

## 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 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  
 Conjurament 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 Conjurament (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  
Goading 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  
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  
moon (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, 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  
 svirfneblin (deep gnome) (race; gnome), 36  
 Sweeping Attack maneuver (fighter maneuver), 74  
 Sweeping Cinder Strike (monk Elemental Discipline), 81  
 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  
 THAC0 (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  
 Wraith of the Storm (cleric), 62  
 XP (experience points), 15  
 Ysgard (plane of existence), 302  
 zombie (creature), 311