

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
- appraise item value (Intelligence check), 177-178
- bonus with magnifying glass, 153
- 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
- barbing, 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
- barbing, 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
- conjunction, 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, 197
- 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
- detect lie (Insight) (Wisdom skill), 178
- 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
- door, opening
- picking lock (thieves' tools), 154
- breaking down (improvised action), 193
- breaking down (Portable Ram), 153
- forcing open (Strength ability check), 175-176
- 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
- endurance check (Constitution check), 177
- 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
- Fainting 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
- gather information
- researching (downtime activity), 187

- intimidation (Charisma check), 179
- investigation (Intelligence check), 178
- 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
- Goad 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 (thiefling), 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 (thiefling), 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
- Lolth, 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 Conjurage (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
- Potent (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), 197
- 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
- spot (Perception) (Wisdom skill), 178
- 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
- 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
 - as a wolf (barbarian primal path), 50
 - avored enemy (ranger), 91
 - Natural Explorer (ranger), 92
 - survival (Wisdom skill), 178
 - while travelling, 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
- improvised, 147-148
- 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