantage if the attacker is within 5 feet of you.

Otherwise, that attack roll has Disadvantage.

Reach

A creature has a reach of 5 feet unless a rule says otherwise.

Reaction

A Reaction is a special action taken in response to a trigger defined in the Reaction's description. You can take a Reaction on another creature's turn, and if you take it on your turn, you can do so even if you also take an action, a Bonus Action, or both. Once you take a Reaction, you can't take another one until the start of your next turn. The Opportunity Attack is a Reaction available to all creatures. *See also* "Opportunity Attacks" and chapter 1 ("Actions").

Ready [Action]

You take the Ready action to wait for a particular circumstance before you act. To do so, you take this action on your turn, which lets you act by taking a Reaction before the start of your next turn.

First, you decide what perceivable circumstance will trigger your Reaction. Then, you choose the action you will take in response to that trigger, or you choose to move up to your Speed in response to it. Examples include "If the cultist steps on the trapdoor, I'll pull the lever that opens it," and "If the zombie steps next to me, I move away."

When the trigger occurs, you can either take your Reaction right after the trigger finishes or ignore the trigger.

When you Ready a spell, you cast it as normal (expending any resources used to cast it) but hold its energy, which you release with

your Reaction when the trigger occurs. To be readied, a spell must have a casting time of an action, and holding on to the spell's magic requires Concentration, which you can maintain up to the start of your next turn. If your Concentration is broken, the spell dissipates without taking effect.

Resistance

If you have Resistance to a damage type, damage of that type is halved against you (round down). Resistance is applied only once to an instance of damage. *See also* chapter 1 ("Damage and Healing").

Restrained [Condition]

While you have the Restrained condition, you experience the following effects.

Speed 0. Your Speed is 0 and can't increase.

Attacks Affected. Attack rolls against you have Advantage, and your attack rolls have Disadvantage.

Saving Throws Affected. You have Disadvantage on Dexterity saving throws.

Ritual

If you have a spell prepared that has the Ritual tag, you can cast that spell as a Ritual. The Ritual version of a spell takes 10 minutes longer to cast than normal. It also doesn't expend a spell slot, which means the ritual version of a spell can't be cast at a higher level. *See also* chapter 7.

Round Down

Whenever you divide or multiply a number in the game, round down if you end up with a fraction, even if the fraction is one-half or greater. Some rules make an exception and tell you to round up.

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Save

Save is another name for a saving throw. *See also* “Saving Throw.”

Saving Throw

A saving throw—also called a save—represents an attempt to avoid or resist a threat. You normally make a saving throw only when a rule requires you to do so, but you can decide to fail the save without rolling. The result of a save is detailed in the effect that allowed it. If a target is forced to make a save and lacks the ability score used by it, the target automatically fails. *See also* chapter 1 (“D20 Tests”).

Search [Action]

When you take the Search action, you make a Wisdom check to discern something that isn’t obvious. The Search table suggests which skills are applicable when you take this action, depending on what you’re trying to detect.

Search

Skill	Thing to Detect
Insight	Creature’s state of mind

Skill	Thing to Detect
Medicine	Creature’s ailment or cause of death
Perception	Concealed creature or object
Survival	Tracks or food

Shape-Shifting

If an effect, such as Wild Shape or the Polymorph spell, lets you shape-shift, its description specifies what happens to you. Unless that description says otherwise, any ongoing effects on you—conditions, spells, curses, and the like—carry over from one form to the other. You revert to your true form if you die.

Short Rest

A Short Rest is a 1-hour period of downtime, during which a creature does nothing more strenuous than reading, talking, eating, or standing watch. To start a Short Rest, you must have at least 1 Hit Point.

Benefits of the Rest. When you finish the rest, you gain the following benefits:

Spend Hit Point Dice. You can spend one or more of your Hit Point Dice to regain Hit Points. For each Hit Point Die you spend in this way, roll the die and add your Constitution modifier to it. You regain Hit Points equal to the total (minimum of 1 Hit Point). You can decide to spend an additional Hit Point Die after each roll.

Special Feature. Some features are recharged by a Short Rest. If you have such a feature, it recharges in the way specified in its description.

Interrupting the Rest. A Short Rest is stopped by the following interruptions:

- Rolling Initiative
- Casting a spell other than a cantrip
- Taking any damage

An interrupted Short Rest confers no benefits.

Simultaneous Effects

If two or more things happen at the same time on a turn, the person at the game table—player or DM—whose turn it is decides the order in which those things happen. For example, if two effects occur at the start of a player character's turn, the player decides which of the effects happens first.

Size

A creature or an object belongs to a size category: Tiny, Small, Medium, Large, Huge, or Gargantuan. A creature's size determines how much space the creature occupies in combat. An object's size affects its Hit Points. *See also* "Breaking Objects" and chapter 1 ("Combat").

Skill

A skill is an area of specialization associated with an ability check. If you have proficiency in a skill, you can add your Proficiency Bonus when you make an ability check associated with that skill. *See also* chapter 1 ("Proficiency").

Speed

A creature has a Speed, which is the distance in feet the creature can cover when it moves on its turn. *See also* "Climbing," "Crawling,"

“Flying,” “Jumping,” “Swimming” and chapter 1 (“Combat”).

Special Speeds. Some creatures have special speeds, such as a Burrow Speed, Climb Speed, Fly Speed, or Swim Speed, each of which is defined in this glossary. If you have more than one speed, choose which one to use when you move; you can switch between the speeds during your move. Whenever you switch, subtract the distance already moved from the new speed. The result determines how much farther you can move. If the result is 0 or less, you can’t use the new speed during the current move. For example, if you have a Speed of 30 and a Fly Speed of 40, you could fly 10 feet, walk 10 feet, and leap into the air to fly 20 feet more.

Changes to Your Speeds. If an effect increases or decreases your Speed for a time, any special speed you have increases or decreases by an equal amount for the same duration. For example, if your Speed is reduced to 0 and you have a Climb Speed, your Climb Speed is also reduced to 0. Similarly, if your Speed is halved and you have a Fly Speed, your Fly Speed is also halved.

Spell

A spell is a magical effect that has the characteristics described in chapter 7.

Spell Attack

A spell attack is an attack roll made as part of a spell or another magical effect. *See also* chapter 7 (“Casting Spells”).

Spellcasting Focus

A Spellcasting Focus is an object that certain creatures can use in place of a spell’s Material components if those materials aren’t

consumed by the spell and don’t have a cost specified. Some classes allow its members to use certain types of Spellcasting Focuses. *See also* chapter 7 (“Casting Spells”).

Sphere [Area of Effect]

A Sphere is an area of effect that extends in straight lines from a point of origin outward in all directions. The effect that creates a Sphere specifies the distance it extends as the radius of the Sphere.

A Sphere’s point of origin is included in the Sphere’s area of effect.

Stable

A creature is Stable if it has 0 Hit Points but isn’t required to make Death Saving Throws. *See also* chapter 1 (“Damage and Healing”).

Stat Block

A stat block contains the game statistics of a monster. Each stat block includes the following information presented after the monster’s name.

Size. A monster is Tiny, Small, Medium, Large, Huge, or Gargantuan. *See also* “Size.”

Creature Type. This entry notes the family of beings a monster belongs to, along with any descriptive tags. *See also* “Creature Type.”

Alignment. An alignment is suggested for the monster, with the DM determining its actual alignment. *See also* “Alignment.”

AC, Initiative, and HP. These entries give the monster's Armor Class, Initiative, and Hit Points, which are detailed in chapter 1. In parentheses after the Hit Points, the monster's Hit Point Dice are provided, along with the contribution of its Constitution, if any, to its Hit Points. Following the Initiative modifier is an Initiative score. Some creatures that are created by magic lack Hit Dice and Initiative information.

Speed. Here the monster's Speed is provided, along with any special speeds. *See also* "Burrow Speed," "Climb Speed," "Fly Speed," and "Swim Speed."

Ability Scores. A table provides the monster's ability scores, modifiers, and saving throw modifiers, all of which are detailed in chapter 1.

Skills. This entry lists the monster's skill proficiencies, if any. *See also* chapter 1 ("Proficiency").

Resistances and Vulnerabilities. These entries list the monster's Resistances and Vulnerabilities, if any. *See also* "Resistance" and "Vulnerability."

Immunities. This section lists the monster's damage and condition Immunities, if any. *See also* "Immunity."

Gear. If the monster has any equipment that can be given away or retrieved, it's listed in this entry.

Senses. This entry lists the monster's special senses, such as Darkvision, and its Passive Perception. *See also* "Passive Perception."

Languages. This entry lists any languages the monster knows.

CR. Challenge Rating summarizes the threat a monster poses and is detailed in the Monster Manual. The Experience Points characters receive for defeating a monster and its Proficiency Bonus follow.

Some creatures that are created by magic have no CR. *See also* “Challenge Rating” and “Experience Points.”

Traits. The monster’s traits, if any, are features that are active at all times or in certain situations.

Actions. The monster can take these actions in addition to those detailed in this glossary. *See also* chapter 1 (“Actions”).

Bonus Actions. If the monster has Bonus Action options, they are listed in this section.

Reactions. If the monster can take special Reactions, those are listed in this section.

Attack Notation. The entry for a monster’s attack starts by identifying whether the attack is a melee or a ranged attack and then provides the attack roll’s bonus, its reach or range, and what happens on a hit. An attack is against one target unless its entry says otherwise.

Saving Throw Effect Notation. If an effect forces a saving throw, the effect’s entry starts by identifying the kind of saving throw required and then provides the save’s DC, a description of which creatures must make the save, and what happens on a failed or a successful save.

Damage Notation. A stat block usually provides both a static number and a die expression for each instance of damage. For example, an attack might deal 4 (1d4 + 2) damage on a hit. The DM determines whether you use the static number or the die expression in parentheses; you don’t use both.

Study [Action]

When you take the Study action, you make an Intelligence check to study your memory, a book, a clue, or another source of knowledge

and call to mind an important piece of information about it.

The Areas of Knowledge table suggests which skills are applicable to various areas of knowledge.

Areas of Knowledge

Skill	Areas
Arcana	Spells, magic items, eldritch symbols, magical traditions, planes of existence, and certain creatures (Aberrations, Constructs, Elementals, Fey, and Monstrosities)
History	Historic events and people, ancient civilizations, wars, and certain creatures (Giants and Humanoids)
Investigation	Traps, ciphers, riddles, and gadgetry
Nature	Terrain, flora, weather, and certain creatures (Beasts, Dragons, Oozes, and Plants)
Religion	Deities, religious hierarchies and rites, holy symbols, cults, and certain creatures (Celestials, Fiends, and Undead)

Stunned [Condition]

While you have the Stunned condition, you experience the following effects.

Incapacitated. You have the Incapacitated condition.

Saving Throws Affected. You automatically fail Strength and Dexterity saving throws.

Attacks Affected. Attack rolls against you have Advantage.

Suffocation [Hazard]

A creature can hold its breath for a number of minutes equal to 1 plus its Constitution modifier (minimum of 30 seconds) before suffocation begins. When a creature runs out of breath or is choking, it gains 1 Exhaustion level at the end of each of its turns. When a creature can breathe again, it removes all levels of Exhaustion it gained from suffocating.

Surprise

If a creature is caught unawares by the start of combat, that creature is surprised, which causes it to have Disadvantage on its Initiative roll. *See also* chapter 1 (“Combat”).

Swimming

While you’re swimming, each foot of movement costs 1 extra foot (2 extra feet in Difficult Terrain). You ignore this extra cost if you have a Swim Speed and use it to swim. At the DM’s option, moving any distance in rough water might require a successful DC 15 Strength (Athletics) check.

Swim Speed

A Swim Speed can be used to swim without expending the extra movement normally associated with swimming. *See also* “Swimming” and “Speed.”

Target

A target is the creature or object targeted by an attack roll, forced to make a saving throw by an effect, or selected to receive the effects of a spell or another phenomenon.

Telepathy

Telepathy is a magical ability that allows a creature to communicate mentally with another creature within a specified range. Unless a rule states otherwise, the contacted creature doesn't need to share a language with the telepath to understand this communication, but the contacted creature must be able to understand at least one language or be telepathic itself to understand.

A telepath doesn't need to see a contacted creature, and the telepath can start or end the telepathic contact at any time (no action required). Telepathic contact can't be initiated and is immediately broken if either the telepath or the other creature has the Incapacitated condition. Telepathic contact is also broken if the contacted creature is no longer within the telepathy's range or if the telepath contacts a different creature within range.

A creature without telepathy can receive telepathic messages but can't initiate a telepathic conversation. Once a telepathic conversation starts, the non-telepath can communicate mentally to the telepath until the telepathic connection ends.

Teleportation

Teleportation is a special kind of magical transportation. If you teleport, you disappear and reappear elsewhere instantly, without moving through the intervening space. This transportation doesn't expend movement unless a rule tells you otherwise, and teleportation never provokes Opportunity Attacks.

When you teleport, all the equipment you're wearing and carrying teleports with you. If you're touching another creature when you teleport, that creature doesn't teleport with you unless the teleportation effect says otherwise.

If the destination space of your teleportation is occupied by another creature or blocked by a solid obstacle, you instead appear in the nearest unoccupied space of your choice.

The description of a teleportation effect tells you if you must see the teleportation's destination.

Temporary Hit Points

Temporary Hit Points are granted by certain effects and act as a buffer against losing real Hit Points. *See also* chapter 1 ("Damage and Healing").

Tremorsense

A creature with Tremorsense can pinpoint the location of creatures and moving objects within a specific range, provided that the creature with Tremorsense and anything it is detecting are both in contact with the same surface (such as the ground, a wall, or a ceiling) or the same liquid.

Tremorsense can't detect creatures or objects in the air, and it doesn't count as a form of sight.

Truesight

If you have Truesight, your vision is enhanced within a specified range. Within that range, your vision pierces through the following:

Darkness. You can see in normal and magical Darkness.

Invisibility. You see creatures and objects that have the Invisible condition.

Visual Illusions. Visual illusions appear transparent to you, and you automatically succeed on saving throws against them.

Transformations. You discern the true form of any creature or object you see that has been transformed by magic.

Ethereal Plane. You see into the Ethereal Plane. *See also* appendix A (“Transitive Planes”).

Unarmed Strike

Instead of using a weapon to make a melee attack, you can use a punch, kick, headbutt, or similar forceful blow. In game terms, this is an Unarmed Strike—a melee attack that involves you using your body to damage, grapple, or shove a target within 5 feet of you.

Whenever you use your Unarmed Strike, choose one of the following options for its effect.

Damage. You make an attack roll against the target. Your bonus to the roll equals your Strength modifier plus your Proficiency Bonus. On a hit, the target takes Bludgeoning damage equal to 1 plus your Strength modifier.

Grapple. The target must succeed on a Strength or Dexterity saving throw (it chooses which), or it has the Grappled condition. The DC for the saving throw and any escape attempts equals 8 plus your Strength modifier and Proficiency Bonus. This grapple is possible only if the target is no more than one size larger than you and if you have a hand free to grab it.

Shove. The target must succeed on a Strength or Dexterity saving throw (it chooses which), or you either push it 5 feet away or cause it to have the Prone condition. The DC for the saving throw equals 8 plus your Strength modifier and Proficiency Bonus. This shove is possible only if the target is no more than one size larger than you.

See also “Grappling.”

Unconscious [Condition]

While you have the Unconscious condition, you experience the following effects.

Inert. You have the Incapacitated and Prone conditions, and you drop whatever you’re holding. When this condition ends, you remain Prone.

Speed 0. Your Speed is 0 and can’t increase.

Attacks Affected. Attack rolls against you have Advantage.

Saving Throws Affected. You automatically fail Strength and Dexterity saving throws.

Automatic Critical Hits. Any attack roll that hits you is a Critical Hit if the attacker is within 5 feet of you.

Unaware. You’re unaware of your surroundings.

Unoccupied Space

A space is unoccupied if no creatures are in it and it isn’t completely filled by objects.

Utilize [Action]

You normally interact with an object while doing something else, such as when you draw a sword as part of the Attack action. When an object requires an action for its use, you take the Utilize action.

Vulnerability

If you have Vulnerability to a damage type, damage of that type is doubled against you. Vulnerability is applied only once to an instance of damage. *See also* chapter 1 (“Damage and Healing”).

Weapon

A weapon is an object that is in the Simple or Martial weapon category. *See also* chapter 6 (“Weapons”).

Weapon Attack

A weapon attack is an attack roll made with a weapon. *See also* “Weapon.”