**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), 11O

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

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), 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

A–C

alignment, 122

creating a, 11-15

describing your, 13-14

equipping your, 14, 125, 143-157

height and weight, 121

name, 121. See also specific race entries, 17

personality, 122-124

sex and gender, 121

character sheet, 11, 317-319

Charisma, 12, 178-179

checks, 178-179

Deception, 178

Intimidation, 179

Performance, 179

Persuasion, 179

charlatan (background), 128

Charm Animals and plants (Channel Divinity cleric option), 62

charmed (condition), 290

check. See ability check

Chondathan (human ethnicity), 30

Circle Forms (druid), 69

Circle of the Land (druid circle), 68

Circle of the Moon (druid circle), 69

Circle Spells (druid), 68

City Secrets (urchin), 141

Cleansing Touch (paladin), 85

Cloak of Shadows

Channel Divinity cleric options, 63

monk, 80

class, 11, 45

choosing a, 11

features, 11, 15

proficiencies, 12

quick build, 11

See also specific class entries, 45

clear path to the target (casting a spell: targeting), 204

Clench of the North Wind (monk Elemental Discipline), 81

cleric, 45, 56-63

divine domains, 59

quick build, 57

spell list, 207-208

climbing (movement), 182, 190

coinage, 143

cold damage (damage type), 196

College of Lore (bard college), 54

College of Valor (bard college), 55

Colossus Slayer (ranger Hunter's Prey), 93

combat, 8, 189-198

mounted, 198

step by step, 189

underwater, 198

Combat Inspiration (bard), 55

combat round (time), 181, 189

Combat Superiority (fighter), 73

Combat Wild Shape (druid), 69

combining spell effects (casting a spell), 205

Commander's Strike maneuver (fighter maneuver), 74

Common (language), 123

common races, 17

Command Undead (wizard), 119

component, spell (casting a spell), 203

material spell component, 203

somatic spell component, 203

verbal spell component, 203

concentration, 203-204

conditions, 290-292

cone (area of effect), 204

conjuration, 116, 203

school (wizard arcane tradition), 116

Conjuration Savant (wizard), 116

conjurer, 116

Constitution, 12, 172

checks, 177

hit points and, 177

container capacity, 153

contest (ability check), 174

Controlled Chaos (sorcerer), 103

Converting a spell slot to sorcery points (sorcerer Font of Magic), 101

copper piece (cp) (coinage), 143

Corona of Light (cleric), 61

Countercharm (bard), 54

cover, 196

crafting (downtime activity), 187

crawling (movement), 182, 191

Create Thrall (warlock), 110

creating a character, 11-15

creating spell slots (sorcerer Font of Magic), 101

creature statistics, 304-311

criminal (background), 129-130

Criminal Contact (criminal), 129

critical hit, 197

crocodile (creature), 305

cube (area of effect), 204

Cunning Action (rogue), 96

current hit points (current), 196

Cutting Words (bard), 54-55

cylinder (area effect), 204

damage, 14, 196-197

at O hit points (death saving throw), 197

damage resistance, 97

Damage Resistance (dragonborn), 34

damage roll, 14, 176, 177, 196

Dexterity-based, 177

spell, 196

Strength-based, 76

more than one target, 196

weapon, 14, 196

damage types, 196

damage vulnerability, 197

Damaran (human ethnicity), 31

Dampen Elements (cleric), 62

Danger Sense (barbarian), 48

Dark Delirium (warlock), 109

dark elf, 24

darkness, 183

Dark One's Blessing (warlock), 109

Dark One's Own Luck (warlock), 109

darkvision, 183, 185

See also specific race entries, 45

Dash action, 192

DC (Difficulty Class), 7, 174

dead, 197

bringing back the, See the spell descriptions for raise dead (270), reincarnate (271), resurrection (272), revivify (272), true resurrection (284)

deafened (condition), 290

death, 197

instant, 197

monsters and, 198

Death domain, 293

death saving throw, 197

damage at O hit points, 197

rolling a 1 or 20 on, 197

Death Strike (rogue), 97

Deception (Charisma skill), 178

deep gnome, 36

Deep Speech (language), 123

Defense (fighting style), 72, 84, 91

Defensive Tactics (ranger), 93

Deflect Missiles (monk), 78

dehydration (food and drink: water requirements), 185

deities, 293-299

Celtic, 297, 298

Dragonlance, 293, 295

Eberron, 293, 296

Egyptian, 297-298, 299

Forgotten Realms, 293, 294

Greek, 297, 298

Greyhawk, 293, 295

nonhuman, 293, 296

Norse, 298, 299

See also cleric (56); druid (64); paladin (82)

demiplanes (plane of existence), 302

Destroy Undead (Channel Divinity cleric option), 59

Destructive Wrath (Channel Divinity cleric option), 62

Devil's Sight (warlock eldritch invocation), 110

Dexterity, 12, 176-177

Acrobatics, 176

checks, 176-177

Sleight of Hand, 177

Stealth, 177

Diamond Soul (monk), 79

d (die), 6-7

dice, 6-7

d2 or d3, 7

percentile, 6

difficult terrain (movement), 182, 190

Difficulty Class (DC), 7, 174

typical DCs table, 174

dim light, 183

disadvantage, 7, 173

Disarming Attack maneuver (fighter maneuver), 74

Disciple of Life (cleric), 60

Disciple of the Elements (monk), 80

Discovery (hermit), 134

Disengage action, 192

Distant Spell (sorcerer Metamagic), 102

Distracting Strike maneuver (fighter maneuver), 74

divination, 116-117, 203

school (wizard arcane tradition), 116-117

Divination Savant (wizard), 116

Divine Domain (cleric), 58

domain spells, 58

divine domains, 59

Knowledge, 59-60

life, 60

Light, 60-61

Nature, 61-62

Tempest, 62

Trickery, 62-63

War, 63

Divine Health (paladin), 85

Divine Intervention (cleric), 59

divine magic, 205

See also cleric (56); druid (64); paladin (82); ranger (89)

diviner, 116

Divine Sense (paladin), 84

Divine Smite (paladin), 85

Divine Strike (cleric)

Life domain, 60

Nature domain, 62

Tempest domain, 62

Trickery domain, 63

War domain, 63

DM (Dungeon Master), 5

Dodge action, 192

domain spells (Divine Domain), 59

donning and doffing armor (armor and shields: getting into and out of), 146

downtime activities, 187

draconians, 34

Draconic

ancestry, 34

alphabet, 124

language, 17, 34, 123

Draconic Ancestry (dragonborn), 24

Draconic Presence (sorcerer), 102

Draconic Resilience (sorcerer), 102

Dragon Ancestor (sorcerer), 102

dragonborn, 32-34

dragonborn names, 33-34

dragonborn traits, 34

Dragon Wings (sorcerer), 103

draw or sheathe a weapon (objects: using during combat), 190

Dreadful Word (warlock eldritch invocation), 110

drink (expenses), 158

drop an object (objects: using during combat), 190

drow (race; elf: dark elf), 24

Drow Magic, 24

druid, 45, 64-69

druid circles, 68

quick build, 65

spell list, 208

Druid Circle, 67

druid circles, 68-69

Circle of the Land, 68-69

Circle of the Moon, 69

Druidic, 66

druidic focus, 150, 151

spellcasting focus: druid, 66

druids and the gods, 69

Dueling (fighting style), 72, 84, 91

duergar (gray dwarf) (race; dwarf), 20

Dungeon Master (DM), 5

Durable Summons (wizard), 116

duration (casting a spell), 203-204

dwarf, 18-20

dwarf names, 20

dwarf traits, 20

Dwarven Armor Training (mountain dwarf), 20

Dwarven Combat Training, 20

Dwarven Resilience, 20

Dwarven Toughness (hill dwarf), 20

Dwarvish, 20

alphabet, 122

language, 20, 123

eagle, giant (creature), 306

effect, 201

Elder Champion (paladin), 87

Eldritch Invocations (warlock), 107

eldritch invocations, 110-111

Eldritch Knight (fighter martial archetype), 74

Eldritch Master (warlock), 108

Eldritch Sight (warlock eldritch invocation), 110

Eldritch Spear (warlock eldritch invocation), 111

Eldritch Strike (fighter), 75

electrum piece (ep) (coinage), 143

Elemental Affinity (sorcerer), 103

Elemental Attunement (monk Elemental Discipline), 81

Elemental Chaos (plane of existence), 301

Elemental Disciplines (monk), 81

Elemental Planes (plane of existence), 301

Elemental Wild Shape (druid), 69

elf, 21-24

elf names, 22-23

elf traits, 23-24

Elf Weapon Training, 23, 24

Elusive (rogue), 96

Elvish, 23

alphabet, 123

language, 23, 123

Elysium (plane of existence), 302

Empowered Evocation (wizard), 117

Empowered Spell (sorcerer Metamagic), 102

Empty Body (monk), 79

enchantment, 117, 203

school (wizard arcane tradition), 117

Enchantment Savant (wizard), 117

enchanter, 117

encounters (travel), 183

encumbrance (lifting and carrying), 176

entertainer (background), 130-131

Entropic Ward (warlock), 110

environment, 14, 125, 143-161

adventuring gear, 148, 150-153

armor and shields, 144-146

background, 125

mounts and vehicles, 155, 157

packs, 151

size (variant), 144

starting, 143

tools, 154

weapon, 14, 146-148, 149

See also specific background entries under background, 125

equipment, 143

equipment packs, 151

See also specific class entries: quick build, 45

Escape the Horde (ranger Defensive Tactics), 93

escaping a grapple, 195

Eternal Mountain Defense (monk Elemental Discipline), 81

Ethereal Plane (plane of existence), 301

Evasion

monk, 79

ranger (Superior Hunter's Defense), 93

rogue, 96

Evasive Footwork maneuver (fighter maneuver), 74

evocation, 117-118, 203

school (wizard arcane tradition), 117-118

Evocation Savant (wizard), 117

evoker, 117

Exceptional Training (ranger), 93

exception-based rules, 7

exhaustion, 181, 185, 291

exotic language (language), 123

expenses, 157-158, 187

experience points (XP), 15

multiclassing and, 163

Expert Divination (wizard), 116

Expertise

bard, 54

rogue, 96

exploration, 8

Extended Spell (sorcerer Metamagic), 102

Extra Attack

barbarian, 49

bard, 55

fighter, 72

monk, 79

paladin, 85

ranger, 92

Eyes of the Rune Keeper (warlock eldritch invocation), 111

Faerie (Feywild, the; plane of existence), 300

falling, 183

False Identity (charlatan), 128

familiar (warlock), 107

Fangs of the Fire Snake (monk Elemental Discipline), 81

C–G

Far Realm (plane of existence), 302

Fast Hands (rogue), 97

Fast Movement (barbarian), 49

Favored Enemy (ranger), 91

feats, 165-170

gaining, 165

prerequisites, 165

Feinting Attack maneuver (fighter maneuver), 74

Feral Instinct (barbarian), 49

Feral Senses (ranger), 92

Fey Ancestry

elf, 23

half-elf, 39

Fey Presence (warlock), 108

Feywild, the (plane of existence), 300

Fiendish Resilience (warlock), 10

Fiendish Vigor (warlock eldritch invocation), 111

Fiend, the (warlock otherworldly patron), 109

fighter, 45, 70-75

martial archetypes, 72

quick build, 71

Fighting Style

fighter, 72

paladin, 84

ranger, 91

fighting styles, 72, 84, 91

Archery, 72, 91

Defense, 72, 84, 91

Dueling, 72, 84, 91

Great Weapon Fighting, 72, 84

Protection, 72, 84

Two-Weapon Fighting, 72, 91

finding a hidden creature, 177

finding a hidden object, 178

finesse (weapon property), 147

fire damage (damage type), 196

Fist of Four Thunders (monk Elemental Discipline), 81

Fist of Unbroken Air (monk Elemental Discipline), 81

Flames of the phoenix (monk Elemental Discipline), 81

flaws (personality), 124

Fleet of Foot (wood elf), 24

Flexible Casting (sorcerer Font of Magic), 101

Flurry of Blows (monk Ki), 78

flying (movement), 191

Focused Conjuration (wizard), 116

Foe Slayer (ranger), 92

folk hero (background), 131-132

Font of Inspiration (bard), 54

Font of Magic (sorcerer), 101

food and drink, 158, 185

expenses, 158

food requirements, 185

water requirements, 185

foraging (travel), 183

force damage (damage type), 196

forced march (movement), 181

forest gnome (race; gnome), 37

Frenzy (barbarian), 49

frightened (condition), 290

frog (creature), 305

gaining a level, 15

Gargantuan (size category), 191

Gaze of Two Minds (warlock eldritch invocation), 111

Gehenna (plane of existence), 302

gender (character: sex and gender), 121

getting into and out of armor (armor and shields), 146

Giant (language), 123

Giant Killer (ranger Hunter's Prey), 93

gladiator (background), 131

gnome, 35-37

Gnome Cunning (gnome), 37

gnome names, 36

gnome traits, 36-37

Gnomish (language), 37, 123

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

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), 178

condition: deafened, 290

heavily obscured, 183

heavy (weapon property), 147

heavy armor (armor and shields), 145

movement: in heavy armor, 144

heavy weapons and Small creatures, 147

height and weight (character), 121

Heightened Spell (sorcerer Metamagic), 102

Hellish Resistance (tiefling), 43

Help action, 192

hermit (background), 134-135

hidden, 177, 178

Dexterity: Stealth, 177

finding a hidden creature, 177

finding a hidden object, 178

hiding, 177

unseen attackers and targets, 194-195

Hide action, 192

Hide in Plain Sight (ranger), 92

hiding, 177

high elf (race; elf), 23

hill dwarf (race; dwarf), 20

hirelings, 159

History (Intelligence skill), 177-178

Hit Dice, 12

multiclassing and, 163

See also specific class entries, 45

hit point maximum, 12, 15, 177

hit points, 12, 13, 15, 177, 196-198

Constitution and, 177

current, 196

damage at 0 (death saving throw), 197

dropping to 0, 197-198

increasing with level, 15

multiclassing and, 163

starting, 12, 13

subtracting damage from, 196

temporary, 198

holding breath, 183

holding your action (Ready action), 193

Holy Nimbus (paladin), 86

holy symbol

cleric, 57, 58

paladin, 84, 85

Horde Breaker (ranger Hunter's Prey), 93

horse, riding (creature), 310

See also mounts and vehicles, 155, 157

how to play (rules), 6

Huge (size category), 191

human, 29-31

human ethnicities, 30-31

human names, 30, 31

human traits, 31

variant, 31

Hunter (ranger archetype), 93

Hunter's Prey (ranger), 93

Hurl Through Hell (warlock), 109

hustle (Dash action), 192

Hypnotic Gaze (wizard), 117

ideals (personality), 124

Ignan (language), 123

illusion, 118, 203

school (wizard arcane tradition), 118

illusionist, 118

Illusion Savant (wizard), 118

Illuskan (human ethnicity), 31

Illusory Reality (wizard), 118

Illusory Self (wizard), 118

imp (creature), 306

Impostor (rogue), 97

Improved Abjuration (wizard), 115

Improved Combat Superiority (fighter), 74

Improved Critical (fighter), 72

Improved Divine Smite (paladin), 85

Improved Duplicity (cleric), 63

Improved Flare (cleric), 61

Improved Minor Illusion (wizard), 118

Improved War Magic (fighter), 75

improvised weapons, 147-148

incapacitated (condition), 290

Indomitable (fighter), 72

Indomitable Might (barbarian), 49

Infernal (language), 123

Infernal Legacy (tiefling), 43

Infiltration Expertise (rogue), 97

initiative, 177, 189

Inner Planes (plane of existence), 301

Insight (Wisdom skill), 178

inspiration, 125

instantaneous (spell duration), 203

Instinctive Charm (wizard), 117

Intelligence, 12, 177-178

Arcana, 177

checks, 177-178

History, 177-178

Investigation, 178

Nature, 178

Religion, 178

Intimidating Presence (barbarian), 49-50

Intimidation (Charisma skill), 179

Inured to Undeath (wizard), 119

Investigation (Intelligence skill), 178

invisible (condition), 291

unseen attackers and targets, 194-195

Invoke Duplicity (Channel Divinity cleric option), 63

Jack of All Trades (bard), 54

jumping (movement), 182, 190

Keen Senses (elf), 23

Ki (monk), 78

saving throws, 78

Ki-Empowered Strikes (monk), 79

ki points, 78

spells and, 80

knight (background: noble knight), 136

knocking a creature out, 198

Know Your Enemy (fighter), 73-74

Knowledge domain (cleric divine domain), 59-60

Knowledge of the Ages (Channel Divinity cleric option), 59

Land's Stride

druid, 69

ranger, 92

language, 17, 123, 125

Druidic, 66

thieves' cant, 96

Large (size category), 191

lawful evil (alignment), 122

lawful good (alignment), 122

lawful neutral (alignment), 122

Lay on Hands (paladin), 84

learning spells. See specific class Spellcasting entries: bard (52); cleric (58); druid (66); fighter, Eldritch Knight (75); ranger (91); rogue, Arcane Trickster (98); sorcerer (101); warlock (107); wizard (114)

lethal damage, 197

level, 11, 15

Life domain (cleric divine domain), 60

Lifedrinker (warlock eldritch invocation), 111

lifestyle (expenses), 157

lifting and carrying, 176

carrying capacity, 176

encumbrance (variant), 176

size and, 176

light, 183

light (weapon property), 147

light armor (armor and shields), 144

light domain (cleric divine domain), 60-61

lightly obscured, 183

lightning damage (damage type), 196

Limbo (plane of existence), 302

line (area of effect), 205

line of sight (casting a spell: targeting), 204

lion (creature), 307

listening (Wisdom: Perception), 178

deafened (condition), 290

loading (weapon property), 147

lock, opening or picking (thieves' tools), 154

lodging (expenses), 158

Lolth, 24, 296

long rest (resting), 186

Lower Planes (plane of existence), 302

low-light vision (darkvision), 183, 185

Lucky (halfling), 28

Lunging Attack maneuver (fighter maneuver), 74

Mage Hand Legerdemain (rogue), 98

Magical Ambush (rogue), 98

Magical Secrets (bard), 54

magic, 8, 201-289

See also specific class entries, 45

magic item (wealth), 144

magic-user (wizard), 45, 112-119

arcane magic, 205

Malleable Illusions (wizard), 118

maneuver (fighter), 73

Maneuvering Attack maneuver (fighter maneuver), 74

maneuvers, 73, 74

list, 74

saving throws, 73

mapping (travel), 183

marching order (travel), 182

Martial Archetype (fighter), 72

martial archetypes, 72-75

Battle Master, 73-74

Champion, 72-73

Eldritch Knight, 74-75

Martial Arts (monk), 78

martial weapon (weapon category), 146

Mask of Many Faces (warlock eldritch invocation), 111

Mask of the Wild (wood elf), 24

Master of Myriad Forms (warlock eldritch invocation), 111

Master of Nature (cleric), 62

Master Transmuter (wizard), 119

mastiff (creature), 307

mounts and vehicles, 155, 157

material spell component, 203

Material Plane (plane of existence), 300

Mechanus (plane of existence), 302

Medicine (Wisdom skill), 178

Medium (size category), 191

medium armor (armor and shields), 144

melee attack, 195

unarmed, 195

with a weapon that requires ammunition, 147

reach, 195

melee weapon, 14, 146, 149, 195

Menacing (half-orc), 41

Menacing Attack maneuver (fighter maneuver), 74

Metamagic (sorcerer), 101-102

Military Rank (soldier), 140

Mindless Rage (barbarian), 49

Minions of Chaos (warlock eldritch invocation), 111

Minor Alchemy (wizard), 119

Minor 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

G–O

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

O–S

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), 11O

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

S–Z

wild elf (race; elf: wood elf), 24

Wild Magic (sorcerer sorcerous origin), 103

Wild Magic Surge (sorcerer), 103

table, 104

Wild Shape (druid), 66-67

Wisdom, 12, 178

Animal Handling, 178

checks, 178

Insight, 178

Medicine, 178

Perception, 178

Survival, 178

Witch Sight (warlock eldritch invocation), 111

wizard, 45, 112-119

arcane traditions, 115-119

quick build, 113

spell list, 210-211

wolf, dire (creature), 305

wolf (creature), 311

wood elf (race; elf), 24

world, 5-6, 8

planes of existence: Material Plane, 302

Wrath of the Storm (cleric), 62

XP (experience points), 15

Ysgard (plane of existence), 302

zombie (creature), 311