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), Abyssal (language), 123 AC (Armor Class), 7, 14, 144, Archeron (plane of existence), acid damage (damage type), 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, 181-187 194 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), Animal Handling (Wisdom skill), Aquan (language), 123 Arborea (plane of existence), Arcadia (plane of existence), Arcana (Intelligence skill), 177 Arcane Charge (fighter), 75 arcane magic, 205

bard, 51

archetype), 74

fighter (Eldritch Knight martial

roque (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-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, 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), 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), rolling a 20 (automatic hit), 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

hermit, 134-135

gladiator (variant), 131

guild artisan, 132-133

guild merchant (variant), 133

suggested characteristics, 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), Beguiling Influence (warlock eldritch invocation), 110 Bend Luck (sorcerer), 103 Benign Transposition (wizard), Bestial Fury (ranger), 93 Bewitching Whispers (warlock eldritch invocation), 110 Blessed Healer (cleric), 60 Blessings of Knowledge (cleric), Blessing of the Trickster (cleric), 63 blinded (condition), 290 Blindsense (rogue), 96 blindsignt, 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), 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), bright light, 183 bringing back the dead, See the spell descriptions for raise dead (270), reincarnate (271), resurrection (272), revivify (272), true resurrection (284)

languages, 125

noble, 135-136

outlander, 136-137

proficiencies, 125 sage, 137-138

soldier, 140-141

spy (variant), 130

sailor, 139

pirate (variant), 139

noble knight (variant), 136

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), Invoke Duplicity (Trickery domain), 63 Knowledge of the Ages (Knowledge domain), 59 multiclassing and, 164
Preserve Life (Life domain), 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, alignment, 122 creating a, 11-15 describing your, 13-14 equipping your, 14, 125, 143height 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), Circle Forms (druid), 69 Circle of the Land (druid circle), Circle of the Moon (druid circle), 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), College of Valor (bard college), 55 Colossus Slayer (ranger Hunter's Prey), 93 combat, 8, 189-198 mounted, 198 step by step, 189 underwater, 198 Combat Inspiration (bard), 55 combat round (time), 181, 189 Combat Superiority (fighter), 73 Combat Wild Shape (druid), 69 combining spell effects (casting a spell), 205 Commander's Strike maneuver (fighter maneuver), 74 Common (language), 123 common races, 17 Command Undead (wizard), 119 component, spell (casting a spell), 203 material spell component, 203 somatic spell component, 203 verbal spell component, 203 concentration, 203-204 conditions, 290-292 cone (area of effect), 204 conjuration, 116, 203

school (wizard arcane tradition), 116 Conjuration Savant (wizard), 116 conjurer, 116 Constitution, 12, 172 checks, 177 hit points and, 177 container capacity, 153 contest (ability check), 174 Controlled Chaos (sorcerer), 103 Converting a spell slot to sorcery points (sorcerer Font of Magic), 101 copper piece (cp) (coinage), 143 Corona of Light (cleric), 61 Countercharm (bard), 54 cover, 196 crafting (downtime activity), 187 crawling (movement), 182, 191
Create Thrall (warlock), 110
creating a character, 11-15
creating spell slots (sorcerer Font of Magic), 101 creature statistics, 304-311 criminal (background), 129-130 Criminal Contact (criminal), 129 critical hit, 197 crocodile (creature), 305 cube (area of effect), 204 Cunning Action (rogue), 96 current hit points (current), 196 Cutting Words (bard), 54-55 cylinder (area effect), 204 damage, 14, 196-197 at O hit points (death saving throw), 197 damage resistance, 97 Damage Resistance (dragonborn), 34 (Gragofflorff), 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), Dark One's Own Luck (warlock), darkvision, 183, 185 See also specific race entries, 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, 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), 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, 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), 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), 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

102

Draconic Ancestry (dragonborn),

Draconic Presence (sorcerer),

Draconic Resilience (sorcerer), 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, duergar (gray dwarf) (race; dwarf), 20 Dungeon Master (DM), 5 Durable Summons (wizard), 116 duration (casting a spell), 203dwarf, 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), 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), 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), 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),

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-Entropic Ward (warlock), 110 environment, 14, 125, 143-161 adventuring gear, 148, 150armor 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), 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), 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

Fast Hands (rogue), 97

302

feats, 165-170

Far Realm (plane of existence),

Fast Movement (barbarian), 49

Favored Enemy (ranger), 91

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), 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, 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), 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), 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-Guild Membership (guild artisan), 133 guild merchant (background), Hades (plane of existence), 302 half cover (cover), 196 half-elf, 38-39 half-elf names, 39 half-elf traits, 39 halfling, 26-28 Hallfing (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), condition: deafened, 290 heavily obscured, 183 heavy (weapon property), 147 heavy armor (armor and shields), 145 movement: in heavy armor, heavy weapons and Small creatures, 147 height and weight (character), 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-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), Improved Duplicity (cleric), 63 Improved Flare (cleric), 61 Improved Minor Illusion (wizard), 118 Improved War Magic (fighter), improvised weapons, 147-148 incapacitated (condition), 290 Indomitable (fighter), 72 Indomitable Might (barbarian), 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), 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), ki points, 78 spells and, 80 knight (background: noble knight), 136 knocking a creature out, 198 Know Your Enemy (fighter), 73-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), 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, Lucky (halfling), 28 Lunging Attack maneuver (fighter maneuver), 74 Mage Hand Legerdemain (roque), 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, 112arcane 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), 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 Conjuration (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, 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 (ranger), 93
Multiattack Defense (ranger
Defensive Tactic), 93
multiclassing, 163-164
Change Divisity, 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, 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), 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), 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), 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-Perfect Self (monk), 79 Performance (Charisma skill), 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), 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), player character, 5, 11-15 point of origin (area of effect), 204 poison damage (damage type), Rage (barbarian), 48 poisoned (condition), 292 Rally maneuver (fighter 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, 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), 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, 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, Radiance of the Dawn (Channel Divinity cleric options), 61 radiant damage (damage type),

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, 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, Read Thoughts (Channel Divinity cleric options), 59 Ready action, 193 Reckless Attack (barbarian), 48 recovering ammunition (weapon property: ammunition), 146 recuperating (downtime activity), refitting plate armor (armor and shields; variant: equipment sizes), 144 Relentless (fighter), 78 Relentless Avenger (paladin), 88 Relentless Endurance (half-orc), 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, weapon properties: loading, Remarkable Athlete (fighter), 72 Repelling Blast (warlock eldritch invocation), 111 research (downtime activity), 187 Researcher (sage), 138 resistance (damage resistance), 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, 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, 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), 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 III 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), Slippery Mind (rogue), 96 Slow Fall (monk), 78 Small (size category), 191 snake, constrictor (creature), 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, 97sorcerer, 101 warlock: Pact Magic, 107 wizard, 114 spellcasting ability, 178, 179, 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), Stand Against the Tide (ranger Superior Hunter's Defense), starting wealth, 143 starvation (food and drink: food requirements), 185 Stealth (Dexterity skill), 177 armor and shields: Stealth, 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), Tenets of Vengeance (paladin), 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), thieves' tools, 154 Third Eye, The (wizard), 116-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), 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

turn, 189

minute, 181 round, 181, 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), 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), traps, finding Intelligence: Investigation, 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), 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), 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 Insight, 178

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), Visions of the Past (cleric), 60 Voice of the Chain Master (warlock eldritch invocation), 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), 79wild 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

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