

# 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  
 Conjuraction 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 Conjuraction (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  
 Loith, 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