

# INDEX

- 0 hit points (hit points: dropping to 0), 197-198
- ability check, 7, 12, 173-179, 186
- contest, 174
- group, 175
- passive, 175
- skill, 174-175
- skills with different abilities (variant), 175
- working together, 175
- ability modifier, 7, 13, 173
- determining, 13, 173
- table, 13, 173
- ability score, 7, 12-13, 173
- customizing (variant), 13
- determining, 12-13
- increase (racial traits), 12, 17
- point cost table, 13
- rolling, 13
- standard set, 13
- summary, 12, 173
- using, 173-179
- Ability Score Improvement. See specific class entries, 45
- abjuration, 115, 204
- school (wizard), 115-116
- Abjuration Savant (wizard), 115
- Abjure Enemy (paladin), 88
- abjurer, 115
- Abyss, the (plane of existence), 302
- Abyssal (language), 123
- AC (Armor Class), 7, 14, 144, 177
- Archeron (plane of existence), 302
- acid damage (damage type), 196
- acolyte (background), 127
- Acolyte of Nature (cleric), 62
- Acrobatics (Dexterity skill), 176
- action, 189, 192-193
- Attack action, 192
- cast a spell (casting a spell: casting time), 202
- Dash action, 192
- Disengage action, 192
- Dodge action, 192
- Help action, 192
- Hide action, 192
- improvising, 193
- Ready action, 193
- Search action, 193
- Use an Object action, 193
- Action Surge (fighter), 72
- advancement (character), 15
- advantage, 7, 173
- adventure, 5, 7-8
- adventuring, 181-187
- adventurer (character), 5, 11-15
- adventuring, 181-187
- adventuring gear, 148, 150-153
- table, 150
- age (character). See specific race entries, 17
- Agonizing Blast (warlock eldritch invocation), 110
- alignment, 122
- of planes, 302
- Alter Memories (wizard), 117
- ammunition (weapon property), 146
- Animal Handling (Wisdom skill), 178
- Aquan (language), 123
- Arborea (plane of existence), 302
- Arcadia (plane of existence), 302
- Arcana (Intelligence skill), 177
- Arcane Charge (fighter), 75
- arcane magic, 205
- bard, 51
- fighter (Eldritch Knight martial archetype), 74
- rogue (Arcane Trickster roguish archetype), 97
- sorcerer, 99
- warlock, 105
- wizard, 112
- Arcane Recovery (wizard), 115
- Arcane Tradition (wizard), 115
- arcane traditions, 115-119
- School of Abjuration, 115-116
- School of Conjuration, 116
- School of Divination, 116-117
- School of Enchantment, 117
- School of Evocation, 117-118
- School of Illusion, 118
- School of Necromancy, 118-119
- School of Transmutation, 119
- Arcane Trickster (roguish archetype), 97
- Arcane Ward (wizard), 115
- Archdruid (druid), 67-68
- Archery (fighting style), 72, 91
- Archfey, the (warlock otherworldly patron), 108-109
- area of effect, 204-205
- armor and shields, 144-146
- barding, 155, 310
- casting a spell in armor, 201
- getting into and out of, 146
- refitting plate armor (variant: equipment sizes), 144
- Stealth, 144
- table, 145
- Armor Class (AC), 7, 14, 144, 177
- Armor of Shadows (warlock eldritch invocation), 110
- armor proficiency, 144
- See also specific class entries, 45
- Artificer's Lore (rock gnome), 37
- Ascendant Step (warlock eldritch invocation), 110
- Aspect of the Beast (barbarian), 50
- Assassin (rogue), 97
- Assassinate (rogue), 97
- Astral Plane (plane of existence), 302
- Athletics (Strength skill), 175
- attack of opportunity, 195
- attack, 14, 193-196
- Attack action, 192
- attack modifier, 14, 194
- spell (attack roll), 205
- attack roll, 7, 14, 176, 177, 194
- ability modifier, 194
- Dexterity-based, 177, 194
- modifiers to, 194
- proficiency bonus, 194
- rolling a 1 (automatic miss), 194
- rolling a 20 (automatic hit), 194
- spell (attack roll), 205
- Strength-based, 176, 194
- Auran (language), 123
- Aura of Courage (paladin), 85
- Aura of Devotion (paladin), 86
- Aura of Protection (paladin), 85
- Aura of Warding (paladin), 87
- automatic hit (rolling a 20), 194
- automatic miss (rolling a 1), 194
- Avatar of Battle (cleric), 63
- Avenging Angel (paladin), 88
- Awakened Mind (warlock), 110
- background, 11, 12, 13-14, 125-141
- acolyte, 127
- charlatan, 128
- criminal, 129-130
- customizing, 125-126
- entertainer, 130-131
- equipment, 125
- folk hero, 131-132
- gladiator (variant), 131
- guild artisan, 132-133
- guild merchant (variant), 133
- hermit, 134-135
- languages, 125
- noble, 135-136
- noble knight (variant), 136
- outlander, 136-137
- pirate (variant), 139
- proficiencies, 125
- sage, 137-138
- sailor, 139
- soldier, 140-141
- spy (variant), 130
- suggested characteristics, 125
- urchin, 141
- Bad Reputation (pirate variant feature), 139
- barbarian, 45, 46-50
- primal paths, 49-50
- quick build, 47
- bard, 45, 51-55
- colleges, 54-55
- quick build, 52
- spell list, 207
- Bard College (bard), 54
- bard colleges, 54-55
- College of Lore, 54-55
- College of Valor, 55
- Bardic Inspiration (bard), 53-54
- barding, 155, 310
- base attack bonus (proficiency bonus), 12, 15 (table), 173
- base save bonus (proficiency bonus), 12, 15 (table), 173
- bat (creature), 304
- Battle Magic (bard), 55
- Battle Master (fighter martial archetype), 73
- bear, black (creature), 304
- bear, brown (creature), 304
- Beastlands, the (plane of existence), 302
- Beast Master (ranger archetype), 93
- Beast Speech (warlock eldritch invocation), 110
- Beast Spells (druid), 67
- Beguiling Defenses (warlock), 109
- Beguiling Influence (warlock eldritch invocation), 110
- Bend Luck (sorcerer), 103
- Benign Transposition (wizard), 116
- Bestial Fury (ranger), 93
- Bewitching Whispers (warlock eldritch invocation), 110
- Blessed Healer (cleric), 60
- Blessings of Knowledge (cleric), 59
- Blessing of the Trickster (cleric), 63
- blinded (condition), 290
- Blindsense (rogue), 96
- blindsight, 183
- bludgeoning damage (damage type), 196
- boar (creature), 304
- bonds (personality), 124
- bonus, 7
- bonus action, 189
- See also casting a spell: casting time, 202
- Book of Ancient Secrets (warlock eldritch invocation), 110
- Book of Shadows (warlock), 108
- Border Ethereal (plane of existence), 302
- Brave (halfling), 28
- breaking concentration, 203
- Breath of Winter (monk Elemental Discipline), 81
- Breath Weapon (dragonborn), 34
- bright light, 183
- bringing back the dead. See the spell descriptions for raise dead (270), reincarnate (271), resurrection (272), revivify (272), true resurrection (284)
- Brutal Critical (barbarian), 49
- bull rush (shoving), 195
- By Popular Demand (entertainer), 130
- Bytopia (plane of existence), 302
- Calishite (human ethnicity), 30
- campaign, 5, 6
- cantrips, 201
- See also Spellcasting: bard (52); cleric (58); druid (66); fighter, Eldritch Knight (75); rogue, Arcane Trickster (98); sorcerer (101); warlock (107); wizard (114)
- Carceri (plane of existence), 302
- Careful Spell (sorcerer Metamagic), 102
- carrying capacity (lifting and carrying), 176
- casting a spell, 201-205
- area of effect, 204-205
- at a higher level, 201
- attack roll, 205
- casting time, 202
- combining effects, 205
- components, 203
- duration, 203-204
- in armor, 201
- multiclassing, 164
- range, 202-203
- saving throw, 205
- targeting, 204
- See also Spellcasting: bard (52); cleric (58); druid (66); fighter, Eldritch Knight (75); ranger (91); rogue, Arcane Trickster (98); sorcerer (101); warlock (107); wizard (114)
- casting time, 202
- cat (creature), 305
- Celestial (language), 123
- Chains of Carceri (warlock eldritch invocation), 110
- Champion (fighter martial archetype), 72
- Channel Divinity, cleric, 58-63
- Charm Animals and Plants (Nature Domain), 62
- Cloak of Shadows (Trickery domain), 63
- Destroy Undead, 59
- Destructive Wrath (Tempest domain), 62
- Guided Strike (War domain), 63
- Invoke Duplicity (Trickery domain), 63
- Knowledge of the Ages (Knowledge domain), 59
- multiclassing and, 164
- Preserve Life (Life domain), 60
- Radiance of the Dawn (Light domain), 61
- Read Thoughts (Knowledge domain), 59-60
- Turn Undead, 59
- War God's Blessing (War domain), 63
- Channel Divinity, paladin, 86-88
- Abjure Enemy (Oath of Vengeance), 88
- Nature's Wrath (Oath of the Ancients), 87
- Sacred Weapon (Oath of Devotion), 86
- Turn the Faithless (Oath of the Ancients), 87
- Turn the Unholy (Oath of Devotion), 86
- Vow of Enmity (Oath of Vengeance), 88
- chaotic evil (alignment), 122
- chaotic good (alignment), 122
- chaotic neutral (alignment), 122
- character, 5, 11-15
- advancement, 15
- age. See specific race entries, 17
- alignment, 122
- creating a, 11-15
- describing your, 13-14
- equipping your, 14, 125, 143-157
- height and weight, 121
- name, 121. See also specific race entries, 17
- personality, 122-124
- sex and gender, 121
- character sheet, 11, 317-319
- Charisma, 12, 178-179
- checks, 178-179
- Deception, 178
- Intimidation, 179
- Performance, 179
- Persuasion, 179
- charlatan (background), 128
- Charm Animals and Plants (Channel Divinity cleric option), 62
- charmed (condition), 290
- check. See ability check
- Chondathan (human ethnicity), 30
- Circle Forms (druid), 69
- Circle of the Land (druid circle), 68
- Circle of the Moon (druid circle), 69
- Circle Spells (druid), 68
- City Secrets (urchin), 141
- Cleansing Touch (paladin), 85
- Cloak of Shadows
- Channel Divinity cleric options, 63
- monk, 80
- class, 11, 45
- choosing a, 11
- features, 11, 15
- proficiencies, 12
- quick build, 11
- See also specific class entries, 45
- clear path to the target (casting a spell: targeting), 204
- Clench of the North Wind (monk Elemental Discipline), 81
- cleric, 45, 56-63
- divine domains, 59
- quick build, 57
- spell list, 207-208
- climbing (movement), 182, 190
- coinage, 143
- cold damage (damage type), 196
- College of Lore (bard college), 54
- College of Valor (bard college), 55
- Colossus Slayer (ranger Hunter's Prey), 93
- combat, 8, 189-198
- mounted, 198
- step by step, 189
- underwater, 198
- Combat Inspiration (bard), 55
- combat round (time), 181, 189
- Combat Superiority (fighter), 73
- Combat Wild Shape (druid), 69
- combining spell effects (casting a spell), 205
- Commander's Strike maneuver (fighter maneuver), 74
- Common (language), 123
- common races, 17
- Command Undead (wizard), 119
- component, spell (casting a spell), 203
- material spell component, 203
- somatic spell component, 203
- verbal spell component, 203
- concentration, 203-204
- conditions, 290-292
- cone (area of effect), 204
- conjuration, 116, 203

- school (wizard arcane tradition), 116
- Conjuration Savant (wizard), 116
- conjurer, 116
- Constitution, 12, 172
- checks, 177
- hit points and, 177
- container capacity, 153
- contest (ability check), 174
- Controlled Chaos (sorcerer), 103
- Converting a spell slot to sorcery points (sorcerer Font of Magic), 101
- copper piece (cp) (coinage), 143
- Corona of Light (cleric), 61
- Countercharm (bard), 54
- cover, 196
- crafting (downtime activity), 187
- crawling (movement), 182, 191
- Create Thrall (warlock), 110
- creating a character, 11-15
- creating spell slots (sorcerer Font of Magic), 101
- creature statistics, 304-311
- criminal (background), 129-130
- Criminal Contact (criminal), 129
- critical hit, 197
- crocodile (creature), 305
- cube (area of effect), 204
- Cunning Action (rogue), 96
- current hit points (current), 196
- Cutting Words (bard), 54-55
- cylinder (area effect), 204
- damage, 14, 196-197
- at O hit points (death saving throw), 197
- damage resistance, 97
- Damage Resistance (dragonborn), 34
- damage roll, 14, 176, 177, 196
- Dexterity-based, 177
- spell, 196
- Strength-based, 76
- more than one target, 196
- weapon, 14, 196
- damage types, 196
- damage vulnerability, 197
- Damaran (human ethnicity), 31
- Dampen Elements (cleric), 62
- Danger Sense (barbarian), 48
- Dark Delirium (warlock), 109
- dark elf, 24
- darkness, 183
- Dark One's Blessing (warlock), 109
- Dark One's Own Luck (warlock), 109
- darkvision, 183, 185
- See also specific race entries, 45
- Dash action, 192
- DC (Difficulty Class), 7, 174
- dead, 197
- bringing back the, See the spell descriptions for raise dead (270), reincarnate (271), resurrection (272), revivify (272), true resurrection (284)
- deafened (condition), 290
- death, 197
- instant, 197
- monsters and, 198
- Death domain, 293
- death saving throw, 197
- damage at O hit points, 197
- rolling a 1 or 20 on, 197
- Death Strike (rogue), 97
- Deception (Charisma skill), 178
- deep gnome, 36
- Deep Speech (language), 123
- Defense (fighting style), 72, 84, 91
- Defensive Tactics (ranger), 93
- Deflect Missiles (monk), 78
- dehydration (food and drink: water requirements), 185
- deities, 293-299
- Celtic, 297, 298
- Dragonlance, 293, 295
- Eberron, 293, 296
- Egyptian, 297-298, 299
- Forgotten Realms, 293, 294
- Greek, 297, 298
- Greyhawk, 293, 295
- nonhuman, 293, 296
- Norse, 298, 299
- See also cleric (56); druid (64); paladin (82)
- demiplanes (plane of existence), 302
- Destroy Undead (Channel Divinity cleric option), 59
- Destructive Wrath (Channel Divinity cleric option), 62
- Devil's Sight (warlock eldritch invocation), 110
- Dexterity, 12, 176-177
- Acrobatics, 176
- checks, 176-177
- Sleight of Hand, 177
- Stealth, 177
- Diamond Soul (monk), 79
- d (die), 6-7
- dice, 6-7
- d2 or d3, 7
- percentile, 6
- difficult terrain (movement), 182, 190
- Difficulty Class (DC), 7, 174
- typical DCs table, 174
- dim light, 183
- disadvantage, 7, 173
- Disarming Attack maneuver (fighter maneuver), 74
- Disciple of Life (cleric), 60
- Disciple of the Elements (monk), 80
- Discovery (hermit), 134
- Disengage action, 192
- Distant Spell (sorcerer Metamagic), 102
- Distracting Strike maneuver (fighter maneuver), 74
- divination, 116-117, 203
- school (wizard arcane tradition), 116-117
- Divination Savant (wizard), 116
- Divine Domain (cleric), 58
- domain spells, 58
- divine domains, 59
- Knowledge, 59-60
- life, 60
- Light, 60-61
- Nature, 61-62
- Tempest, 62
- Trickery, 62-63
- War, 63
- Divine Health (paladin), 85
- Divine Intervention (cleric), 59
- divine magic, 205
- See also cleric (56); druid (64); paladin (82); ranger (89)
- diviner, 116
- Divine Sense (paladin), 84
- Divine Smite (paladin), 85
- Divine Strike (cleric)
- Life domain, 60
- Nature domain, 62
- Tempest domain, 62
- Trickery domain, 63
- War domain, 63
- DM (Dungeon Master), 5
- Dodge action, 192
- domain spells (Divine Domain), 59
- donning and doffing armor (armor and shields: getting into and out of), 146
- downtime activities, 187
- draconians, 34
- Draconic
- ancestry, 34
- alphabet, 124
- language, 17, 34, 123
- Draconic Ancestry (dragonborn), 24
- Draconic Presence (sorcerer), 102
- Draconic Resilience (sorcerer), 102
- Dragon Ancestor (sorcerer), 102
- dragonborn, 32-34
- dragonborn names, 33-34
- dragonborn traits, 34
- Dragon Wings (sorcerer), 103
- draw or sheathe a weapon (objects: using during combat), 190
- Dreadful Word (warlock eldritch invocation), 110
- drink (expenses), 158
- drop an object (objects: using during combat), 190
- drow (race; elf: dark elf), 24
- Drow Magic, 24
- druid, 45, 64-69
- druid circles, 68
- quick build, 65
- spell list, 208
- Druid Circle, 67
- druid circles, 68-69
- Circle of the Land, 68-69
- Circle of the Moon, 69
- Druidic, 66
- druidic focus, 150, 151
- spellcasting focus: druid, 66
- druids and the gods, 69
- Dueling (fighting style), 72, 84, 91
- duergar (gray dwarf) (race; dwarf), 20
- Dungeon Master (DM), 5
- Durable Summons (wizard), 116
- duration (casting a spell), 203-204
- dwarf, 18-20
- dwarf names, 20
- dwarf traits, 20
- Dwarven Armor Training (mountain dwarf), 20
- Dwarven Combat Training, 20
- Dwarven Resilience, 20
- Dwarven Toughness (hill dwarf), 20
- Dwarvish, 20
- alphabet, 122
- language, 20, 123
- eagle, giant (creature), 306
- effect, 201
- Elder Champion (paladin), 87
- Eldritch Invocations (warlock), 107
- eldritch invocations, 110-111
- Eldritch Knight (fighter martial archetype), 74
- Eldritch Master (warlock), 108
- Eldritch Sight (warlock eldritch invocation), 110
- Eldritch Spear (warlock eldritch invocation), 111
- Eldritch Strike (fighter), 75
- electrum piece (ep) (coinage), 143
- Elemental Affinity (sorcerer), 103
- Elemental Attunement (monk Elemental Discipline), 81
- Elemental Chaos (plane of existence), 301
- Elemental Disciplines (monk), 81
- Elemental Planes (plane of existence), 301
- Elemental Wild Shape (druid), 69
- elf, 21-24
- elf names, 22-23
- elf traits, 23-24
- Elf Weapon Training, 23, 24
- Elusive (rogue), 96
- Elvish, 23
- alphabet, 123
- language, 23, 123
- Elysium (plane of existence), 302
- Empowered Evocation (wizard), 117
- Empowered Spell (sorcerer Metamagic), 102
- Empty Body (monk), 79
- enchantment, 117, 203
- school (wizard arcane tradition), 117
- Enchantment Savant (wizard), 117
- enchanter, 117
- encounters (travel), 183
- encumbrance (lifting and carrying), 176
- entertainer (background), 130-131
- Entropic Ward (warlock), 110
- environment, 14, 125, 143-161
- adventuring gear, 148, 150-153
- armor and shields, 144-146
- background, 125
- mounts and vehicles, 155, 157
- packs, 151
- size (variant), 144
- starting, 143
- tools, 154
- weapon, 14, 146-148, 149
- See also specific background entries under background, 125
- equipment, 143
- equipment packs, 151
- See also specific class entries: quick build, 45
- Escape the Horde (ranger Defensive Tactics), 93
- escaping a grapple, 195
- Eternal Mountain Defense (monk Elemental Discipline), 81
- Ethereal Plane (plane of existence), 301
- Evasion
- monk, 79
- ranger (Superior Hunter's Defense), 93
- rogue, 96
- Evasive Footwork maneuver (fighter maneuver), 74
- evocation, 117-118, 203
- school (wizard arcane tradition), 117-118
- Evocation Savant (wizard), 117
- evoker, 117
- Exceptional Training (ranger), 93
- exception-based rules, 7
- exhaustion, 181, 185, 291
- exotic language (language), 123
- expenses, 157-158, 187
- experience points (XP), 15
- multiclassing and, 163
- Expert Divination (wizard), 116
- Expertise
- bard, 54
- rogue, 96
- exploration, 8
- Extended Spell (sorcerer Metamagic), 102
- Extra Attack
- barbarian, 49
- bard, 55
- fighter, 72
- monk, 79
- paladin, 85
- ranger, 92
- Eyes of the Rune Keeper (warlock eldritch invocation), 111
- Faerie (Feywild, the; plane of existence), 300
- falling, 183
- False Identity (charlatan), 128
- familiar (warlock), 107
- Fangs of the Fire Snake (monk Elemental Discipline), 81
- Far Realm (plane of existence), 302
- Fast Hands (rogue), 97
- Fast Movement (barbarian), 49
- Favored Enemy (ranger), 91
- feats, 165-170
- gaining, 165
- prerequisites, 165
- Feinting Attack maneuver (fighter maneuver), 74
- Feral Instinct (barbarian), 49
- Feral Senses (ranger), 92
- Fey Ancestry
- elf, 23
- half-elf, 39
- Fey Presence (warlock), 108
- Feywild, the (plane of existence), 300
- Fiendish Resilience (warlock), 10
- Fiendish Vigor (warlock eldritch invocation), 111
- Fiend, the (warlock otherworldly patron), 109
- fighter, 45, 70-75
- martial archetypes, 72
- quick build, 71
- Fighting Style
- fighter, 72
- paladin, 84
- ranger, 91
- fighting styles, 72, 84, 91
- Archery, 72, 91
- Defense, 72, 84, 91
- Dueling, 72, 84, 91
- Great Weapon Fighting, 72, 84
- Protection, 72, 84
- Two-Weapon Fighting, 72, 91
- finding a hidden creature, 177
- finding a hidden object, 178
- finesse (weapon property), 147
- fire damage (damage type), 196
- Fist of Four Thunders (monk Elemental Discipline), 81
- Fist of Unbroken Air (monk Elemental Discipline), 81
- Flames of the phoenix (monk Elemental Discipline), 81
- flaws (personality), 124
- Fleet of Foot (wood elf), 24
- Flexible Casting (sorcerer Font of Magic), 101
- Flurry of Blows (monk Ki), 78
- flying (movement), 191
- Focused Conjuration (wizard), 116
- Foe Slayer (ranger), 92
- folk hero (background), 131-132
- Font of Inspiration (bard), 54
- Font of Magic (sorcerer), 101
- food and drink, 158, 185
- expenses, 158
- food requirements, 185
- water requirements, 185
- foraging (travel), 183
- force damage (damage type), 196
- forced march (movement), 181
- forest gnome (race; gnome), 37
- Frenzy (barbarian), 49
- frightened (condition), 290
- frog (creature), 305
- gaining a level, 15
- Gargantuan (size category), 191
- Gaze of Two Minds (warlock eldritch invocation), 111
- Gehenna (plane of existence), 302
- gender (character: sex and gender), 121
- getting into and out of armor (armor and shields), 146
- Giant (language), 123
- Giant Killer (ranger Hunter's Prey), 93
- gladiator (background), 131
- gnome, 35-37
- Gnome Cunning (gnome), 37
- gnome names, 36
- gnome traits, 36-37
- Gnomish (language), 37, 123
- Goaded Attack maneuver (fighter maneuver), 74

- gold dwarf (race; dwarf: hill dwarf), 20
- gold piece (gp), 14
- coinage, 143
- Gong of the Summit (monk Elemental Discipline), 81
- grappled (condition), 290
- grappling, 195
- gray dwarf (duergar) (race; dwarf), 20
- Greater Portent (wizard), 117
- Great Old One, the (warlock otherworldly patron), 109-110
- Great Weapon Fighting (fighting style), 72, 84
- Great Wheel, the (plane of existence), 302
- grid (variant), 192
- Grim Harvest (wizard), 118
- group checks (ability check), 175
- Guided Strike (Channel Divinity cleric option), 63
- guild artisan (background), 132-133
- Guild Membership (guild artisan), 133
- guild merchant (background), 133
- Hades (plane of existence), 302
- half cover (cover), 196
- half-elf, 38-39
- half-elf names, 39
- half-elf traits, 39
- halfling, 26-28
- Halfling (language), 28, 123
- halfling names, 27
- Halfling Nimbleness, 28
- halfling traits, 28
- half-orc, 40-41
- half-orc names, 41
- half-orc traits, 41
- hawk (falcon) (creature), 306
- healing, 197
- hearing (Wisdom: Perception), 178
- condition: deafened, 290
- heavily obscured, 183
- heavy (weapon property), 147
- heavy armor (armor and shields), 145
- movement: in heavy armor, 144
- heavy weapons and Small creatures, 147
- height and weight (character), 121
- Heightened Spell (sorcerer Metamagic), 102
- Hellish Resistance (tiefling), 43
- Help action, 192
- hermit (background), 134-135
- hidden, 177, 178
- Dexterity: Stealth, 177
- finding a hidden creature, 177
- finding a hidden object, 178
- hiding, 177
- unseen attackers and targets, 194-195
- Hide action, 192
- Hide in Plain Sight (ranger), 92
- hiding, 177
- high elf (race; elf), 23
- hill dwarf (race; dwarf), 20
- hirelings, 159
- History (Intelligence skill), 177-178
- Hit Dice, 12
- multiclassing and, 163
- See also specific class entries, 45
- hit point maximum, 12, 15, 177
- hit points, 12, 13, 15, 177, 196-198
- Constitution and, 177
- current, 196
- damage at 0 (death saving throw), 197
- dropping to 0, 197-198
- increasing with level, 15
- multiclassing and, 163
- starting, 12, 13
- subtracting damage from, 196
- temporary, 198
- holding breath, 183
- holding your action (Ready action), 193
- Holy Nimbus (paladin), 86
- holy symbol
- cleric, 57, 58
- paladin, 84, 85
- Horde Breaker (ranger Hunter's Prey), 93
- horse, riding (creature), 310
- See also mounts and vehicles, 155, 157
- how to play (rules), 6
- Huge (size category), 191
- human, 29-31
- human ethnicities, 30-31
- human names, 30, 31
- human traits, 31
- variant, 31
- Hunter (ranger archetype), 93
- Hunter's Prey (ranger), 93
- Hurl Through Hell (warlock), 109
- hustle (Dash action), 192
- Hypnotic Gaze (wizard), 117
- ideals (personality), 124
- Ignan (language), 123
- illusion, 118, 203
- school (wizard arcane tradition), 118
- illusionist, 118
- Illusion Savant (wizard), 118
- Illuskan (human ethnicity), 31
- Illusory Reality (wizard), 118
- Illusory Self (wizard), 118
- imp (creature), 306
- Impostor (rogue), 97
- Improved Abjuration (wizard), 115
- Improved Combat Superiority (fighter), 74
- Improved Critical (fighter), 72
- Improved Divine Smite (paladin), 85
- Improved Duplicity (cleric), 63
- Improved Flare (cleric), 61
- Improved Minor Illusion (wizard), 118
- Improved War Magic (fighter), 75
- improvised weapons, 147-148
- incapacitated (condition), 290
- Indomitable (fighter), 72
- Indomitable Might (barbarian), 49
- Infernal (language), 123
- Infernal Legacy (tiefling), 43
- Infiltration Expertise (rogue), 97
- initiative, 177, 189
- Inner Planes (plane of existence), 301
- Insight (Wisdom skill), 178
- inspiration, 125
- instantaneous (spell duration), 203
- Instinctive Charm (wizard), 117
- Intelligence, 12, 177-178
- Arcana, 177
- checks, 177-178
- History, 177-178
- Investigation, 178
- Nature, 178
- Religion, 178
- Intimidating Presence (barbarian), 49-50
- Intimidation (Charisma skill), 179
- Inured to Undeath (wizard), 119
- Investigation (Intelligence skill), 178
- invisible (condition), 291
- unseen attackers and targets, 194-195
- Invoke Duplicity (Channel Divinity cleric option), 63
- Jack of All Trades (bard), 54
- jumping (movement), 182, 190
- Keen Senses (elf), 23
- Ki (monk), 78
- saving throws, 78
- Ki-Empowered Strikes (monk), 79
- ki points, 78
- spells and, 80
- knight (background: noble knight), 136
- knocking a creature out, 198
- Know Your Enemy (fighter), 73-74
- Knowledge domain (cleric divine domain), 59-60
- Knowledge of the Ages (Channel Divinity cleric option), 59
- Land's Stride
- druid, 69
- ranger, 92
- language, 17, 123, 125
- Druidic, 66
- thieves' cant, 96
- Large (size category), 191
- lawful evil (alignment), 122
- lawful good (alignment), 122
- lawful neutral (alignment), 122
- Lay on Hands (paladin), 84
- learning spells. See specific class Spellcasting entries:
- bard (52); cleric (58); druid (66); fighter, Eldritch Knight (75); ranger (91); rogue, Arcane Trickster (98); sorcerer (101); warlock (107); wizard (114)
- lethal damage, 197
- level, 11, 15
- Life domain (cleric divine domain), 60
- Lifedrinker (warlock eldritch invocation), 111
- lifestyle (expenses), 157
- lifting and carrying, 176
- carrying capacity, 176
- encumbrance (variant), 176
- size and, 176
- light, 183
- light (weapon property), 147
- light armor (armor and shields), 144
- light domain (cleric divine domain), 60-61
- lightly obscured, 183
- lightning damage (damage type), 196
- Limbo (plane of existence), 302
- line (area of effect), 205
- line of sight (casting a spell: targeting), 204
- lion (creature), 307
- listening (Wisdom: Perception), 178
- deafened (condition), 290
- loading (weapon property), 147
- lock, opening or picking (thieves' tools), 154
- lodging (expenses), 158
- Loth, 24, 296
- long rest (resting), 186
- Lower Planes (plane of existence), 302
- low-light vision (darkvision), 183, 185
- Lucky (halfling), 28
- Lunging Attack maneuver (fighter maneuver), 74
- Mage Hand Legerdemain (rogue), 98
- Magical Ambush (rogue), 98
- Magical Secrets (bard), 54
- magic, 8, 201-289
- See also specific class entries, 45
- magic item (wealth), 144
- magic-user (wizard), 45, 112-119
- arcane magic, 205
- Malleable Illusions (wizard), 118
- maneuver (fighter), 73
- Maneuvering Attack maneuver (fighter maneuver), 74
- maneuvers, 73, 74
- list, 74
- saving throws, 73
- mapping (travel), 183
- marching order (travel), 182
- Martial Archetype (fighter), 72
- martial archetypes, 72-75
- Battle Master, 73-74
- Champion, 72-73
- Eldritch Knight, 74-75
- Martial Arts (monk), 78
- martial weapon (weapon category), 146
- Mask of Many Faces (warlock eldritch invocation), 111
- Mask of the Wild (wood elf), 24
- Master of Myriad Forms (warlock eldritch invocation), 111
- Master of Nature (cleric), 62
- Master Transmuter (wizard), 119
- mastiff (creature), 307
- mounts and vehicles, 155, 157
- material spell component, 203
- Material Plane (plane of existence), 300
- Mechanus (plane of existence), 302
- Medicine (Wisdom skill), 178
- Medium (size category), 191
- medium armor (armor and shields), 144
- melee attack, 195
- unarmed, 195
- with a weapon that requires ammunition, 147
- reach, 195
- melee weapon, 14, 146, 149, 195
- Menacing (half-orc), 41
- Menacing Attack maneuver (fighter maneuver), 74
- Metamagic (sorcerer), 101-102
- Military Rank (soldier), 140
- Mindless Rage (barbarian), 49
- Minions of Chaos (warlock eldritch invocation), 111
- Minor Alchemy (wizard), 119
- Minor Conjunction (wizard), 116
- Mire the Mind (warlock eldritch invocation), 111
- Mist Stance (monk Elemental Discipline), 81
- Misty Escape (warlock), 109
- Misty Visions (warlock eldritch invocation), 111
- modifier, 7
- ability, 7
- bonus, 7
- penalty, 7
- monastic orders, 81
- Monastic Tradition (monk), 78
- monastic traditions, 79-81
- Way of the Open Hand, 79-80
- Way of Shadow, 80
- Way of the Four Elements, 80-81
- monk, 45, 76-81
- monastic traditions, 79-81
- quick build, 77
- monk weapons, 78
- moon elf (race; elf: high elf), 23
- mount (mounts and vehicles), 155, 157
- mountain dwarf (race; dwarf), 20
- Mount Celestia (plane of existence), 302
- mounted combat, 198
- mounts and vehicles, 155, 157
- movement, 181-182
- move action, 189, 190-191
- movement, 181-183, 190-192
- around creatures, 191
- breaking up, 190
- climbing, 182, 190
- crawling, 182, 191
- combat, 190-192
- difficult terrain, 182, 190
- flying, 191
- prone, 190-191
- forced march, 181
- in heavy armor, 144
- jumping, 182, 190
- mounts and vehicles, 181-182
- size, 191-192
- speed, 14, 17, 181
- squeezing, 192
- stand up, 190-191
- swimming, 175 (Athletics), 182, 190
- travel pace, 181
- using different speeds, 190
- moving a grappled creature, 195
- Mulan (human ethnicity), 31
- mule (creature), 307
- Multiattack (ranger), 93
- Multiattack Defense (ranger Defensive Tactic), 93
- multiclassing, 163-164
- Channel Divinity, 164
- experience points, 163
- hit points and Hit Dice, 163
- Pact Magic, 164
- prerequisites, 163
- proficiencies, 163-164
- proficiency bonus, 163
- spell slots, 164
- Spellcasting, 164
- spells known and prepared, 164
- Unarmored Defense, 164
- multiverse, 5-6, 293, 300
- Mystic Arcanum (warlock), 108
- name (character), 121
- Natural Explorer (ranger), 91
- Natural Illusionist (forest gnome), 37
- Naturally Stealthy (lightfoot halfling), 28
- Natural Recovery (druid), 68
- Nature (Intelligence skill), 178
- Nature domain (cleric divine domain), 61-62
- Nature's Sanctuary (druid), 69
- Nature's Ward (druid), 69
- Nature's Wrath (Channel Divinity paladin option), 87
- navigating (travel), 183
- necromancer, 118-119
- necromancy, 118, 203
- school (wizard arcane tradition), 118-119
- Necromancy Savant (wizard), 118
- necrotic damage (damage type), 196
- Negative Plane (plane of existence), 300
- neutral (alignment), 122
- neutral evil (alignment), 122
- neutral good (alignment), 122
- Nine Hells, the (plane of existence), 302
- noble (background), 135-136
- noble knight (background), 136
- nonplayer character (NPC), 8, 159, 185, 189, 198
- nonlethal damage, 196
- NPC (nonplayer character), 8, 159, 185, 189, 198
- Oath of Devotion (paladin sacred oath), 85-86
- Oath of the Ancients (paladin sacred oath), 86-87
- Oath of Vengeance (paladin sacred oath), 87-88
- oath spells (paladin), 85-88
- objects, 185
- attacking, 185
- interacting with, 185
- using during combat, 190
- One with Shadows (warlock eldritch invocation), 111
- Open Hand Technique (monk), 79

- open locks (thieves' tools), 154  
 Opportunist (monk), 80  
 opportunity attack, 195  
 Orc, 41  
   language, 41, 123  
 orison (cantrip), 201  
 Otherworldly Leap (warlock eldritch invocation), 111  
 Otherworldly Patron (warlock), 107  
 otherworldly patrons, 108-110  
   Archfey, the, 108-109  
   Fiend, the, 109  
   Great Old One, the, 109-110  
 Outer Planes (plane of existence), 300, 301  
 outlander (background), 136-137  
 Outlands, the (plane of existence), 302  
 Overchannel (wizard), 118  
 owl (creature), 308  
 Pact Boon (warlock), 107-108  
   Pact of the Blade, 107-108  
   Pact of the Chain, 107  
   Pact of the Tome, 108  
   Your Pact Boon, 108  
 Pact Magic (warlock), 107  
   multiclassing and, 164  
 pact weapon (warlock), 107-108  
 paladin, 45, 82-88  
   quick build, 83  
   sacred oaths, 85-88  
   spell list, 208-209  
 Pandemonium (plane of existence), 302  
 panther (creature), 308  
 paralyzed (condition), 291  
 Parry maneuver (fighter maneuver), 74  
 party (adventuring), 15  
 passive check (ability check), 175  
 Path of the Berserker (barbarian primal path), 49-50  
 Path of the Totem Warrior (barbarian primal path), 50  
 Patient Defense (monk Ki), 78  
 Peerless Skill (bard), 55  
 penalty, 6  
 percentile (dice), 6  
 Perception (Wisdom skill), 178  
   travel: noticing threats, 182-183  
 Perfect Self (monk), 79  
 Performance (Charisma skill), 179  
 Persistent Rage (barbarian), 49  
 personality (character), 122-124  
 Persuasion (Charisma skill), 179  
 petrified (condition), 291  
 pick locks (thieves' tools), 154  
 pick pockets (Dexterity: Sleight of Hand), 177  
 piercing damage (damage type), 196  
 pirate (background), 139  
 planar travel, 301  
 Plane of Air (plane of existence), 301  
 Plane of Earth (plane of existence), 301  
 Plane of Faerie (plane of existence), 301  
 plane of Fire (plane of existence), 301  
 Plane of Shadow (plane of existence), 301  
 Plane of Water (plane of existence), 301  
 planes of existence, 5, 300-303  
 platinum piece (pp) (coinage), 143  
 player character, 5, 11-15  
   point of origin (area of effect), 204  
 poison damage (damage type), 196  
 poisoned (condition), 292  
 Position of Privilege (noble), 135  
 Positive Plane (plane of existence), 300  
 Portent (wizard), 116  
 Potent Cantrip (wizard), 117  
 Potent Spellcasting (cleric)  
   Knowledge domain, 60  
   Light domain, 61  
 Precision Attack maneuver (fighter maneuver), 74  
 preparing spells. *See* Spellcasting: (cleric), 58; (druid), 66; (paladin), 84-85; (wizard), 114  
 Preserve life (Channel Divinity cleric options), 60  
 Primal Champion (barbarian), 49  
 Primal Path (barbarian), 48  
 primal paths, 49-50  
   Path of the Berserker, 49-50  
   Path of the Totem Warrior, 50  
 Primal Strike (druid), 69  
 Primeval Awareness (ranger), 92  
 Primordial (language), 123  
 profession (downtime activity), 187  
 proficiencies, 11, 12, 14, 155  
   multiclassing and, 163-164  
   saving throw, 14  
   skill, 14  
   spell, 14  
   tool, 14  
   vehicle, 155  
   weapon, 14  
 proficiency bonus, 14, 173-174, 194  
   adding, 14, 173  
   dividing, 14, 173-174  
   increasing with level, 15  
   multiclassing and, 163  
   multiplying, 14, 173-174  
 Projected Ward (wizard), 115  
 projectile weapon (weapon property: ammunition), 146  
 prone, 190-191  
   prone condition, 292  
 Protection (fighting style), 72, 84  
 pseudodragon (creature), 308  
 psychic damage (damage type), 196  
 punching (unarmed melee attack), 195  
 Purity of Body (monk), 79  
 Purity of Spirit (paladin), 86  
 Pushing Attack maneuver (fighter maneuver), 74  
 quasit (creature), 309  
 quick build, 11  
   *See also* under specific class entries, 45  
 Quickened Spell (sorcerer Metamagic), 102  
 Quivering Palm (monk), 80  
 race, 11  
   choosing a, 11, 17  
   traits (racial), 11, 17  
   *See also* specific race entries, 17  
 racial ability score increase (racial traits: ability score increase), 11, 12, 13, 17  
 racial traits, 11, 17  
   ability score increase, 11, 12, 13, 17  
   age, 17  
   alignment, 17  
   languages, 17  
   size, 17  
   speed, 17  
   subrace, 17  
   *See also* specific race entries, 17  
 Radiance of the Dawn (Channel Divinity cleric options), 61  
 radiant damage (damage type), 196  
 Rage (barbarian), 48  
 Rally maneuver (fighter maneuver), 74  
 range, 195  
   maximum, 147  
   normal, 147  
   of spells (casting a spell: range), 202-203  
   range (weapon property), 146  
   ranged attack, 195  
   in melee, 195  
   ranged weapon, 14, 146, 149, 195  
 ranger, 45, 89-93  
   quick build, 90  
   ranger archetypes, 93  
   spell list, 209  
 Ranger Archetype (ranger), 92  
 ranger archetypes, 93  
   Beast Master, 93  
   Hunter, 93  
 Ranger's Companion (ranger), 93  
 Rashemi (human ethnicity), 31  
 rat (creature), 309  
 raven (creature), 309  
 reach (creature), 195  
 reach (weapon property), 147  
 reaction, 190  
   casting a spell: casting time, 202  
 Read Thoughts (Channel Divinity cleric options), 59  
 Ready action, 193  
 Reckless Attack (barbarian), 48  
 recovering ammunition (weapon property: ammunition), 146  
 recuperating (downtime activity), 187  
 refitting plate armor (armor and shields; variant: equipment sizes), 144  
 Relentless (fighter), 78  
 Relentless Avenger (paladin), 88  
 Relentless Endurance (half-orc), 41  
 Relentless Rage (barbarian), 49  
 Reliable Talent (rogue), 96  
 religion, 293  
   cleric, 56  
   druid, 64  
   paladin, 82  
 Religion (Intelligence skill), 178  
 reloading (weapon property: ammunition), 146  
   objects: using during combat, 190  
   weapon properties: loading, 147  
 Remarkable Athlete (fighter), 72  
 Repelling Blast (warlock eldritch invocation), 111  
 research (downtime activity), 187  
 Researcher (sage), 138  
 resistance (damage resistance), 97  
   Damage Resistance (dragonborn), 34  
   resting, 186  
   restrained (condition), 292  
   result (total), 7  
   Retainers (noble variant), 136  
   Retaliation (barbarian), 50  
 Ride the Wind (monk Elemental Discipline), 81  
 Riposte maneuver (fighter maneuver), 74  
 Ritual Casting. *See* Spellcasting: bard (52-53); cleric (58); druid (66); wizard (114)  
   Ritual Caster feat, 169  
 rituals, 201-202  
   casting a spell: casting time, 202  
 River of Hungry Flame (monk Elemental Discipline), 81  
 rock gnome (race; gnome), 37  
 rogue, 45, 94-98  
   quick build, 95  
 Roguish Archetype (rogue), 96  
 roguish archetypes, 97-98  
   Arcane Trickster, 97-98  
   Assassin, 97  
   Thief, 97  
 roleplaying, 8, 185-186  
 roll, 6-7  
 round (time), 181, 189  
 rounding numbers, 7  
 rowed vessel, 155-157  
 rules, 6-7  
   exceptions, 7  
   how to play, 6  
   specific beats general, 7  
 run (Dash action), 192  
 Rush of the Gale Spirits (monk Elemental Discipline), 81  
 Rustic Hospitality (folk hero), 131  
 Sacred Oath (paladin), 85  
   oath spells, 85  
 sacred oaths, 85-88  
   breaking, 86  
   Oath of Devotion 85-86  
   Oath of the Ancients, 86-87  
   Oath of Vengeance, 87-88  
 sacred plants and wood (druid), 66  
 Sacred Weapon (Channel Divinity paladin option), 86  
 sage (background), 137-138  
 sailor (background), 139  
 Savage Attacks (half-orc), 41  
 saving throw (save), 7, 12, 179, 205  
   death, 197  
   ki, 78  
   maneuver (saving throws), 73  
   proficiency, 14  
   spell, 205  
 saving throw modifier, 12, 179, 205  
 School of Abjuration (wizard), 115-116  
 School of Conjuration (wizard), 116  
 School of Divination (wizard), 116-117  
 School of Enchantment (wizard), 117  
 School of Evocation (wizard), 117-118  
 School of Illusion (wizard), 118  
 School of Necromancy (wizard), 118-119  
 School of Transmutation (wizard), 119  
 schools of magic (arcane traditions), 115-119  
 Sculptor of Flesh (warlock eldritch invocation), 111  
 Sculpt Spells (wizard), 117  
 Second-Story Work (rogue), 97  
 Second Wind (fighter), 72  
 Search action, 193  
   Intelligence: Investigation, 178  
   travel (tracking), 183  
   Wisdom: Perception, 178  
 self  
   casting a spell: range, 202-203  
   targeting, 204  
 selling treasure (wealth), 144  
 services, 159  
 sex (character: sex and gender), 121  
 Shadow Arts (monk), 80  
 Shadowfell, the (plane of existence), 300  
 Shadow Step (monk), 80  
 Shapechanger (wizard), 119  
 Shape the Flowing River (monk Elemental Discipline), 81  
 Share Spells (ranger), 93  
 shark, reef (creature), 309  
 Shelter of the Faithful (acolyte), 127  
 shield (armor and shields), 144  
 shield dwarf (race; dwarf: mountain), 20  
 Ship's Passage (sailor), 139  
 short rest (resting), 186  
 Shou (human ethnicity), 31  
 shoving, 195  
 Sigil (plane of existence), 302  
 Signature Spells (wizard), 115  
 Sign of Ill Omen (warlock eldritch invocation), 111  
 silvered weapon (weapon), 148  
 silver piece (sp) (coinage), 143  
 simple weapon (weapon category), 146  
 size, 176, 191-192  
   and weapons (heavy), 147  
   of equipment (variant: equipment sizes), 144  
   lifting and carrying: size and, 176  
   space, 191-192  
   *See also* racial traits and specific race trait entries, 17  
 size category, 191  
 skeleton (creature), 310  
 skill check (ability check: skill), 174-175  
 Skill Versatility (half-elf), 39  
 skills with different abilities (variant), 175  
 slashing damage (damage type), 196  
 Sleight of Hand (Dexterity skill), 177  
 Slippery Mind (rogue), 96  
 Slow Fall (monk), 78  
 Small (size category), 191  
 snake, constrictor (creature), 305  
 snake, poisonous (creature), 308  
 Sneak Attack (rogue), 96  
 social interaction, 8, 185-186  
 soldier (background), 140-141  
 somatic spell component, 203  
 Song of Rest (bard), 54  
 sorcerer, 45, 99-104  
   quick build, 100  
   sorcerous origin, 101, 102-104  
   spell list, 209  
 Sorcerous Origin, 101  
 sorcerous origins, 102-104  
   Draconic Bloodline, 102-103  
   Wild Magic, 103-104  
 Sorcerous Restoration, 102  
 Sorcery Pointer (sorcerer Font of Magic), 101  
 Soul of Vengeance (paladin), 88  
 space (size), 191-192  
 Speak with Small Beasts (forest gnome), 37  
 special (weapon property), 147  
 speed (movement), 14, 17, 181  
   mounts and vehicles, 157  
   racial traits, 17  
   travel (pace), 181  
 spell, 201  
 spell attack modifier. *See* Spellcasting: bard (53); cleric (58); druid (66); paladin (85); sorcerer (101); warlock (107); wizard (114)  
 spell attack roll, 205  
   *See also* Spellcasting: bard (52); cleric (58); druid (66); fighter, Eldritch Knight (75); ranger (92); rogue, Arcane Trickster (98); sorcerer (101); warlock (107); wizard (114)  
 Spell Bombardment (sorcerer), 103  
 Spellbook (wizard), 114  
 spellcaster, 201  
 spellcasting, 201-205  
 Spellcasting  
   bard, 52-53  
   cleric, 58  
   druid, 66

- fighter: Eldritch Knight, 75  
 multiclassing, 164  
 paladin, 84-85  
 ranger, 91-92  
 rogue: Arcane Trickster, 97-98  
 sorcerer, 101  
 warlock: Pact Magic, 107  
 wizard, 114  
 spellcasting ability, 178, 179, 205  
   See also Spellcasting: bard (52); cleric (58); druid (66); fighter, Eldritch Knight (75); ranger (91); rogue, Arcane Trickster (98); sorcerer (101); warlock (107); wizard (114)  
 spellcasting focus. See Spellcasting: bard (53); cleric (58); druid (66); paladin (85); sorcerer (101); warlock (107); wizard (114)  
 spell components (casting a spell: components), 203  
   material spell component, 203  
   somatic spell component, 203  
   verbal spell component, 203  
 spell descriptions, 211-289  
 spell level, 201  
 spell list, 207-211  
 Spell Mastery (wizard), 115  
 spell preparation. See Spellcasting: bard (53); cleric (58); druid (66); paladin (85); sorcerer (101); warlock (107); wizard (114)  
   multiclassing, 165  
 Spell Resistance (wizard), 116  
 spell save DC, 205  
   See also Spellcasting: bard (53); cleric (58); druid (66); paladin (85); sorcerer (101); warlock (107); wizard (114)  
 spell saving throws, 205  
 spells known, 201  
   multiclassing, 164  
   See also Spellcasting: bard (52); cleric (58); druid (66); fighter, Eldritch Knight (75); ranger (91); rogue, Arcane Trickster (98); sorcerer (101); warlock (107); wizard (114)  
 spell slots, 201  
   multiclassing, 164  
   See also Spellcasting: bard (52); cleric (58); druid (66); fighter, Eldritch Knight (75); ranger (91); rogue, Arcane Trickster (98); sorcerer (101); warlock (107); wizard (114)  
 Spell Thief (rogue), 98  
 sphere (area of effect), 205  
 spider, giant (creature), 306  
 Spirit Seeker (barbarian), 50  
 Spirit Walker (barbarian), 50  
 Split Enchantment (wizard), 118  
 sprite (creature), 310  
 spy (background), 130  
 squeezing (movement), 192  
 stabilizing a creature, 197  
 stable, 197-198  
 stacking (casting a spell: combining effects), 205  
   advantage, 173  
   disadvantage, 173  
 standard action, 192  
 standard language (language), 123  
 Stand Against the Tide (ranger Superior Hunter's Defense), 93  
 starting wealth, 143  
 starvation (food and drink: food requirements), 185  
 Stealth (Dexterity skill), 177  
   armor and shields: Stealth, 144  
   hiding, 177  
   travel, 182  
 Steel Will (ranger Defensive Tactic), 93  
 Step of the Wind (monk Ki), 78  
 Stillness of Mind (monk), 79  
 Stonecunning (dwarf), 20  
 Stormborn (cleric), 62  
 Stout Resilience (stout halfling), 28  
 Strength, 12, 175-176  
   Athletics, 175  
   checks, 175  
   Stroke of luck (rogue), 96  
   strongheart halfling (race; halfling: stout), 28  
   Student of War (fighter), 73  
   stunned (condition), 292  
   Stunning Strike (monk), 79  
   subrace, 17  
   Subtle Spell (sorcerer Metamagic), 102  
   suffocating, 183  
   sun elf (race; elf: high elf), 23  
   Sunlight Sensitivity (drow), 24  
   Superior Critical (fighter), 73  
   Superior Darkvision (drow), 24  
   Superior Hunter's Defense (ranger), 93  
   Superior Inspiration (bard), 54  
   superiority dice (fighter), 73  
   Supreme Healing (cleric), 60  
   Supreme Sneak (rogue), 97  
   surprise, 189  
   travel: surprise, 183  
 Survival (Wisdom skill), 178  
   navigating, 183  
   travel: foraging, 183  
   tracking, 183  
 Survivor (fighter), 73  
 swirlfeblin (deep gnome) (race; gnome), 36  
 Sweeping Attack maneuver (fighter maneuver), 74  
 Sweeping Cinder Strike (monk Elemental Discipline), 81  
 swimming, 175 (Athletics), 182, 190  
 Sylvan (language), 123  
 targeting a spell (casting a spell: targeting), 204  
 target number, 7  
   Armor Class (AC), 7  
   Difficulty Class (DC), 7  
 Tempest domain (cleric divine domain), 62  
 temporary hit points, 198  
 Tenets of Devotion (paladin), 86  
 Tenets of the Ancients (paladin), 86-87  
 Tenets of Vengeance (paladin), 88  
 Terran (language), 123  
 Tethyrian (human ethnicity), 31  
 THACO (attack roll), 7, 14, 176, 177, 194  
 Thief (roguish archetype), 97  
 Thief of Five Fates (warlock eldritch invocation), 111  
 Thief's Reflexes (rogue), 97  
 thieves' cant (rogue language), 96  
 thieves' tools, 154  
 Third Eye, The (wizard), 116-117  
 Thirsting Blade (warlock eldritch invocation), 111  
 Thought Shield (warlock), 110  
 Thousand Forms (druid), 69  
 three-quarters cover, 196  
 thrown (weapon property), 147  
 Thunderbolt Strike (cleric), 62  
 thunder damage (damage type), 196  
 Tides of Chaos (sorcerer), 103  
 tiefling, 42-43  
   tiefling names, 43  
   tiefling traits, 43  
   tiers of play, 15  
   tiger (creature), 311  
   time, 181  
   day, 181  
   minute, 181  
   round, 181, 189  
   turn, 189  
 Timeless Body  
   druid, 67  
   monk, 79  
 Tinker (rock gnome), 37  
 Tiny (size category), 191  
 Tongue of the Sun and Moon (monk), 79  
 tools, 154  
 total, 7  
 total cover, 196  
 Totemic Attunement (barbarian), 50  
 Totem Spirit (barbarian), 50  
 tracking (travel), 183  
 trade goods, 144, 157  
 training (downtime activity), 187  
 traits (personality), 123  
   See also specific race trait entries, 17  
 Trance (elf), 23  
 Transitive Planes (plane of existence), 301  
 Tranquility (monk), 80  
 transmutation, 119, 203  
   school (wizard arcane tradition), 119  
 Transmutation Savant (wizard), 119  
 transmuter, 119  
 Transmuter's Stone (wizard), 119  
 traps, finding  
   Intelligence: Investigation, 178  
   Wisdom: Perception, 178  
 traps, removing or disabling (thieves' tools), 154  
 travel, 181-183  
   drawing a map, 183  
   encounters, 183  
   foraging, 183  
   marching order, 182  
   navigating, 183  
   noticing threats, 182-183  
   pace, 181  
   stealth, 182  
   surprise, 183  
   tracking, 183  
 Trickery domain (cleric divine domain), 62-63  
 trinkets, 160-161  
 Trip Attack maneuver (fighter maneuver), 74  
 truesight, 185  
 Turami (human ethnicity), 31  
 turn (time), 189  
 turn, taking yours, 189-190  
   action, 189, 192-193  
   bonus action, 189  
   movement, 181-183, 190-192  
 Turn the Faithless (Channel Divinity paladin option), 87  
 Turn the Unholy (Channel Divinity paladin option), 86  
 Turn Undead (Channel Divinity cleric option), 59  
 Twinned Spell (sorcerer Metamagic), 102  
 two-handed (weapon property), 147  
 two-weapon fighting, 195  
 Two-Weapon Fighting (class feature: fighting style)  
   fighter, 72  
   ranger, 91  
 unarmed (melee attack), 195  
 Unarmored Defense  
   barbarian, 48  
   monk, 78  
 Unarmored Movement (monk), 78  
 Uncanny Dodge  
   ranger Superior Hunter's Defense, 93  
   rogue class feature, 96  
 Undead Thralls (wizard), 119  
 Underdark, 17  
 Undying Sentinel (paladin), 87  
 uncommon races, 33  
 unconscious, 197, 198  
   condition, 292  
 Undercommon (language), 123  
 underwater combat, 198  
 unseen attackers and targets, 194-195  
 Upper Planes (plane of existence), 302  
 urchin (background), 141  
 Use an Object action, 193  
 Use Magic Device (rogue), 97  
 using this book, 6  
 Vanish (ranger), 92  
 vehicle (mounts and vehicles), 155, 157  
 verbal spell component, 203  
 versatile (weapon property), 147  
 Versatile Trickster (rogue), 98  
 vision, 183  
   blindsight, 183  
   darkvision, 183, 185  
   truesight, 185  
   Wisdom: Perception, 178  
 Visions of Distant Realms (warlock eldritch invocation), 111  
 Visions of the Past (cleric), 60  
 Voice of the Chain Master (warlock eldritch invocation), 111  
 Volley (ranger Multiattack), 93  
 Vow of Enmity (Channel Divinity paladin option), 88  
 vulnerability (damage vulnerability), 197  
 Wanderer (outlander), 136  
 Warding Flare (cleric), 61  
 War domain (cleric divine domain), 63  
 War God's Blessing (Channel Divinity cleric option), 63  
 warhorse (creature), 311  
   mounts and vehicles, 155, 157  
 War Magic (fighter), 75  
 War Priest (cleric), 63  
 Water Whip (monk Elemental Discipline), 81  
 warlock, 45, 105-111  
   quick build, 106  
   otherworldly patrons, 108-110  
   spell list, 210  
 Wave of Rolling Earth (monk Elemental Discipline), 81  
 wealth, 143-144  
   expenses, 157-158, 187  
   magic item, 144  
   selling treasure, 144  
   starting, 143  
 weapon, 14, 146-148, 149  
   improvised, 147-148  
   silvered, 148  
   table, 149  
 Weapon Bond (fighter), 75  
 weapon categories, 146  
 weapon proficiency, 14, 146  
   See also specific classes: proficiencies, 45  
   See also specific race trait entries, 17  
   weapon properties, 146-147  
 Weave, the, 205  
 Whirlwind Attack (ranger Multiattack), 93  
 Whispers of the Grave (warlock eldritch invocation), 111  
 Wholeness of Body (monk), 79-80  
 wild elf (race; elf: wood elf), 24  
 Wild Magic (sorcerer sorcerous origin), 103  
 Wild Magic Surge (sorcerer), 103  
   table, 104  
 Wild Shape (druid), 66-67  
 Wisdom, 12, 178  
   Animal Handling, 178  
   checks, 178  
   Insight, 178  
   Medicine, 178  
   Perception, 178  
   Survival, 178  
 Witch Sight (warlock eldritch invocation), 111  
 wizard, 45, 112-119  
   arcane traditions, 115-119  
   quick build, 113  
   spell list, 210-211  
   wolf, dire (creature), 305  
   wolf (creature), 311  
   wood elf (race; elf), 24  
   world, 5-6, 8  
   planes of existence: Material Plane, 302  
   Wrath of the Storm (cleric), 62  
   XP (experience points), 15  
   Ysgard (plane of existence), 302  
   zombie (creature), 311