



# WARLOCK

*An Occultist Empowered by Otherworldly Pacts*



## CORE WARLOCK TRAITS

<b>Primary Ability</b>	Charisma
<b>Hit Point Die</b>	D8 per Warlock level
<b>Saving Throw Proficiencies</b>	Wisdom and Charisma
<b>Skill Proficiencies</b>	Choose 2: Arcana, Deception, History, Intimidation, Investigation, Nature, or Religion
<b>Weapon Proficiencies</b>	Simple weapons
<b>Armor Training</b>	Light armor
<b>Starting Equipment</b>	Choose A or B: (A) Leather Armor, Sickle, 2 Daggers, Arcane Focus (orb), Book (occult lore), Scholar's Pack, and 15 GP; or (B) 100 GP

**W**ARLOCKS QUEST FOR KNOWLEDGE that lies hidden in the fabric of the multiverse. They often begin their search for magical power by delving into tomes of forbidden lore, dabbling in invocations meant to attract the power of extraplanar beings, or seeking places of power where the influence of these beings can be felt. In no time, each Warlock is drawn into a binding pact with a powerful patron. Drawing on the ancient knowledge of beings such as angels, archfey, demons, devils, hags, and alien entities of the Far Realm, Warlocks piece together arcane secrets to bolster their own power.

Warlocks view their patrons as resources, as means to the end of achieving magical power. Some Warlocks respect, revere, or even love their patrons; some serve their patrons grudgingly; and some seek to undermine their patrons even as they wield the power their patrons have given them.

Once a pact is made, a Warlock's thirst for knowledge and power can't be slaked with mere study. Most Warlocks spend their days pursuing greater power and deeper knowledge, which typically means some kind of adventure.

## BECOMING A WARLOCK ...

### AS A LEVEL 1 CHARACTER

- Gain all the traits in the Core Warlock Traits table.
- Gain the Warlock's level 1 features, which are listed in the Warlock Features table.

### AS A MULTICLASS CHARACTER

- Gain the following traits from the Core Warlock Traits table: Hit Point Die and training with Light armor.
- Gain the Warlock's level 1 features, which are listed in the Warlock Features table. See the multiclassing rules in chapter 2 to determine your available spell slots.

## WARLOCK CLASS FEATURES

As a Warlock, you gain the following class features when you reach the specified Warlock levels. These features are listed in the Warlock Features table.

### LEVEL 1: ELDRITCH INVOCATIONS

You have unearthed Eldritch Invocations, pieces of forbidden knowledge that imbue you with an abiding magical ability or other lessons. You gain one invocation of your choice, such as Pact of the Tome. Invocations are described in the "Eldritch Invocation Options" section later in this class's description.

**Prerequisites.** If an invocation has a prerequisite, you must meet it to learn that invocation. For example, if an invocation requires you to be a level 5+ Warlock, you can select the invocation once you reach Warlock level 5.

**Replacing and Gaining Invocations.** Whenever you gain a Warlock level, you can replace one of your invocations with another one for which you qualify. You can't replace an invocation if it's a prerequisite for another invocation that you have.

When you gain certain Warlock levels, you gain more invocations of your choice, as shown in the Invocations column of the Warlock Features table.

You can't pick the same invocation more than once unless its description says otherwise.

### LEVEL 1: PACT MAGIC

Through occult ceremony, you have formed a pact with a mysterious entity to gain magical powers. The entity is a voice in the shadows—its identity unclear—but its boon to you is concrete: the ability to cast spells. See chapter 7 for the rules on spellcasting. The information below details how you use those rules with Warlock spells, which appear in the Warlock spell list later in the class's description.

**Cantrips.** You know two Warlock cantrips of your choice. *Eldritch Blast* and *Prestidigitation* are recommended. Whenever you gain a Warlock level, you can replace one of your cantrips from this feature with another Warlock cantrip of your choice.

When you reach Warlock levels 4 and 10, you learn another Warlock cantrip of your choice, as shown in the Cantrips column of the Warlock Features table.

## WARLOCK FEATURES

Level	Proficiency Bonus	Class Features	Eldritch Invocations	Cantrips	Prepared Spells	Spell Slots	Slot Level
1	+2	Eldritch Invocations, Pact Magic	1	2	2	1	1
2	+2	Magical Cunning	3	2	3	2	1
3	+2	Warlock Subclass	3	2	4	2	2
4	+2	Ability Score Improvement	3	3	5	2	2
5	+3	—	5	3	6	2	3
6	+3	Subclass feature	5	3	7	2	3
7	+3	—	6	3	8	2	4
8	+3	Ability Score Improvement	6	3	9	2	4
9	+4	Contact Patron	7	3	10	2	5
10	+4	Subclass feature	7	4	10	2	5
11	+4	Mystic Arcanum (level 6 spell)	7	4	11	3	5
12	+4	Ability Score Improvement	8	4	11	3	5
13	+5	Mystic Arcanum (level 7 spell)	8	4	12	3	5
14	+5	Subclass feature	8	4	12	3	5
15	+5	Mystic Arcanum (level 8 spell)	9	4	13	3	5
16	+5	Ability Score Improvement	9	4	13	3	5
17	+6	Mystic Arcanum (level 9 spell)	9	4	14	4	5
18	+6	—	10	4	14	4	5
19	+6	Epic Boon	10	4	15	4	5
20	+6	Eldritch Master	10	4	15	4	5

**Spell Slots.** The Warlock Features table shows how many spell slots you have to cast your Warlock spells of levels 1–5. The table also shows the level of those slots, all of which are the same level. You regain all expended Pact Magic spell slots when you finish a Short or Long Rest.

For example, when you’re a level 5 Warlock, you have two level 3 spell slots. To cast the level 1 spell *Witch Bolt*, you must spend one of those slots, and you cast it as a level 3 spell.

**Prepared Spells of Level 1+.** You prepare the list of level 1+ spells that are available for you to cast with this feature. To start, choose two level 1 Warlock spells. *Charm Person* and *Hex* are recommended.

The number of spells on your list increases as you gain Warlock levels, as shown in the Prepared Spells column of the Warlock Features table. Whenever that number increases, choose additional Warlock spells until the number of spells on your list matches the number in the table. The chosen spells must be of a level no higher than what’s shown in the table’s Slot Level column for your level. When you reach level 6, for example, you learn a new Warlock spell, which can be of levels 1–3.

If another Warlock feature gives you spells that you always have prepared, those spells don’t count against the number of spells you can prepare with

this feature, but those spells otherwise count as Warlock spells for you.

**Changing Your Prepared Spells.** Whenever you gain a Warlock level, you can replace one spell on your list with another Warlock spell of an eligible level.

**Spellcasting Ability.** Charisma is the spellcasting ability for your Warlock spells.

**Spellcasting Focus.** You can use an Arcane Focus as a Spellcasting Focus for your Warlock spells.

### LEVEL 2: MAGICAL CUNNING

You can perform an esoteric rite for 1 minute. At the end of it, you regain expended Pact Magic spell slots but no more than a number equal to half your maximum (round up). Once you use this feature, you can’t do so again until you finish a Long Rest.

### LEVEL 3: WARLOCK SUBCLASS

You gain a Warlock subclass of your choice. The Archfey Patron, Celestial Patron, Fiend Patron, and Great Old One Patron subclasses are detailed after this class’s description. A subclass is a specialization that grants you features at certain Warlock levels. For the rest of your career, you gain each of your subclass’s features that are of your Warlock level or lower.

#### LEVEL 4: ABILITY SCORE IMPROVEMENT

You gain the Ability Score Improvement feat (see chapter 5) or another feat of your choice for which you qualify. You gain this feature again at Warlock levels 8, 12, and 16.

#### LEVEL 9: CONTACT PATRON

In the past, you usually contacted your patron through intermediaries. Now you can communicate directly; you always have the *Contact Other Plane* spell prepared. With this feature, you can cast the spell without expending a spell slot to contact your patron, and you automatically succeed on the spell's saving throw.

Once you cast the spell with this feature, you can't do so in this way again until you finish a Long Rest.

#### LEVEL 11: MYSTIC ARCANUM

Your patron grants you a magical secret called an arcanum. Choose one level 6 Warlock spell as this arcanum.

You can cast your arcanum spell once without expending a spell slot, and you must finish a Long Rest before you can cast it in this way again.

As shown in the Warlock Features table, you gain another Warlock spell of your choice that can be cast in this way when you reach Warlock levels 13 (level 7 spell), 15 (level 8 spell), and 17 (level 9 spell). You regain all uses of your Mystic Arcanum when you finish a Long Rest.

Whenever you gain a Warlock level, you can replace one of your arcanum spells with another Warlock spell of the same level.

#### LEVEL 19: EPIC BOON

You gain an Epic Boon feat (see chapter 5) or another feat of your choice for which you qualify. Boon of Fate is recommended.

#### LEVEL 20: ELDritch MASTER

When you use your Magical Cunning feature, you regain all your expended Pact Magic spell slots.

### ELDRITCH INVOCATION OPTIONS

Eldritch Invocation options appear in alphabetical order.

#### AGONIZING BLAST

*Prerequisite: Level 2+ Warlock, a Warlock Cantrip That Deals Damage*

Choose one of your known Warlock cantrips that deals damage. You can add your Charisma modifier to that spell's damage rolls.

**Repeatable.** You can gain this invocation more than once. Each time you do so, choose a different eligible cantrip.

#### ARMOR OF SHADOWS

You can cast *Mage Armor* on yourself without expending a spell slot.

#### ASCENDANT STEP

*Prerequisite: Level 5+ Warlock*

You can cast *Levitate* on yourself without expending a spell slot.

#### DEVIL'S SIGHT

*Prerequisite: Level 2+ Warlock*

You can see normally in Dim Light and Darkness—both magical and nonmagical—within 120 feet of yourself.

#### DEVOURING BLADE

*Prerequisite: Level 12+ Warlock, Thirsting Blade Invocation*

The Extra Attack of your Thirsting Blade invocation confers two extra attacks rather than one.

#### ELDRITCH MIND

You have Advantage on Constitution saving throws that you make to maintain Concentration.

#### ELDRITCH SMITE

*Prerequisite: Level 5+ Warlock, Pact of the Blade Invocation*

Once per turn when you hit a creature with your pact weapon, you can expend a Pact Magic spell slot to deal an extra 1d8 Force damage to the target, plus another 1d8 per level of the spell slot, and you can give the target the Prone condition if it is Huge or smaller.

#### ELDRITCH SPEAR

*Prerequisite: Level 2+ Warlock, a Warlock Cantrip That Deals Damage*

Choose one of your known Warlock cantrips that deals damage and has a range of 10+ feet. When you cast that spell, its range increases by a number of feet equal to 30 times your Warlock level.

**Repeatable.** You can gain this invocation more than once. Each time you do so, choose a different eligible cantrip.

#### FIENDISH VIGOR

*Prerequisite: Level 2+ Warlock*

You can cast *False Life* on yourself without expending a spell slot. When you cast the spell with this feature, you don't roll the die for the Temporary Hit Points; you automatically get the highest number on the die.

## GAZE OF TWO MINDS

*Prerequisite:* Level 5+ Warlock

You can use a Bonus Action to touch a willing creature and perceive through its senses until the end of your next turn. As long as the creature is on the same plane of existence as you, you can take a Bonus Action on subsequent turns to maintain this connection, extending the duration until the end of your next turn. The connection ends if you don't maintain it in this way.

While perceiving through the other creature's senses, you benefit from any special senses possessed by that creature, and you can cast spells as if you were in your space or the other creature's space if the two of you are within 60 feet of each other.

## GIFT OF THE DEPTHS

*Prerequisite:* Level 5+ Warlock

You can breathe underwater, and you gain a Swim Speed equal to your Speed.

You can also cast *Water Breathing* once without expending a spell slot. You regain the ability to cast it in this way again when you finish a Long Rest.

## GIFT OF THE PROTECTORS

*Prerequisite:* Level 9+ Warlock, Pact of the Tome Invocation

A new page appears in your *Book of Shadows* when you conjure it. With your permission, a creature can take an action to write its name on that page, which can contain a number of names equal to your Charisma modifier (minimum of one name).

When any creature whose name is on the page is reduced to 0 Hit Points but not killed outright, the creature magically drops to 1 Hit Point instead. Once this magic is triggered, no creature can benefit from it until you finish a Long Rest.

As a Magic action, you can erase a name on the page by touching it.

## INVESTMENT OF THE CHAIN MASTER

*Prerequisite:* Level 5+ Warlock, Pact of the Chain Invocation

When you cast *Find Familiar*, you infuse the summoned familiar with a measure of your eldritch power, granting the creature the following benefits.

**Aerial or Aquatic.** The familiar gains either a Fly Speed or a Swim Speed (your choice) of 40 feet.

**Quick Attack.** As a Bonus Action, you can command the familiar to take the Attack action.

**Necrotic or Radiant Damage.** Whenever the familiar deals Bludgeoning, Piercing, or Slashing damage, you can make it deal Necrotic or Radiant damage instead.

**Your Save DC.** If the familiar forces a creature to make a saving throw, it uses your spell save DC.

**Resistance.** When the familiar takes damage, you can take a Reaction to grant it Resistance against that damage.

## LESSONS OF THE FIRST ONES

*Prerequisite:* Level 2+ Warlock

You have received knowledge from an elder entity of the multiverse, allowing you to gain one Origin feat of your choice (see chapter 5).

**Repeatable.** You can gain this invocation more than once. Each time you do so, choose a different Origin feat.

## LIFEDRINKER

*Prerequisite:* Level 9+ Warlock, Pact of the Blade Invocation

Once per turn when you hit a creature with your pact weapon, you can deal an extra 1d6 Necrotic, Psychic, or Radiant damage (your choice) to the creature, and you can expend one of your Hit Point Dice to roll it and regain a number of Hit Points equal to the roll plus your Constitution modifier (minimum of 1 Hit Point).

## MASK OF MANY FACES

*Prerequisite:* Level 2+ Warlock

You can cast *Disguise Self* without expending a spell slot.

## MASTER OF MYRIAD FORMS

*Prerequisite:* Level 5+ Warlock

You can cast *Alter Self* without expending a spell slot.

## MISTY VISIONS

*Prerequisite:* Level 2+ Warlock

You can cast *Silent Image* without expending a spell slot.

## ONE WITH SHADOWS

*Prerequisite:* Level 5+ Warlock

While you're in an area of Dim Light or Darkness, you can cast *Invisibility* on yourself without expending a spell slot.

## OTHERWORLDLY LEAP

*Prerequisite:* Level 2+ Warlock

You can cast *Jump* on yourself without expending a spell slot.

## PACT OF THE BLADE

As a Bonus Action, you can conjure a pact weapon in your hand—a Simple or Martial Melee weapon of your choice with which you bond—or create a bond with a magic weapon you touch; you can't bond with a magic weapon if someone else is attuned to it or another Warlock is bonded with it. Until the

bond ends, you have proficiency with the weapon, and you can use it as a Spellcasting Focus.

Whenever you attack with the bonded weapon, you can use your Charisma modifier for the attack and damage rolls instead of using Strength or Dexterity; and you can cause the weapon to deal Necrotic, Psychic, or Radiant damage or its normal damage type.

Your bond with the weapon ends if you use this feature's Bonus Action again, if the weapon is more than 5 feet away from you for 1 minute or more, or if you die. A conjured weapon disappears when the bond ends.

#### PACT OF THE CHAIN

You learn the *Find Familiar* spell and can cast it as a Magic action without expending a spell slot.

When you cast the spell, you choose one of the normal forms for your familiar or one of the following special forms: **Imp**, **Pseudodragon**, **Quasit**, **Skeleton**, **Slaad Tadpole**, **Sphinx of Wonder**, **Sprite**, or **Venomous Snake** (see appendix B for the familiar's stat block).

Additionally, when you take the Attack action, you can forgo one of your own attacks to allow your familiar to make one attack of its own with its Reaction.

#### PACT OF THE TOME

Stitching together strands of shadow, you conjure forth a book in your hand at the end of a Short or Long Rest. This *Book of Shadows* (you determine its appearance) contains eldritch magic that only you can access, granting you the benefits below. The book disappears if you conjure another book with this feature or if you die.

**Cantrips and Rituals.** When the book appears, choose three cantrips, and choose two level 1 spells that have the Ritual tag. The spells can be from any class's spell list, and they must be spells you don't already have prepared. While the book is on your person, you have the chosen spells prepared, and they function as Warlock spells for you.

**Spellcasting Focus.** You can use the book as a Spellcasting Focus.

#### REPELLING BLAST

*Prerequisite: Level 2+ Warlock, a Warlock Cantrip That Deals Damage via an Attack Roll*

Choose one of your known Warlock cantrips that requires an attack roll. When you hit a Large or smaller creature with that cantrip, you can push the creature up to 10 feet straight away from you.

**Repeatable.** You can gain this invocation more than once. Each time you do so, choose a different eligible cantrip.

#### THIRSTING BLADE

*Prerequisite: Level 5+ Warlock, Pact of the Blade Invocation*

You gain the Extra Attack feature for your pact weapon only. With that feature, you can attack twice with the weapon instead of once when you take the Attack action on your turn.

#### VISIONS OF DISTANT REALMS

*Prerequisite: Level 9+ Warlock*

You can cast *Arcane Eye* without expending a spell slot.

#### WHISPERS OF THE GRAVE

*Prerequisite: Level 7+ Warlock*

You can cast *Speak with Dead* without expending a spell slot.

#### WITCH SIGHT

*Prerequisite: Level 15+ Warlock*

You have Truesight with a range of 30 feet.

### WARLOCK SPELL LIST

This section presents the Warlock spell list. The spells are organized by spell level and then alphabetized, and each spell's school of magic is listed. In the Special column, C means the spell requires Concentration, R means it's a Ritual, and M means it requires a specific Material component.

#### CANTRIPS (LEVEL 0 WARLOCK SPELLS)

Spell	School	Special
<i>Blade Ward</i>	Abjuration	C
<i>Chill Touch</i>	Necromancy	—
<i>Eldritch Blast</i>	Evocation	—
<i>Friends</i>	Enchantment	C
<i>Mage Hand</i>	Conjuration	—
<i>Mind Sliver</i>	Enchantment	—
<i>Minor Illusion</i>	Illusion	—
<i>Poison Spray</i>	Necromancy	—



Spell	School	Special
<i>Prestidigitation</i>	Transmutation	—
<i>Thunderclap</i>	Evocation	—
<i>Toll the Dead</i>	Necromancy	—
<i>True Strike</i>	Divination	—

#### LEVEL 1 WARLOCK SPELLS

Spell	School	Special
<i>Armor of Agathys</i>	Abjuration	—
<i>Arms of Hadar</i>	Conjuration	—
<i>Bane</i>	Enchantment	C
<i>Charm Person</i>	Enchantment	—
<i>Comprehend Languages</i>	Divination	R
<i>Detect Magic</i>	Divination	C, R
<i>Expeditious Retreat</i>	Transmutation	C
<i>Hellish Rebuke</i>	Evocation	—
<i>Hex</i>	Enchantment	C
<i>Illusory Script</i>	Illusion	R, M
<i>Protection from Evil and Good</i>	Abjuration	C, M
<i>Speak with Animals</i>	Divination	R
<i>Tasha's Hideous Laughter</i>	Enchantment	C
<i>Unseen Servant</i>	Conjuration	R
<i>Witch Bolt</i>	Evocation	C

#### LEVEL 2 WARLOCK SPELLS

Spell	School	Special
<i>Cloud of Daggers</i>	Conjuration	C
<i>Crown of Madness</i>	Enchantment	C
<i>Darkness</i>	Evocation	C
<i>Enthrall</i>	Enchantment	C
<i>Hold Person</i>	Enchantment	C
<i>Invisibility</i>	Illusion	C
<i>Mind Spike</i>	Divination	C
<i>Mirror Image</i>	Illusion	—
<i>Misty Step</i>	Conjuration	—
<i>Ray of Enfeeblement</i>	Necromancy	C
<i>Spider Climb</i>	Transmutation	C
<i>Suggestion</i>	Enchantment	C

#### LEVEL 3 WARLOCK SPELLS

Spell	School	Special
<i>Counterspell</i>	Abjuration	—
<i>Dispel Magic</i>	Abjuration	—
<i>Fear</i>	Illusion	C
<i>Fly</i>	Transmutation	C

Spell	School	Special
<i>Gaseous Form</i>	Transmutation	C
<i>Hunger of Hadar</i>	Conjuration	C
<i>Hypnotic Pattern</i>	Illusion	C
<i>Magic Circle</i>	Abjuration	M
<i>Major Image</i>	Illusion	C
<i>Remove Curse</i>	Abjuration	—
<i>Summon Fey</i>	Conjuration	C, M
<i>Summon Undead</i>	Necromancy	C, M
<i>Tongues</i>	Divination	—
<i>Vampiric Touch</i>	Necromancy	C

#### LEVEL 4 WARLOCK SPELLS

Spell	School	Special
<i>Banishment</i>	Abjuration	C
<i>Blight</i>	Necromancy	—
<i>Charm Monster</i>	Enchantment	—
<i>Dimension Door</i>	Conjuration	—
<i>Hallucinatory Terrain</i>	Illusion	—
<i>Summon Aberration</i>	Conjuration	C, M

#### LEVEL 5 WARLOCK SPELLS

Spell	School	Special
<i>Contact Other Plane</i>	Divination	R
<i>Dream</i>	Illusion	—
<i>Hold Monster</i>	Enchantment	C
<i>Jallarzi's Storm of Radiance</i>	Evocation	C
<i>Mislead</i>	Illusion	C
<i>Planar Binding</i>	Abjuration	M
<i>Scrying</i>	Divination	C, M
<i>Synaptic Static</i>	Enchantment	—
<i>Teleportation Circle</i>	Conjuration	M

#### LEVEL 6 WARLOCK SPELLS

Spell	School	Special
<i>Arcane Gate</i>	Conjuration	C
<i>Circle of Death</i>	Necromancy	M
<i>Create Undead</i>	Necromancy	M
<i>Eyebite</i>	Necromancy	C
<i>Summon Fiend</i>	Conjuration	C, M
<i>Tasha's Bubbling Cauldron</i>	Conjuration	M
<i>True Seeing</i>	Divination	M

## LEVEL 7 WARLOCK SPELLS

Spell	School	Special
Etherealness	Conjuration	—
Finger of Death	Necromancy	—
Forcecage	Evocation	C, M
Plane Shift	Conjuration	M

## LEVEL 8 WARLOCK SPELLS

Spell	School	Special
Befuddlement	Enchantment	—
Demiplane	Conjuration	—
Dominate Monster	Enchantment	C
Glibness	Enchantment	—
Power Word Stun	Enchantment	—

## LEVEL 9 WARLOCK SPELLS

Spell	School	Special
Astral Projection	Necromancy	M
Foresight	Divination	—
Gate	Conjuration	C, M
Imprisonment	Abjuration	M
Power Word Kill	Enchantment	—
True Polymorph	Transmutation	C
Weird	Illusion	C

## WARLOCK SUBCLASSES

A Warlock subclass is a specialization that grants you features at certain Warlock levels, as specified in the subclass. This section presents the Archfey Patron, Celestial Patron, Fiend Patron, and Great Old One Patron subclasses.

### ARCHFEY PATRON

#### Bargain with Whimsical Fey

Your pact draws on the power of the Feywild. When you choose this subclass, you might make a deal with an archfey, such as the Prince of Frost; the Queen of Air and Darkness, ruler of the Gloaming Court; Titania of the Summer Court; or an ancient hag. Or you might call on a spectrum of Fey, weaving a web of favors and debts. Whoever they are, your patron is often inscrutable and whimsical.

#### LEVEL 3: ARCHFEY SPELLS

The magic of your patron ensures you always have certain spells ready; when you reach a Warlock level specified in the Archfey Spells table, you thereafter always have the listed spells prepared.

## ARCHFEY SPELLS

Warlock Level	Spells
3	<i>Calm Emotions, Faerie Fire, Misty Step, Phantasmal Force, Sleep</i>
5	<i>Blink, Plant Growth</i>
7	<i>Dominate Beast, Greater Invisibility</i>
9	<i>Dominate Person, Seeming</i>

#### LEVEL 3: STEPS OF THE FEY

Your patron grants you the ability to move between the boundaries of the planes. You can cast *Misty Step* without expending a spell slot a number of times equal to your Charisma modifier (minimum of once), and you regain all expended uses when you finish a Long Rest.

In addition, whenever you cast that spell, you can choose one of the following additional effects.

**Refreshing Step.** Immediately after you teleport, you or one creature you can see within 10 feet of yourself gains 1d10 Temporary Hit Points.

**Taunting Step.** Creatures within 5 feet of the space you left must succeed on a Wisdom saving throw against your spell save DC or have Disadvantage on attack rolls against creatures other than you until the start of your next turn.

#### LEVEL 6: MISTY ESCAPE

You can cast *Misty Step* as a Reaction in response to taking damage.

In addition, the following effects are now among your Steps of the Fey options.

**Disappearing Step.** You have the Invisible condition until the start of your next turn or until immediately after you make an attack roll, deal damage, or cast a spell.

**Dreadful Step.** Creatures within 5 feet of the space you left or the space you appear in (your choice) must succeed on a Wisdom saving throw against your spell save DC or take 2d10 Psychic damage.

#### LEVEL 10: BEGUILING DEFENSES

Your patron teaches you how to guard your mind and body. You are immune to the Charmed condition.

In addition, immediately after a creature you can see hits you with an attack roll, you can take a Reaction to reduce the damage you take by half (round down), and you can force the attacker to make a Wisdom saving throw against your spell save DC. On a failed save, the attacker takes Psychic damage equal to the damage you take. Once you use this Reaction, you can't use it again until you finish a Long Rest unless you expend a Pact Magic spell slot (no action required) to restore your use of it.



ARCHFEY PATRON  
SUBCLASS

## LEVEL 14: BEWITCHING MAGIC

Your patron grants you the ability to weave your magic with teleportation. Immediately after you cast an Enchantment or Illusion spell using an action and a spell slot, you can cast *Misty Step* as part of the same action and without expending a spell slot.

## CELESTIAL PATRON

### *Call on the Power of the Heavens*

Your pact draws on the Upper Planes, the realms of everlasting bliss. You might enter an agreement with an empyrean, a couatl, a sphinx, a unicorn, or another heavenly entity. Or you might call on numerous such beings as you pursue goals aligned with theirs. Your pact allows you to experience a hint of the holy light that illuminates the multiverse.

## LEVEL 3: CELESTIAL SPELLS

The magic of your patron ensures you always have certain spells ready; when you reach a Warlock level specified in the Celestial Spells table, you thereafter always have the listed spells prepared.

## CELESTIAL SPELLS

### Warlock Level Spells

3	<i>Aid, Cure Wounds, Guiding Bolt, Lesser Restoration, Light, Sacred Flame</i>
5	<i>Daylight, Revivify</i>
7	<i>Guardian of Faith, Wall of Fire</i>
9	<i>Greater Restoration, Summon Celestial</i>

## LEVEL 3: HEALING LIGHT

You gain the ability to channel celestial energy to heal wounds. You have a pool of d6s to fuel this healing. The number of dice in the pool equals 1 plus your Warlock level.

As a Bonus Action, you can heal yourself or one creature you can see within 60 feet of yourself, expending dice from the pool. The maximum number of dice you can expend at once equals your Charisma modifier (minimum of one die). Roll the dice you expend, and restore a number of Hit Points equal to the roll's total. Your pool regains all expended dice when you finish a Long Rest.

## LEVEL 6: RADIANT SOUL

Your link to your patron allows you to serve as a conduit for radiant energy. You have Resistance to Radiant damage. Once per turn, when a spell you cast deals Radiant or Fire damage, you can add your Charisma modifier to that spell's damage against one of the spell's targets.

## LEVEL 10: CELESTIAL RESILIENCE

You gain Temporary Hit Points whenever you use your Magical Cunning feature or finish a Short or Long Rest. These Temporary Hit Points equal your Warlock level plus your Charisma modifier. Additionally, choose up to five creatures you can see when you gain the points. Those creatures each gain Temporary Hit Points equal to half your Warlock level plus your Charisma modifier.

## LEVEL 14: SEARING VENGEANCE

When you or an ally within 60 feet of you is about to make a Death Saving Throw, you can unleash radiant energy to save the creature. The creature regains Hit Points equal to half its Hit Point maximum and can end the Prone condition on itself. Each creature of your choice that is within 30 feet of the creature takes Radiant damage equal to 2d8 plus your Charisma modifier, and each has the Blinded condition until the end of the current turn.

Once you use this feature, you can't use it again until you finish a Long Rest.

## FIEND PATRON

### *Make a Deal with the Lower Planes*

Your pact draws on the Lower Planes, the realms of perdition. You might forge a bargain with a demon lord such as Demogorgon or Orcus; an archdevil such as Asmodeus; or a pit fiend, balor, yugoloth, or night hag that is especially mighty. That patron's aims are evil—the corruption or destruction of all things, ultimately including you—and your path is defined by the extent to which you strive against those aims.

## LEVEL 3: DARK ONE'S BLESSING

When you reduce an enemy to 0 Hit Points, you gain Temporary Hit Points equal to your Charisma modifier plus your Warlock level (minimum of 1 Temporary Hit Point). You also gain this benefit if someone else reduces an enemy within 10 feet of you to 0 Hit Points.

## LEVEL 3: FIEND SPELLS

The magic of your patron ensures you always have certain spells ready; when you reach a Warlock level specified in the Fiend Spells table, you thereafter always have the listed spells prepared.

## FIEND SPELLS

### Warlock Level Spells

3	Burning Hands, Command, Scorching Ray, Suggestion
5	Fireball, Stinking Cloud
7	Fire Shield, Wall of Fire
9	Gears, Insect Plague



CELESTIAL PATRON  
SUBCLASS



FIEND PATRON  
SUBCLASS

#### LEVEL 6: DARK ONE'S OWN LUCK

You can call on your fiendish patron to alter fate in your favor. When you make an ability check or a saving throw, you can use this feature to add 1d10 to your roll. You can do so after seeing the roll but before any of the roll's effects occur.

You can use this feature a number of times equal to your Charisma modifier (minimum of once), but you can use it no more than once per roll. You regain all expended uses when you finish a Long Rest.

#### LEVEL 10: FIENDISH RESILIENCE

Choose one damage type, other than Force, whenever you finish a Short or Long Rest. You have Resistance to that damage type until you choose a different one with this feature.

#### LEVEL 14: HURL THROUGH HELL

Once per turn when you hit a creature with an attack roll, you can try to instantly transport the target through the Lower Planes. The target must succeed on a Charisma saving throw against your spell save DC, or the target disappears and hurtles through a nightmare landscape. The target takes 8d10 Psychic damage if it isn't a Fiend, and it has the Incapacitated condition until the end of your next turn, when it returns to the space it previously occupied or the nearest unoccupied space.

Once you use this feature, you can't use it again until you finish a Long Rest unless you expend a Pact Magic spell slot (no action required) to restore your use of it.

### GREAT OLD ONE PATRON

#### *Unearth Forbidden Lore of Ineffable Beings*

When you choose this subclass, you might bind yourself to an unspeakable being from the Far Realm or an elder god—a being such as Tharizdun, the Chained God; Zargon, the Returner; Hadar, the Dark Hunger; or Great Cthulhu. Or you might invoke several entities without yoking yourself to one. The motives of these beings are incomprehensible, and the Great Old One might be indifferent to your existence. But the secrets you've learned nevertheless allow you to draw strange magic from it.

#### LEVEL 3: AWAKENED MIND

You can form a telepathic connection between your mind and the mind of another. As a Bonus Action, choose one creature you can see within 30 feet of yourself. You and the chosen creature can communicate telepathically with each other while the two of you are within a number of miles of each other equal to your Charisma modifier (minimum of 1 mile). To understand each other, you each must mentally use a language the other knows.

The telepathic connection lasts for a number of minutes equal to your Warlock level. It ends early if you use this feature to connect with a different creature.

### LEVEL 3: GREAT OLD ONE SPELLS

The magic of your patron ensures you always have certain spells ready; when you reach a Warlock level specified in the Great Old One Spells table, you thereafter always have the listed spells prepared.

### GREAT OLD ONE SPELLS

#### Warlock Level Spells

3	<i>Detect Thoughts, Dissonant Whispers, Phantasmal Force, Tasha's Hideous Laughter</i>
5	<i>Clairvoyance, Hunger of Hadar</i>
7	<i>Confusion, Summon Aberration</i>
9	<i>Modify Memory, Telekinesis</i>

### LEVEL 3: PSYCHIC SPELLS

When you cast a Warlock spell that deals damage, you can change its damage type to Psychic. In addition, when you cast a Warlock spell that is an Enchantment or Illusion, you can do so without Verbal or Somatic components.

### LEVEL 6: CLAIRVOYANT COMBATANT

When you form a telepathic bond with a creature using your Awakened Mind, you can force that creature to make a Wisdom saving throw against your spell save DC. On a failed save, the creature has Disadvantage on attack rolls against you, and you have Advantage on attack rolls against that creature for the duration of the bond.

Once you use this feature, you can't use it again until you finish a Short or Long Rest unless you expend a Pact Magic spell slot (no action required) to restore your use of it.

### LEVEL 10: ELDRITCH HEX

Your alien patron grants you a powerful curse. You always have the *Hex* spell prepared. When you cast *Hex* and choose an ability, the target also has Disadvantage on saving throws of the chosen ability for the duration of the spell.

### LEVEL 10: THOUGHT SHIELD

Your thoughts can't be read by telepathy or other means unless you allow it. You also have Resistance to Psychic damage, and whenever a creature deals Psychic damage to you, that creature takes the same amount of damage that you take.

### LEVEL 14: CREATE THRALL

When you cast *Summon Aberration*, you can modify it so that it doesn't require Concentration. If you do so, the spell's duration becomes 1 minute for that casting, and when summoned, the Aberration has a number of Temporary Hit Points equal to your Warlock level plus your Charisma modifier.

In addition, the first time each turn the Aberration hits a creature under the effect of your *Hex*, the Aberration deals extra Psychic damage to the target equal to the bonus damage of that spell.





# WIZARD

*A Scholarly Magic-User of Arcane Power*



## CORE WIZARD TRAITS

<b>Primary Ability</b>	Intelligence
<b>Hit Point Die</b>	D6 per Wizard level
<b>Saving Throw Proficiencies</b>	Intelligence and Wisdom
<b>Skill Proficiencies</b>	Choose 2: Arcana, History, Insight, Investigation, Medicine, Nature, or Religion
<b>Weapon Proficiencies</b>	Simple weapons
<b>Armor Training</b>	None
<b>Starting Equipment</b>	Choose A or B: (A) 2 Daggers, Arcane Focus (Quarterstaff), Robe, Spellbook, Scholar's Pack, and 5 GP; or (B) 55 GP

**W**IIZARDS ARE DEFINED BY THEIR exhaustive study of magic's inner workings. They cast spells of explosive fire, arcing lightning, subtle deception, and spectacular transformations. Their magic conjures monsters from other planes of existence, glimpses the future, or forms protective barriers. Their mightiest spells change one substance into another, call meteors from the sky, or open portals to other worlds.

Most Wizards share a scholarly approach to magic. They examine the theoretical underpinnings of magic, particularly the categorization of spells into schools of magic. Renowned Wizards such as Bigby, Tasha, Mordenkainen, and Yolande have built on their studies to invent iconic spells now used across the multiverse.

The closest a Wizard is likely to come to an ordinary life is working as a sage or lecturer. Other Wizards sell their services as advisers, serve in military forces, or pursue lives of crime or domination.

But the lure of knowledge calls even the most unadventurous Wizards from the safety of their libraries and laboratories and into crumbling ruins and lost cities. Most Wizards believe that their counterparts in ancient civilizations knew secrets of magic that have been lost to the ages, and discovering those secrets could unlock the path to a power greater than any magic available in the present age.

## BECOMING A WIZARD ...

### AS A LEVEL 1 CHARACTER

- Gain all the traits in the Core Wizard Traits table.
- Gain the Wizard's level 1 features, which are listed in the Wizard Features table.

### AS A MULTICLASS CHARACTER

- Gain the Hit Point Die from the Core Wizard Traits table.
- Gain the Wizard's level 1 features, which are listed in the Wizard Features table. See the multiclassing rules in chapter 2 to determine your available spell slots.

## WIZARD CLASS FEATURES

As a Wizard, you gain the following class features when you reach the specified Wizard levels. These features are listed in the Wizard Features table.

### LEVEL 1: SPELLCASTING

As a student of arcane magic, you have learned to cast spells. See chapter 7 for the rules on spellcasting. The information below details how you use those rules with Wizard spells, which appear in the Wizard spell list later in the class's description.

**Cantrips.** You know three Wizard cantrips of your choice. *Light*, *Mage Hand*, and *Ray of Frost* are recommended. Whenever you finish a Long Rest, you can replace one of your cantrips from this feature with another Wizard cantrip of your choice.

When you reach Wizard levels 4 and 10, you learn another Wizard cantrip of your choice, as shown in the Cantrips column of the Wizard Features table.

**Spellbook.** Your wizardly apprenticeship culminated in the creation of a unique book: your spellbook. It is a Tiny object that weighs 3 pounds, contains 100 pages, and can be read only by you or someone casting *Identify*. You determine the book's appearance and materials, such as a gilt-edged tome or a collection of vellum bound with twine.

The book contains the level 1+ spells you know. It starts with six level 1 Wizard spells of your choice. *Detect Magic*, *Feather Fall*, *Mage Armor*, *Magic Missile*, *Sleep*, and *Thunderwave* are recommended.

Whenever you gain a Wizard level after 1, add two Wizard spells of your choice to your spellbook. Each of these spells must be of a level for which you have spell slots, as shown in the Wizard Features table. The spells are the culmination of arcane research you do regularly.

**Spell Slots.** The Wizard Features table shows how many spell slots you have to cast your level 1+ spells. You regain all expended slots when you finish a Long Rest.

**Prepared Spells of Level 1+.** You prepare the list of level 1+ spells that are available for you to cast with this feature. To do so, choose four spells from your spellbook. The chosen spells must be of a level for which you have spell slots.

## WIZARD FEATURES

Level	Proficiency Bonus	Class Features	Cantrips	Prepared Spells	Spell Slots per Spell Level								
					1	2	3	4	5	6	7	8	9
1	+2	Spellcasting, Ritual Adept, Arcane Recovery	3	4	2	—	—	—	—	—	—	—	—
2	+2	Scholar	3	5	3	—	—	—	—	—	—	—	—
3	+2	Wizard Subclass	3	6	4	2	—	—	—	—	—	—	—
4	+2	Ability Score Improvement	4	7	4	3	—	—	—	—	—	—	—
5	+3	Memorize Spell	4	9	4	3	2	—	—	—	—	—	—
6	+3	Subclass feature	4	10	4	3	3	—	—	—	—	—	—
7	+3	—	4	11	4	3	3	1	—	—	—	—	—
8	+3	Ability Score Improvement	4	12	4	3	3	2	—	—	—	—	—
9	+4	—	4	14	4	3	3	3	1	—	—	—	—
10	+4	Subclass feature	5	15	4	3	3	3	2	—	—	—	—
11	+4	—	5	16	4	3	3	3	2	1	—	—	—
12	+4	Ability Score Improvement	5	16	4	3	3	3	2	1	—	—	—
13	+5	—	5	17	4	3	3	3	2	1	1	—	—
14	+5	Subclass feature	5	18	4	3	3	3	2	1	1	—	—
15	+5	—	5	19	4	3	3	3	2	1	1	1	—
16	+5	Ability Score Improvement	5	21	4	3	3	3	2	1	1	1	—
17	+6	—	5	22	4	3	3	3	2	1	1	1	1
18	+6	Spell Mastery	5	23	4	3	3	3	3	1	1	1	1
19	+6	Epic Boon	5	24	4	3	3	3	3	2	1	1	1
20	+6	Signature Spells	5	25	4	3	3	3	3	2	2	1	1

The number of spells on your list increases as you gain Wizard levels, as shown in the Prepared Spells column of the Wizard Features table. Whenever that number increases, choose additional Wizard spells until the number of spells on your list matches the number in the table. The chosen spells must be of a level for which you have spell slots. For example, if you're a level 3 Wizard, your list of prepared spells can include six spells of levels 1 and 2 in any combination, chosen from your spellbook.

If another Wizard feature gives you spells that you always have prepared, those spells don't count against the number of spells you can prepare with this feature, but those spells otherwise count as Wizard spells for you.

**Changing Your Prepared Spells.** Whenever you finish a Long Rest, you can change your list of prepared spells, replacing any of the spells there with spells from your spellbook.

**Spellcasting Ability.** Intelligence is your spellcasting ability for your Wizard spells.

**Spellcasting Focus.** You can use an Arcane Focus or your spellbook as a Spellcasting Focus for your Wizard spells.

### LEVEL 1: RITUAL ADEPT

You can cast any spell as a Ritual if that spell has the Ritual tag and the spell is in your spellbook. You needn't have the spell prepared, but you must read from the book to cast a spell in this way.

### LEVEL 1: ARCANE RECOVERY

You can regain some of your magical energy by studying your spellbook. When you finish a Short Rest, you can choose expended spell slots to recover. The spell slots can have a combined level equal to no more than half your Wizard level (round up), and none of the slots can be level 6 or higher. For example, if you're a level 4 Wizard, you can recover up to two levels' worth of spell slots, regaining either one level 2 spell slot or two level 1 spell slots.

Once you use this feature, you can't do so again until you finish a Long Rest.

### LEVEL 2: SCHOLAR

While studying magic, you also specialized in another field of study. Choose one of the following skills in which you have proficiency: Arcana, History, Investigation, Medicine, Nature, or Religion. You have Expertise in the chosen skill.

## EXPANDING AND REPLACING A SPELLBOOK

The spells you add to your spellbook as you gain levels reflect your ongoing magical research, but you might find other spells during your adventures that you can add to the book. You could discover a Wizard spell on a *Spell Scroll*, for example, and then copy it into your spellbook.

**Copying a Spell into the Book.** When you find a level 1+ Wizard spell, you can copy it into your spellbook if it's of a level you can prepare and if you have time to copy it. For each level of the spell, the transcription takes 2 hours and costs 50 GP. Afterward you can prepare the spell like the other spells in your spellbook.

**Copying the Book.** You can copy a spell from your spellbook into another book. This is like copying a new spell into your spellbook but faster, since you already know how to cast the spell. You need spend only 1 hour and 10 GP for each level of the copied spell.

If you lose your spellbook, you can use the same procedure to transcribe the Wizard spells that you have prepared into a new spellbook. Filling out the remainder of the new book requires you to find new spells to do so. For this reason, many wizards keep a backup spellbook.

## LEVEL 3: WIZARD SUBCLASS

You gain a Wizard subclass of your choice. The Abjurer, Diviner, Evoker, and Illusionist subclasses are detailed after this class's description. A subclass is a specialization that grants you features at certain Wizard levels. For the rest of your career, you gain each of your subclass's features that are of your Wizard level or lower.

## LEVEL 4: ABILITY SCORE IMPROVEMENT

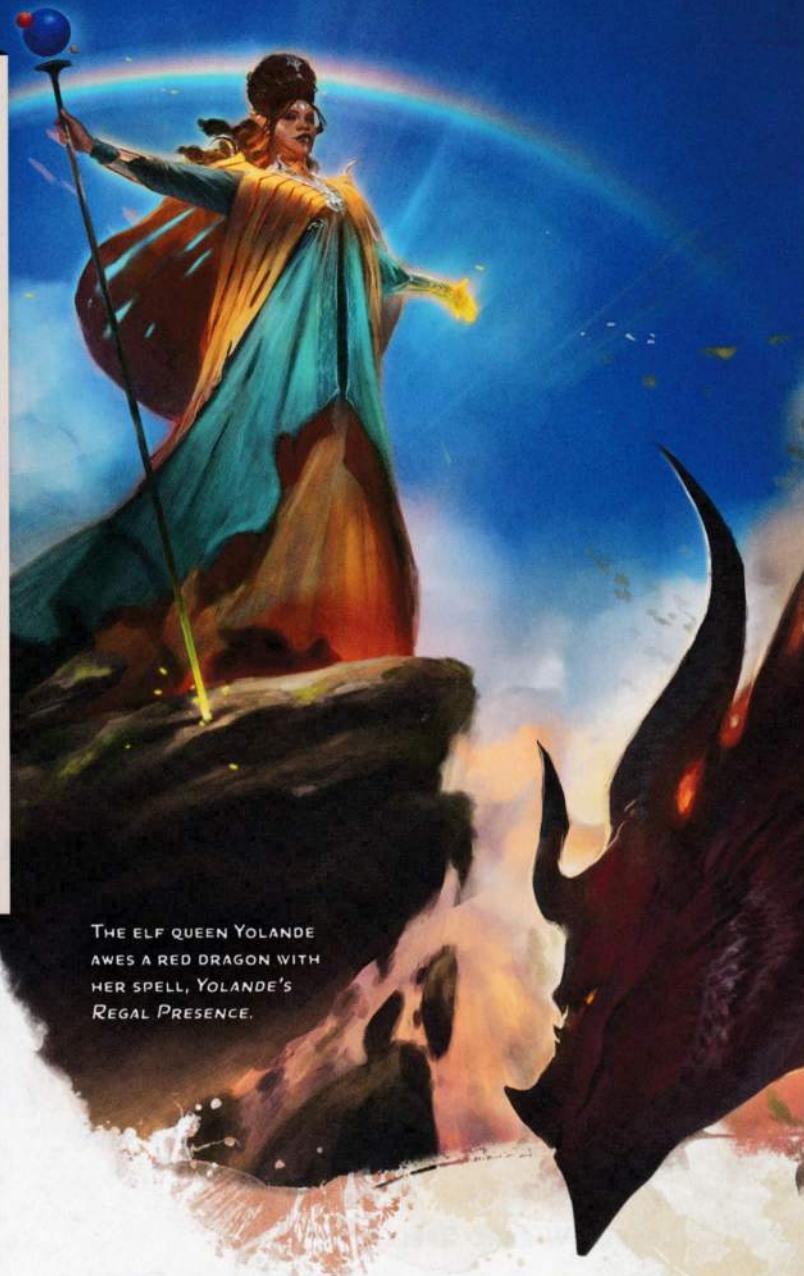
You gain the Ability Score Improvement feat (see chapter 5) or another feat of your choice for which you qualify. You gain this feature again at Wizard levels 8, 12, and 16.

## LEVEL 5: MEMORIZE SPELL

Whenever you finish a Short Rest, you can study your spellbook and replace one of the level 1+ Wizard spells you have prepared for your Spellcasting feature with another level 1+ spell from the book.

## LEVEL 18: SPELL MASTERY

You have achieved such mastery over certain spells that you can cast them at will. Choose a level 1 and a level 2 spell in your spellbook that have a casting time of an action. You always have those spells prepared, and you can cast them at their lowest level without expending a spell slot. To cast either spell at a higher level, you must expend a spell slot.



THE ELF QUEEN YOLANDE AWES A RED DRAGON WITH HER SPELL, YOLANDE'S REGAL PRESENCE.

Whenever you finish a Long Rest, you can study your spellbook and replace one of those spells with an eligible spell of the same level from the book.

## LEVEL 19: EPIC BOON

You gain an Epic Boon feat (see chapter 5) or another feat of your choice for which you qualify. Boon of Spell Recall is recommended.

## LEVEL 20: SIGNATURE SPELLS

Choose two level 3 spells in your spellbook as your signature spells. You always have these spells prepared, and you can cast each of them once at level 3 without expending a spell slot. When you do so, you can't cast them in this way again until you finish a Short or Long Rest. To cast either spell at a higher level, you must expend a spell slot.

## WIZARD SPELL LIST

This section presents the Wizard spell list. The spells are organized by spell level and then alphabetized, and each spell's school of magic is listed. In the Special column, C means the spell requires Concentration, R means it's a Ritual, and M means it requires a specific Material component.

### CANTRIPS (LEVEL 0 WIZARD SPELLS)

Spell	School	Special
<i>Acid Splash</i>	Evocation	—
<i>Blade Ward</i>	Abjuration	C
<i>Chill Touch</i>	Necromancy	—
<i>Dancing Lights</i>	Illusion	C
<i>Elementalism</i>	Transmutation	—
<i>Fire Bolt</i>	Evocation	—
<i>Friends</i>	Enchantment	C
<i>Light</i>	Evocation	—
<i>Mage Hand</i>	Conjuration	—
<i>Mending</i>	Transmutation	—
<i>Message</i>	Transmutation	—
<i>Mind Sliver</i>	Enchantment	—
<i>Minor Illusion</i>	Illusion	—
<i>Poison Spray</i>	Necromancy	—
<i>Prestidigitation</i>	Transmutation	—
<i>Ray of Frost</i>	Evocation	—
<i>Shocking Grasp</i>	Evocation	—
<i>Thunderclap</i>	Evocation	—
<i>Toll the Dead</i>	Necromancy	—
<i>True Strike</i>	Divination	—

### LEVEL 1 WIZARD SPELLS

Spell	School	Special
<i>Alarm</i>	Abjuration	R
<i>Burning Hands</i>	Evocation	—
<i>Charm Person</i>	Enchantment	—
<i>Chromatic Orb</i>	Evocation	M
<i>Color Spray</i>	Illusion	—
<i>Comprehend Languages</i>	Divination	R
<i>Detect Magic</i>	Divination	C, R
<i>Disguise Self</i>	Illusion	—
<i>Expeditious Retreat</i>	Transmutation	C
<i>False Life</i>	Necromancy	—
<i>Feather Fall</i>	Transmutation	—
<i>Find Familiar</i>	Conjuration	R, M
<i>Fog Cloud</i>	Conjuration	C
<i>Grease</i>	Conjuration	—

Spell	School	Special
<i>Ice Knife</i>	Conjuration	—
<i>Identify</i>	Divination	R, M
<i>Illusory Script</i>	Illusion	R, M
<i>Jump</i>	Transmutation	—
<i>Longstrider</i>	Transmutation	—
<i>Mage Armor</i>	Abjuration	—
<i>Magic Missile</i>	Evocation	—
<i>Protection from Evil and Good</i>	Abjuration	C, M
<i>Ray of Sickness</i>	Necromancy	—
<i>Shield</i>	Abjuration	—
<i>Silent Image</i>	Illusion	C
<i>Sleep</i>	Enchantment	C
<i>Tasha's Hideous Laughter</i>	Enchantment	C
<i>Tenser's Floating Disk</i>	Conjuration	R
<i>Thunderwave</i>	Evocation	—
<i>Unseen Servant</i>	Conjuration	R
<i>Witch Bolt</i>	Evocation	C

### LEVEL 2 WIZARD SPELLS

Spell	School	Special
<i>Alter Self</i>	Transmutation	C
<i>Arcane Lock</i>	Abjuration	M
<i>Arcane Vigor</i>	Abjuration	—
<i>Augury</i>	Divination	R, M
<i>Blindness/Deafness</i>	Transmutation	—
<i>Blur</i>	Illusion	C
<i>Cloud of Daggers</i>	Conjuration	C
<i>Continual Flame</i>	Evocation	M
<i>Crown of Madness</i>	Enchantment	C
<i>Darkness</i>	Evocation	C
<i>Darkvision</i>	Transmutation	—
<i>Detect Thoughts</i>	Divination	C
<i>Dragon's Breath</i>	Transmutation	C
<i>Enhance Ability</i>	Transmutation	C
<i>Enlarge/Reduce</i>	Transmutation	C
<i>Flaming Sphere</i>	Evocation	C
<i>Gentle Repose</i>	Necromancy	R, M
<i>Gust of Wind</i>	Evocation	C
<i>Hold Person</i>	Enchantment	C
<i>Invisibility</i>	Illusion	C
<i>Knock</i>	Transmutation	—
<i>Levitate</i>	Transmutation	C
<i>Locate Object</i>	Divination	C
<i>Magic Mouth</i>	Illusion	R, M

Spell	School	Special	Spell	School	Special
<i>Magic Weapon</i>	Transmutation	—	<i>Magic Circle</i>	Abjuration	M
<i>Melf's Acid Arrow</i>	Evocation	—	<i>Major Image</i>	Illusion	C
<i>Mind Spike</i>	Divination	C	<i>Nondetection</i>	Abjuration	M
<i>Mirror Image</i>	Illusion	—	<i>Phantom Steed</i>	Illusion	R
<i>Misty Step</i>	Conjuration	—	<i>Protection from Energy</i>	Abjuration	C
<i>Nystul's Magic Aura</i>	Illusion	—	<i>Remove Curse</i>	Abjuration	—
<i>Phantasmal Force</i>	Illusion	C	<i>Sending</i>	Divination	—
<i>Ray of Enfeeblement</i>	Necromancy	C	<i>Sleet Storm</i>	Conjuration	C
<i>Rope Trick</i>	Transmutation	—	<i>Slow</i>	Transmutation	C
<i>Scorching Ray</i>	Evocation	—	<i>Speak with Dead</i>	Necromancy	—
<i>See Invisibility</i>	Divination	—	<i>Stinking Cloud</i>	Conjuration	C
<i>Shatter</i>	Evocation	—	<i>Summon Fey</i>	Conjuration	C, M
<i>Spider Climb</i>	Transmutation	C	<i>Summon Undead</i>	Necromancy	C, M
<i>Suggestion</i>	Enchantment	C	<i>Tongues</i>	Divination	—
<i>Web</i>	Conjuration	C	<i>Vampiric Touch</i>	Necromancy	C
			<i>Water Breathing</i>	Transmutation	R

### LEVEL 3 WIZARD SPELLS

Spell	School	Special
<i>Animate Dead</i>	Necromancy	—
<i>Bestow Curse</i>	Necromancy	C
<i>Blink</i>	Transmutation	—
<i>Clairvoyance</i>	Divination	C, M
<i>Counterspell</i>	Abjuration	—
<i>Dispel Magic</i>	Abjuration	—
<i>Fear</i>	Illusion	C
<i>Feign Death</i>	Necromancy	R
<i>Fireball</i>	Evocation	—
<i>Fly</i>	Transmutation	C
<i>Gaseous Form</i>	Transmutation	C
<i>Glyph of Warding</i>	Abjuration	M
<i>Haste</i>	Transmutation	C
<i>Hypnotic Pattern</i>	Illusion	C
<i>Leomund's Tiny Hut</i>	Evocation	R
<i>Lightning Bolt</i>	Evocation	—

### LEVEL 4 WIZARD SPELLS

Spell	School	Special
<i>Arcane Eye</i>	Divination	C
<i>Banishment</i>	Abjuration	C
<i>Blight</i>	Necromancy	—
<i>Charm Monster</i>	Enchantment	—
<i>Confusion</i>	Enchantment	C
<i>Conjure Minor Elementals</i>	Conjuration	C
<i>Control Water</i>	Transmutation	C
<i>Dimension Door</i>	Conjuration	—
<i>Divination</i>	Divination	R, M
<i>Evard's Black Tentacles</i>	Conjuration	C
<i>Fabricate</i>	Transmutation	—
<i>Fire Shield</i>	Evocation	—
<i>Greater Invisibility</i>	Illusion	C
<i>Hallucinatory Terrain</i>	Illusion	—



Spell	School	Special
<i>Ice Storm</i>	Evocation	—
<i>Leomund's Secret Chest</i>	Conjuration	M
<i>Locate Creature</i>	Divination	C
<i>Mordenkainen's Faithful Hound</i>	Conjuration	—
<i>Mordenkainen's Private Sanctum</i>	Abjuration	—
<i>Otiluke's Resilient Sphere</i>	Abjuration	C
<i>Phantasmal Killer</i>	Illusion	C
<i>Polymorph</i>	Transmutation	C
<i>Stone Shape</i>	Transmutation	—
<i>Stoneskin</i>	Transmutation	C, M
<i>Summon Aberration</i>	Conjuration	C, M
<i>Summon Construct</i>	Conjuration	C, M
<i>Summon Elemental</i>	Conjuration	C, M
<i>Vitriolic Sphere</i>	Evocation	—
<i>Wall of Fire</i>	Evocation	C

#### LEVEL 5 WIZARD SPELLS

Spell	School	Special
<i>Animate Objects</i>	Transmutation	C
<i>Bigby's Hand</i>	Evocation	C
<i>Circle of Power</i>	Abjuration	C
<i>Cloudkill</i>	Conjuration	C
<i>Cone of Cold</i>	Evocation	—
<i>Conjure Elemental</i>	Conjuration	C
<i>Contact Other Plane</i>	Divination	R
<i>Creation</i>	Illusion	—
<i>Dominate Person</i>	Enchantment	C
<i>Dream</i>	Illusion	—
<i>Geas</i>	Enchantment	—
<i>Hold Monster</i>	Enchantment	C
<i>Jallarzi's Storm of Radiance</i>	Evocation	C
<i>Legend Lore</i>	Divination	M
<i>Mislead</i>	Illusion	C
<i>Modify Memory</i>	Enchantment	C
<i>Passwall</i>	Transmutation	—
<i>Planar Binding</i>	Abjuration	M
<i>Rary's Telepathic Bond</i>	Divination	R
<i>Scrying</i>	Divination	C, M
<i>Seeming</i>	Illusion	—
<i>Steel Wind Strike</i>	Conjuration	M
<i>Summon Dragon</i>	Conjuration	C, M
<i>Synaptic Static</i>	Enchantment	—

Spell	School	Special
<i>Telekinesis</i>	Transmutation	C
<i>Teleportation Circle</i>	Conjuration	M
<i>Wall of Force</i>	Evocation	C
<i>Wall of Stone</i>	Evocation	C
<i>Yolande's Regal Presence</i>	Enchantment	C

#### LEVEL 6 WIZARD SPELLS

Spell	School	Special
<i>Arcane Gate</i>	Conjuration	C
<i>Chain Lightning</i>	Evocation	—
<i>Circle of Death</i>	Necromancy	M
<i>Contingency</i>	Abjuration	M
<i>Create Undead</i>	Necromancy	M
<i>Disintegrate</i>	Transmutation	—
<i>Drawmij's Instant Summons</i>	Conjuration	R, M
<i>Eyebite</i>	Necromancy	C
<i>Flesh to Stone</i>	Transmutation	C
<i>Globe of Invulnerability</i>	Abjuration	C
<i>Guards and Wards</i>	Abjuration	M
<i>Magic Jar</i>	Necromancy	M
<i>Mass Suggestion</i>	Enchantment	—
<i>Move Earth</i>	Transmutation	C
<i>Otiluke's Freezing Sphere</i>	Evocation	—
<i>Otto's Irresistible Dance</i>	Enchantment	C
<i>Programmed Illusion</i>	Illusion	M
<i>Summon Fiend</i>	Conjuration	C, M
<i>Sunbeam</i>	Evocation	C
<i>Tasha's Bubbling Cauldron</i>	Conjuration	M
<i>True Seeing</i>	Divination	M
<i>Wall of Ice</i>	Evocation	C

#### LEVEL 7 WIZARD SPELLS

Spell	School	Special
<i>Delayed Blast Fireball</i>	Evocation	C
<i>Etherealness</i>	Conjuration	—
<i>Finger of Death</i>	Necromancy	—
<i>Forcecage</i>	Evocation	C, M
<i>Mirage Arcane</i>	Illusion	—
<i>Mordenkainen's Magnificent Mansion</i>	Conjuration	M
<i>Mordenkainen's Sword</i>	Evocation	C, M
<i>Plane Shift</i>	Conjuration	M
<i>Prismatic Spray</i>	Evocation	—
<i>Project Image</i>	Illusion	C, M



Spell	School	Special
<i>Reverse Gravity</i>	Transmutation	C
<i>Sequester</i>	Transmutation	M
<i>Simulacrum</i>	Illusion	M
<i>Symbol</i>	Abjuration	M
<i>Teleport</i>	Conjunction	—

#### LEVEL 8 WIZARD SPELLS

Spell	School	Special
<i>Antimagic Field</i>	Abjuration	C
<i>Antipathy/Sympathy</i>	Enchantment	—
<i>Befuddlement</i>	Enchantment	—
<i>Clone</i>	Necromancy	M
<i>Control Weather</i>	Transmutation	C
<i>Demiplane</i>	Conjunction	—
<i>Dominate Monster</i>	Enchantment	C
<i>Incendiary Cloud</i>	Conjunction	C
<i>Maze</i>	Conjunction	C
<i>Mind Blank</i>	Abjuration	—

Spell	School	Special
<i>Power Word Stun</i>	Enchantment	—
<i>Sunburst</i>	Evocation	—
<i>Telepathy</i>	Divination	—

#### LEVEL 9 WIZARD SPELLS

Spell	School	Special
<i>Astral Projection</i>	Necromancy	M
<i>Foresight</i>	Divination	—
<i>Gate</i>	Conjunction	C, M
<i>Imprisonment</i>	Abjuration	M
<i>Meteor Swarm</i>	Evocation	—
<i>Power Word Kill</i>	Enchantment	—
<i>Prismatic Wall</i>	Abjuration	—
<i>Shapechange</i>	Transmutation	C, M
<i>Time Stop</i>	Transmutation	—
<i>True Polymorph</i>	Transmutation	C
<i>Weird</i>	Illusion	C
<i>Wish</i>	Conjunction	—



## WIZARD SUBCLASSES

A Wizard subclass is a specialization that grants you features at certain Wizard levels, as specified in the subclass. This section presents the Abjurer, Diviner, Evoker, and Illusionist subclasses.

### ABJURER

#### *Shield Companions and Banish Foes*

Your study of magic is focused on spells that block, banish, or protect—ending harmful effects, banishing evil influences, and protecting the weak. Abjurers are sought when baleful spirits require exorcism, when locations must be guarded against magical spying, and when portals to other planes of existence must be closed. Adventuring parties value Abjurers for the protection they provide against a variety of hostile magic and other attacks.

#### LEVEL 3: ABJURATION SAVANT

Choose two Wizard spells from the Abjuration school, each of which must be no higher than level 2, and add them to your spellbook for free.

In addition, whenever you gain access to a new level of spell slots in this class, you can add one Wizard spell from the Abjuration school to your spellbook for free. The chosen spell must be of a level for which you have spell slots.

#### LEVEL 3: ARCANE WARD

You can weave magic around yourself for protection. When you cast an Abjuration spell with a spell slot, you can simultaneously use a strand of the spell's magic to create a magical ward on yourself that lasts until you finish a Long Rest. The ward has a Hit Point maximum equal to twice your Wizard level plus your Intelligence modifier. Whenever you take damage, the ward takes the damage instead, and if you have any Resistances or Vulnerabilities, apply them before reducing the ward's Hit Points. If the damage reduces the ward to 0 Hit Points, you take any remaining damage. While the ward has 0 Hit Points, it can't absorb damage, but its magic remains.

Whenever you cast an Abjuration spell with a spell slot, the ward regains a number of Hit Points equal to twice the level of the spell slot. Alternatively, as a Bonus Action, you can expend a spell slot, and the ward regains a number of Hit Points equal to twice the level of the spell slot expended.

Once you create the ward, you can't create it again until you finish a Long Rest.

#### LEVEL 6: PROJECTED WARD

When a creature that you can see within 30 feet of yourself takes damage, you can take a Reaction to cause your Arcane Ward to absorb that damage. If this damage reduces the ward to 0 Hit Points, the

warded creature takes any remaining damage. If that creature has any Resistances or Vulnerabilities, apply them before reducing the ward's Hit Points.

#### LEVEL 10: SPELL BREAKER

You always have the *Counterspell* and *Dispel Magic* spells prepared. In addition, you can cast *Dispel Magic* as a Bonus Action, and you can add your Proficiency Bonus to its ability check.

When you cast either spell with a spell slot, that slot isn't expended if the spell fails to stop a spell.

#### LEVEL 14: SPELL RESISTANCE

You have Advantage on saving throws against spells, and you have Resistance to the damage of spells.

### DIVINER

#### *Learn the Secrets of the Multiverse*

The counsel of a Diviner is sought by those who want a clearer understanding of the past, present, and future. As a Diviner, you strive to part the veils of space, time, and consciousness. You work to master spells of discernment, remote viewing, supernatural knowledge, and foresight.

#### LEVEL 3: DIVINATION SAVANT

Choose two Wizard spells from the Divination school, each of which must be no higher than level 2, and add them to your spellbook for free.

In addition, whenever you gain access to a new level of spell slots in this class, you can add one Wizard spell from the Divination school to your spellbook for free. The chosen spell must be of a level for which you have spell slots.

#### LEVEL 3: PORTENT

Glimpses of the future begin to press on your awareness. Whenever you finish a Long Rest, roll two d20s and record the numbers rolled. You can replace any D20 Test made by you or a creature that you can see with one of these foretelling rolls. You must choose to do so before the roll, and you can replace a roll in this way only once per turn.

Each foretelling roll can be used only once. When you finish a Long Rest, you lose any unused foretelling rolls.

#### LEVEL 6: EXPERT DIVINATION

Casting Divination spells comes so easily to you that it expends only a fraction of your spellcasting efforts. When you cast a Divination spell using a level 2+ spell slot, you regain one expended spell slot. The slot you regain must be of a level lower than the slot you expended and can't be higher than level 5.

#### LEVEL 10: THE THIRD EYE

You can increase your powers of perception. As a Bonus Action, choose one of the following benefits, which lasts until you start a Short or Long Rest. You can't use this feature again until you finish a Short or Long Rest.

**Darkvision.** You gain Darkvision with a range of 120 feet.

**Greater Comprehension.** You can read any language.

**See Invisibility.** You can cast *See Invisibility* without expending a spell slot.

#### LEVEL 14: GREATER PORTENT

The visions in your dreams intensify and paint a more accurate picture in your mind of what is to come. Roll three d20s for your Portent feature rather than two.





## EVOKER

### *Create Explosive Elemental Effects*

Your studies focus on magic that creates powerful elemental effects such as bitter cold, searing flame, rolling thunder, crackling lightning, and burning acid. Some Evokers find employment in military forces, serving as artillery to blast armies from afar. Others use their power to protect others, while some seek their own gain.

### LEVEL 3: EVOCATION SAVANT

Choose two Wizard spells from the Evocation school, each of which must be no higher than level 2, and add them to your spellbook for free.

In addition, whenever you gain access to a new level of spell slots in this class, you can add one Wizard spell from the Evocation school to your spellbook for free. The chosen spell must be of a level for which you have spell slots.

### LEVEL 3: POTENT CANTRIP

Your damaging cantrips affect even creatures that avoid the brunt of the effect. When you cast a cantrip at a creature and you miss with the attack roll or the target succeeds on a saving throw against the cantrip, the target takes half the cantrip's damage (if any) but suffers no additional effect from the cantrip.

### LEVEL 6: SCULPT SPELLS

You can create pockets of relative safety within the effects of your evocations. When you cast an Evocation spell that affects other creatures that you can see, you can choose a number of them equal to 1 plus the spell's level. The chosen creatures automatically succeed on their saving throws against the spell, and they take no damage if they would normally take half damage on a successful save.

### LEVEL 10: EMPOWERED EVOCATION

Whenever you cast a Wizard spell from the Evocation school, you can add your Intelligence modifier to one damage roll of that spell.

### LEVEL 14: OVERCHANNEL

You can increase the power of your spells. When you cast a Wizard spell with a spell slot of levels 1–5 that deals damage, you can deal maximum damage with that spell on the turn you cast it.

The first time you do so, you suffer no adverse effect. If you use this feature again before you finish a Long Rest, you take 2d12 Necrotic damage for each level of the spell slot immediately after you cast it. This damage ignores Resistance and Immunity.

Each time you use this feature again before finishing a Long Rest, the Necrotic damage per spell level increases by 1d12.

## ILLUSIONIST

### Weave Subtle Spells of Deception

You specialize in magic that dazzles the senses and tricks the mind, and the illusions you craft make the impossible seem real.

### LEVEL 3: ILLUSION SAVANT

Choose two Wizard spells from the Illusion school, each of which must be no higher than level 2, and add them to your spellbook for free.

In addition, whenever you gain access to a new level of spell slots in this class, you can add one Wizard spell from the Illusion school to your spellbook for free. The chosen spell must be of a level for which you have spell slots.

### LEVEL 3: IMPROVED ILLUSIONS

You can cast Illusion spells without providing Verbal components, and if an Illusion spell you cast has a range of 10+ feet, the range increases by 60 feet.

You also know the *Minor Illusion* cantrip. If you already know it, you learn a different Wizard cantrip of your choice. The cantrip doesn't count against your number of cantrips known. You can create both a sound and an image with a single casting of *Minor Illusion*, and you can cast it as a Bonus Action.

### LEVEL 6: PHANTASMAL CREATURES

You always have the *Summon Beast* and *Summon Fey* spells prepared. Whenever you cast either spell, you can change its school to Illusion, which causes the summoned creature to appear spectral. You can cast the Illusion version of each spell without expending a spell slot, but casting it without a slot halves the creature's Hit Points. Once you cast either spell without a spell slot, you must finish a Long Rest before you can cast the spell in that way again.

### LEVEL 10: ILLUSORY SELF

When a creature hits you with an attack roll, you can take a Reaction to interpose an illusory duplicate of yourself between the attacker and yourself. The attack automatically misses you, then the illusion dissipates.

Once you use this feature, you can't use it again until you finish a Short or Long Rest. You can also restore your use of it by expending a level 2+ spell slot (no action required).

### LEVEL 14: ILLUSORY REALITY

You have learned to weave shadow magic into your illusions to give them a semi-reality. When you cast an Illusion spell with a spell slot, you can choose one inanimate, nonmagical object that is part of the illusion and make that object real. You can do this on your turn as a Bonus Action while the spell is ongoing. The object remains real for 1 minute, during which it can't deal damage or give any conditions. For example, you can create an illusion of a bridge over a chasm and then make it real and cross it.



ILLUSIONIST  
SUBCLASS



NOT EVEN A WHITE DRAGON'S WRATH CAN CHILL  
THESE HEROES OF THE FORGOTTEN REALMS: LAERAL  
SILVERHAND, DRIZZT DO'URDEN, AND VAJRA SAFAHR.

# CHARACTER ORIGINS

**T**HIS CHAPTER DESCRIBES THE TWO components of an adventurer's origin: background and species. Together, these elements suggest your character's early experience and family origin before taking up the adventuring life and learning the capabilities of a class (described in chapter 3).

## ORIGIN COMPONENTS

Each part of your character's origin reflects facets of your character, their life, and the circumstances that started them on the path to adventure.

If you choose a background or a species from an older book, see the sidebar “Backgrounds and Species from Older Books” in chapter 2 for how to use them with the options here.

### CHARACTER BACKGROUNDS

Your character's background is a collection of characteristics that represent the place and occupation that were most formative before your character embarked on a life of adventure.

Each background includes a brief narrative of what your character's past might have been like. Alter the details of this narrative however you like.

#### PARTS OF A BACKGROUND

A background includes the following parts.

**Ability Scores.** A background lists three of your character's ability scores. Increase one by 2 and another one by 1, or increase all three by 1. None of these increases can raise a score above 20.

**Feat.** A background gives your character a specified Origin feat (described in chapter 5).

**Skill Proficiencies.** A background gives your character proficiency in two specified skills.

**Tool Proficiency.** Each background gives a character proficiency with one tool—either a specific tool or one chosen from the Artisan's Tools category. Tools are detailed in chapter 6.

**Equipment.** Each background offers a choice between a package of equipment and 50 GP.

### CHARACTER SPECIES

When you choose your character's species, you determine whether your character is a human or a member of a fantastical species, such as dragonborn or gnome.

The peoples of the D&D multiverse hail from different worlds and include many kinds of sapient life forms. A player character's species is the set of game traits that an adventurer gains from being one of those life forms.

Some species can trace their origin to a single world, plane of existence, or god, while other species first appeared in multiple realms at once. Whatever a species' genesis, its members have spread across the multiverse and contribute to many different cultures.

Members of most species live for about 80 years, with exceptions noted in the text about the species in this chapter. Regardless of life span, members of all species reach physical maturity at about the same age. Your character can be any age that isn't beyond their species' normal life span.

#### PARTS OF A SPECIES

A species includes the following parts.

**Creature Type.** A character's species determines the character's creature type, which is described in the rules glossary. Every species in this chapter is Humanoid; playable non-Humanoid species appear in other D&D books.

**Size.** Your character's species determines the character's size. Individuals within a species cover a wide range of heights, and some species include such diversity of size that you can choose whether your character is Small or Medium.

**Speed.** Your character's species determines the character's Speed.

**Special Traits.** Each species gives a character special traits—unique characteristics based on the species' physiology or magical nature. When you choose a species, your character gets all the special traits listed for it. Some traits involve making a choice from a handful of options.

## BACKGROUND DESCRIPTIONS

Sixteen backgrounds are presented in this section in alphabetical order:

Acolyte	Guard	Sailor
Artisan	Guide	Scribe
Charlatan	Hermit	Soldier
Criminal	Merchant	Wayfarer
Entertainer	Noble	
Farmer	Sage	



## ACOLYTE

**Ability Scores:** Intelligence, Wisdom, Charisma

**Feat:** Magic Initiate (Cleric) (see chapter 5)

**Skill Proficiencies:** Insight and Religion

**Tool Proficiency:** Calligrapher's Supplies

**Equipment:** Choose A or B: (A) Calligrapher's Supplies, Book (prayers), Holy Symbol, Parchment (10 sheets), Robe, 8 GP; or (B) 50 GP

You devoted yourself to service in a temple, either nestled in a town or secluded in a sacred grove. There you performed rites in honor of a god or pantheon. You served under a priest and studied religion. Thanks to your priest's instruction and your own devotion, you also learned how to channel a modicum of divine power in service to your place of worship and the people who prayed there.

TITUS LUNTER



## ARTISAN

**Ability Scores:** Strength, Dexterity, Intelligence

**Feat:** Crafter (see chapter 5)

**Skill Proficiencies:** Investigation and Persuasion

**Tool Proficiency:** Choose one kind of Artisan's Tools (see chapter 6)

**Equipment:** Choose A or B: (A) Artisan's Tools (same as above), 2 Pouches, Traveler's Clothes, 32 GP; or (B) 50 GP

You began mopping floors and scrubbing counters in an artisan's workshop for a few coppers per day as soon as you were strong enough to carry a bucket. When you were old enough to apprentice, you learned to create basic crafts of your own, as well as how to sweet-talk the occasional demanding customer. Your trade has also given you a keen eye for detail.

LUCA BANCONI



## CHARLATAN

**Ability Scores:** Dexterity, Constitution, Charisma

**Feat:** Skilled (see chapter 5)

**Skill Proficiencies:** Deception and Sleight of Hand

**Tool Proficiency:** Forgery Kit

**Equipment:** Choose A or B: (A) Forgery Kit, Costume, Fine Clothes, 15 GP; or (B) 50 GP

Once you were old enough to order an ale, you soon had a favorite stool in every tavern within ten miles of where you were born. As you traveled the circuit from public house to watering hole, you learned to prey on unfortunates who were in the market for a comforting lie or two—perhaps a sham potion or forged ancestry records.

LUCA BARICONE



## CRIMINAL

**Ability Scores:** Dexterity, Constitution, Intelligence

**Feat:** Alert (see chapter 5)

**Skill Proficiencies:** Sleight of Hand and Stealth

**Tool Proficiency:** Thieves' Tools

**Equipment:** Choose A or B: (A) 2 Daggers, Thieves' Tools, Crowbar, 2 Pouches, Traveler's Clothes, 16 GP; or (B) 50 GP

You eked out a living in dark alleyways, cutting purses or burgling shops. Perhaps you were part of a small gang of like-minded wrongdoers who looked out for each other. Or maybe you were a lone wolf, fending for yourself against the local thieves' guild and more fearsome lawbreakers.

NOOR RAHMAN



## ENTERTAINER

**Ability Scores:** Strength, Dexterity, Charisma  
**Feat:** Musician (see chapter 5)  
**Skill Proficiencies:** Acrobatics and Performance  
**Tool Proficiency:** Choose one kind of Musical Instrument (see chapter 6)  
**Equipment:** Choose A or B: (A) Musical Instrument (same as above), 2 Costumes, Mirror, Perfume, Traveler's Clothes, 11 GP; or (B) 50 GP

You spent much of your youth following roving fairs and carnivals, performing odd jobs for musicians and acrobats in exchange for lessons. You may have learned how to walk a tightrope, how to play a lute in a distinct style, or how to recite poetry with impeccable diction. To this day, you thrive on applause and long for the stage.

KENNY VO



## FARMER

**Ability Scores:** Strength, Constitution, Wisdom  
**Feat:** Tough (see chapter 5)  
**Skill Proficiencies:** Animal Handling and Nature  
**Tool Proficiency:** Carpenter's Tools  
**Equipment:** Choose A or B: (A) Sickle, Carpenter's Tools, Healer's Kit, Iron Pot, Shovel, Traveler's Clothes, 30 GP; or (B) 50 GP

You grew up close to the land. Years tending animals and cultivating the earth rewarded you with patience and good health. You have a keen appreciation for nature's bounty alongside a healthy respect for nature's wrath.

KENNY VO



## GUARD

**Ability Scores:** Strength, Intelligence, Wisdom

**Feat:** Alert (see chapter 5)

**Skill Proficiencies:** Athletics and Perception

**Tool Proficiency:** Choose one kind of Gaming Set (see chapter 6)

**Equipment:** Choose A or B: (A) Spear, Light Crossbow, 20 Bolts, Gaming Set (same as above), Hooded Lantern, Manacles, Quiver, Traveler's Clothes, 12 GP; or (B) 50 GP

Your feet ache when you remember the countless hours you spent at your post in the tower. You were trained to keep one eye looking outside the wall, watching for marauders sweeping from the nearby forest, and your other eye looking inside the wall, searching for cutpurses and troublemakers.

NOOR RAHMAN



## GUIDE

**Ability Scores:** Dexterity, Constitution, Wisdom

**Feat:** Magic Initiate (Druid) (see chapter 5)

**Skill Proficiencies:** Stealth and Survival

**Tool Proficiency:** Cartographer's Tools

**Equipment:** Choose A or B: (A) Shortbow, 20 Arrows, Cartographer's Tools, Bedroll, Quiver, Tent, Traveler's Clothes, 3 GP; or (B) 50 GP

You came of age outdoors, far from settled lands. Your home was anywhere you chose to spread your bedroll. There are wonders in the wilderness—strange monsters, pristine forests and streams, overgrown ruins of great halls once trod by giants—and you learned to fend for yourself as you explored them. From time to time, you guided friendly nature priests who instructed you in the fundamentals of channeling the magic of the wild.

ERIK MAATTI



## HERMIT

**Ability Scores:** Constitution, Wisdom, Charisma

**Feat:** Healer (see chapter 5)

**Skill Proficiencies:** Medicine and Religion

**Tool Proficiency:** Herbalism Kit

**Equipment:** Choose A or B: (A) Quarterstaff, Herbalism Kit, Bedroll, Book (philosophy), Lamp, Oil (3 flasks), Traveler's Clothes, 16 GP; or (B) 50 GP

You spent your early years secluded in a hut or monastery located well beyond the outskirts of the nearest settlement. In those days, your only companions were the creatures of the forest and those who would occasionally visit to bring news of the outside world and supplies. The solitude allowed you to spend many hours pondering the mysteries of creation.

PEDRO CARDOSO



## MERCHANT

**Ability Scores:** Constitution, Intelligence, Charisma

**Feat:** Lucky (see chapter 5)

**Skill Proficiencies:** Animal Handling and Persuasion

**Tool Proficiency:** Navigator's Tools

**Equipment:** Choose A or B: (A) Navigator's Tools, 2 Pouches, Traveler's Clothes, 22 GP; or (B) 50 GP

You were apprenticed to a trader, caravan master, or shopkeeper, learning the fundamentals of commerce. You traveled broadly, and you earned a living by buying and selling the raw materials artisans need to practice their craft or finished works from such crafters. You might have transported goods from one place to another (by ship, wagon, or caravan) or bought them from traveling traders and sold them in your own shop.

KAMILA SZUTTENBERG



## NOBLE

**Ability Scores:** Strength, Intelligence, Charisma

**Feat:** Skilled (see chapter 5)

**Skill Proficiencies:** History and Persuasion

**Tool Proficiency:** Choose one kind of Gaming Set (see chapter 6)

**Equipment:** Choose A or B: (A) Gaming Set (same as above), Fine Clothes, Perfume, 29 GP; or (B) 50 GP

You were raised in a castle, surrounded by wealth, power, and privilege. Your family of minor aristocrats ensured that you received a first-class education, some of which you appreciated and some of which you resented. Your time in the castle, especially the many hours you spent observing your family at court, also taught you a great deal about leadership.

NOOR RAHMAN



## SAGE

**Ability Scores:** Constitution, Intelligence, Wisdom

**Feat:** Magic Initiate (Wizard) (see chapter 5)

**Skill Proficiencies:** Arcana and History

**Tool Proficiency:** Calligrapher's Supplies

**Equipment:** Choose A or B: (A) Quarterstaff, Calligrapher's Supplies, Book (history), Parchment (8 sheets), Robe, 8 GP; or (B) 50 GP

You spent your formative years traveling between manors and monasteries, performing various odd jobs and services in exchange for access to their libraries. You whiled away many a long evening studying books and scrolls, learning the lore of the multiverse—even the rudiments of magic—and your mind yearns for more.

LONN YIN



## SAILOR

**Ability Scores:** Strength, Dexterity, Wisdom

**Feat:** Tavern Brawler (see chapter 5)

**Skill Proficiencies:** Acrobatics and Perception

**Tool Proficiency:** Navigator's Tools

**Equipment:** Choose A or B: (A) Dagger, Navigator's Tools, Rope, Traveler's Clothes, 20 GP; or (B) 50 GP

You lived as a seafarer, wind at your back and decks swaying beneath your feet. You've perched on bar-stools in more ports of call than you can remember, faced mighty storms, and swapped stories with folk who live beneath the waves.



## SCRIBE

**Ability Scores:** Dexterity, Intelligence, Wisdom

**Feat:** Skilled (see chapter 5)

**Skill Proficiencies:** Investigation and Perception

**Tool Proficiency:** Calligrapher's Supplies

**Equipment:** Choose A or B: (A) Calligrapher's Supplies, Fine Clothes, Lamp, Oil (3 flasks), Parchment (12 sheets), 23 GP; or (B) 50 GP

You spent formative years in a scriptorium, a monastery dedicated to the preservation of knowledge, or a government agency, where you learned to write with a clear hand and produce finely written texts. Perhaps you scribed government documents or copied tomes of literature. You might have some skill as a writer of poetry, narrative, or scholarly research. Above all, you have a careful attention to detail, helping you avoid introducing mistakes to the documents you copy and create.



## SOLDIER

**Ability Scores:** Strength, Dexterity, Constitution

**Feat:** Savage Attacker (see chapter 5)

**Skill Proficiencies:** Athletics and Intimidation

**Tool Proficiency:** Choose one kind of Gaming Set (see chapter 6)

**Equipment:** Choose A or B: (A) Spear, Shortbow, 20 Arrows, Gaming Set (same as above), Healer's Kit, Quiver, Traveler's Clothes, 14 GP; or (B) 50 GP

You began training for war as soon as you reached adulthood and carry precious few memories of life before you took up arms. Battle is in your blood. Sometimes you catch yourself reflexively performing the basic fighting exercises you learned first. Eventually, you put that training to use on the battlefield, protecting the realm by waging war.



## WAYFARER

**Ability Scores:** Dexterity, Wisdom, Charisma

**Feat:** Lucky (see chapter 5)

**Skill Proficiencies:** Insight and Stealth

**Tool Proficiency:** Thieves' Tools

**Equipment:** Choose A or B: (A) 2 Daggers, Thieves' Tools, Gaming Set (any), Bedroll, 2 Pouches, Traveler's Clothes, 16 GP; or (B) 50 GP

You grew up on the streets surrounded by similarly ill-fated castoffs, a few of them friends and a few of them rivals. You slept where you could and did odd jobs for food. At times, when the hunger became unbearable, you resorted to theft. Still, you never lost your pride and never abandoned hope. Fate is not yet finished with you.

## SPECIES DESCRIPTIONS

Ten species are presented in this section in alphabetical order: Aasimar, Dragonborn, Dwarf, Elf, Gnome, Goliath, Halfling, Human, Orc, and Tiefling.

### AASIMAR

Aasimar (pronounced AH-sih-mar) are mortals who carry a spark of the Upper Planes within their souls. Whether descended from an angelic being or infused with celestial power, they can fan that spark to bring light, healing, and heavenly fury.

Aasimar can arise among any population of mortals. They resemble their parents, but they live for up to 160 years and have features that hint at their celestial heritage, such as metallic freckles, luminous eyes, a halo, or the skin color of an angel (silver, opalescent green, or coppery red). These features start subtle and become obvious when the aasimar learns to reveal their full celestial nature.

#### AASIMAR TRAITS

**Creature Type:** Humanoid

**Size:** Medium (about 4–7 feet tall) or Small (about 2–4 feet tall), chosen when you select this species

**Speed:** 30 feet

As an Aasimar, you have these special traits.

**Celestial Resistance.** You have Resistance to Necrotic damage and Radiant damage.

**Darkvision.** You have Darkvision with a range of 60 feet.

**Healing Hands.** As a Magic action, you touch a creature and roll a number of d4s equal to your Proficiency Bonus. The creature regains a number of Hit Points equal to the total rolled. Once you use this trait, you can't use it again until you finish a Long Rest.

**Light Bearer.** You know the *Light* cantrip. Charisma is your spellcasting ability for it.

**Celestial Revelation.** When you reach character level 3, you can transform as a Bonus Action using one of the options below (choose the option each time you transform). The transformation lasts for 1 minute or until you end it (no action required). Once you transform, you can't do so again until you finish a Long Rest.

Once on each of your turns before the transformation ends, you can deal extra damage to one target when you deal damage to it with an attack or a spell. The extra damage equals your Proficiency Bonus, and the extra damage's type is either Necrotic for Necrotic Shroud or Radiant for Heavenly Wings and Inner Radiance.

Here are the transformation options:

**Heavenly Wings.** Two spectral wings sprout from your back temporarily. Until the transformation ends, you have a Fly Speed equal to your Speed.

**Inner Radiance.** Searing light temporarily radiates from your eyes and mouth. For the duration, you shed Bright Light in a 10-foot radius and Dim Light for an additional 10 feet, and at the end of each of your turns, each creature within 10 feet of you takes Radiant damage equal to your Proficiency Bonus.

**Necrotic Shroud.** Your eyes briefly become pools of darkness, and flightless wings sprout from your back temporarily. Creatures other than your allies within 10 feet of you must succeed on a Charisma saving throw (DC 8 plus your Charisma modifier and Proficiency Bonus) or have the Frightened condition until the end of your next turn.



ALDO DOMINGUEZ



## DRAGONBORN

The ancestors of dragonborn hatched from the eggs of chromatic and metallic dragons. One story holds that these eggs were blessed by the dragon gods Bahamut and Tiamat, who wanted to populate the multiverse with people created in their image. Another story claims that dragons created the first dragonborn without the gods' blessings. Whatever their origin, dragonborn have made homes for themselves on the Material Plane.

Dragonborn look like wingless, bipedal dragons—scaly, bright-eyed, and thick-boned with horns on their heads—and their coloration and other features are reminiscent of their draconic ancestors.

### DRAGONBORN TRAITS

**Creature Type:** Humanoid

**Size:** Medium (about 5–7 feet tall)

**Speed:** 30 feet

As a Dragonborn, you have these special traits.

**Draconic Ancestry.** Your lineage stems from a dragon progenitor. Choose the kind of dragon from the Draconic Ancestors table. Your choice affects your Breath Weapon and Damage Resistance traits as well as your appearance.

### DRACONIC ANCESTORS

Dragon	Damage Type	Dragon	Damage Type
Black	Acid	Gold	Fire
Blue	Lightning	Green	Poison
Brass	Fire	Red	Fire
Bronze	Lightning	Silver	Cold
Copper	Acid	White	Cold

**Breath Weapon.** When you take the Attack action on your turn, you can replace one of your attacks with an exhalation of magical energy in either a 15-foot Cone or a 30-foot Line that is 5 feet wide (choose the shape each time). Each creature in that area must make a Dexterity saving throw (DC 8 plus your Constitution modifier and Proficiency Bonus). On a failed save, a creature takes 1d10 damage of the type determined by your Draconic Ancestry trait. On a successful save, a creature takes half as much damage. This damage increases by 1d10 when you reach character levels 5 (2d10), 11 (3d10), and 17 (4d10).

You can use this Breath Weapon a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a Long Rest.

**Damage Resistance.** You have Resistance to the damage type determined by your Draconic Ancestry trait.

**Darkvision.** You have Darkvision with a range of 60 feet.

**Draconic Flight.** When you reach character level 5, you can channel draconic magic to give yourself temporary flight. As a Bonus Action, you sprout spectral wings on your back that last for 10 minutes or until you retract the wings (no action required) or have the Incapacitated condition. During that time, you have a Fly Speed equal to your Speed. Your wings appear to be made of the same energy as your Breath Weapon. Once you use this trait, you can't use it again until you finish a Long Rest.



## DWARF

Dwarves were raised from the earth in the elder days by a deity of the forge. Called by various names on different worlds—Moradin, Reorx, and others—that god gave dwarves an affinity for stone and metal and for living underground. The god also made them resilient like the mountains, with a life span of about 350 years.

Squat and often bearded, the original dwarves carved cities and strongholds into mountainsides and under the earth. Their oldest legends tell of conflicts with the monsters of mountaintops and the Underdark, whether those monsters were towering giants or subterranean horrors. Inspired by those tales, dwarves of any culture often sing of valorous deeds—especially of the little overcoming the mighty.

On some worlds in the multiverse, the first settlements of dwarves were built in hills or mountains, and the families who trace their ancestry to those settlements call themselves hill dwarves or mountain dwarves, respectively. The Greyhawk and Dragonlance settings have such communities.

### DWARF TRAITS

**Creature Type:** Humanoid

**Size:** Medium (about 4–5 feet tall)

**Speed:** 30 feet

As a Dwarf, you have these special traits.

**Darkvision.** You have Darkvision with a range of 120 feet.

**Dwarven Resilience.** You have Resistance to Poison damage. You also have Advantage on saving throws you make to avoid or end the Poisoned condition.

**Dwarven Toughness.** Your Hit Point maximum increases by 1, and it increases by 1 again whenever you gain a level.

**Stonecunning.** As a Bonus Action, you gain Tremorsense with a range of 60 feet for 10 minutes. You must be on a stone surface or touching a stone surface to use this Tremorsense. The stone can be natural or worked.

You can use this Bonus Action a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a Long Rest.



## ELF

Created by the god Corellon, the first elves could change their forms at will. They lost this ability when Corellon cursed them for plotting with the deity Lolth, who tried and failed to usurp Corellon's dominion. When Lolth was cast into the Abyss, most elves renounced her and earned Corellon's forgiveness, but that which Corellon had taken from them was lost forever.

No longer able to shape-shift at will, the elves retreated to the Feywild, where their sorrow was deepened by that plane's influence. Over time, curiosity led many of them to explore other planes of existence, including worlds in the Material Plane.

Elves have pointed ears and lack facial and body hair. They live for around 750 years, and they don't sleep but instead enter a trance when they need to rest. In that state, they remain aware of their surroundings while immersing themselves in memories and meditations.

An environment subtly transforms elves after they inhabit it for a millennium or more, and it grants them certain kinds of magic. Drow, high elves, and wood elves are examples of elves who have been transformed thus.

## DROW

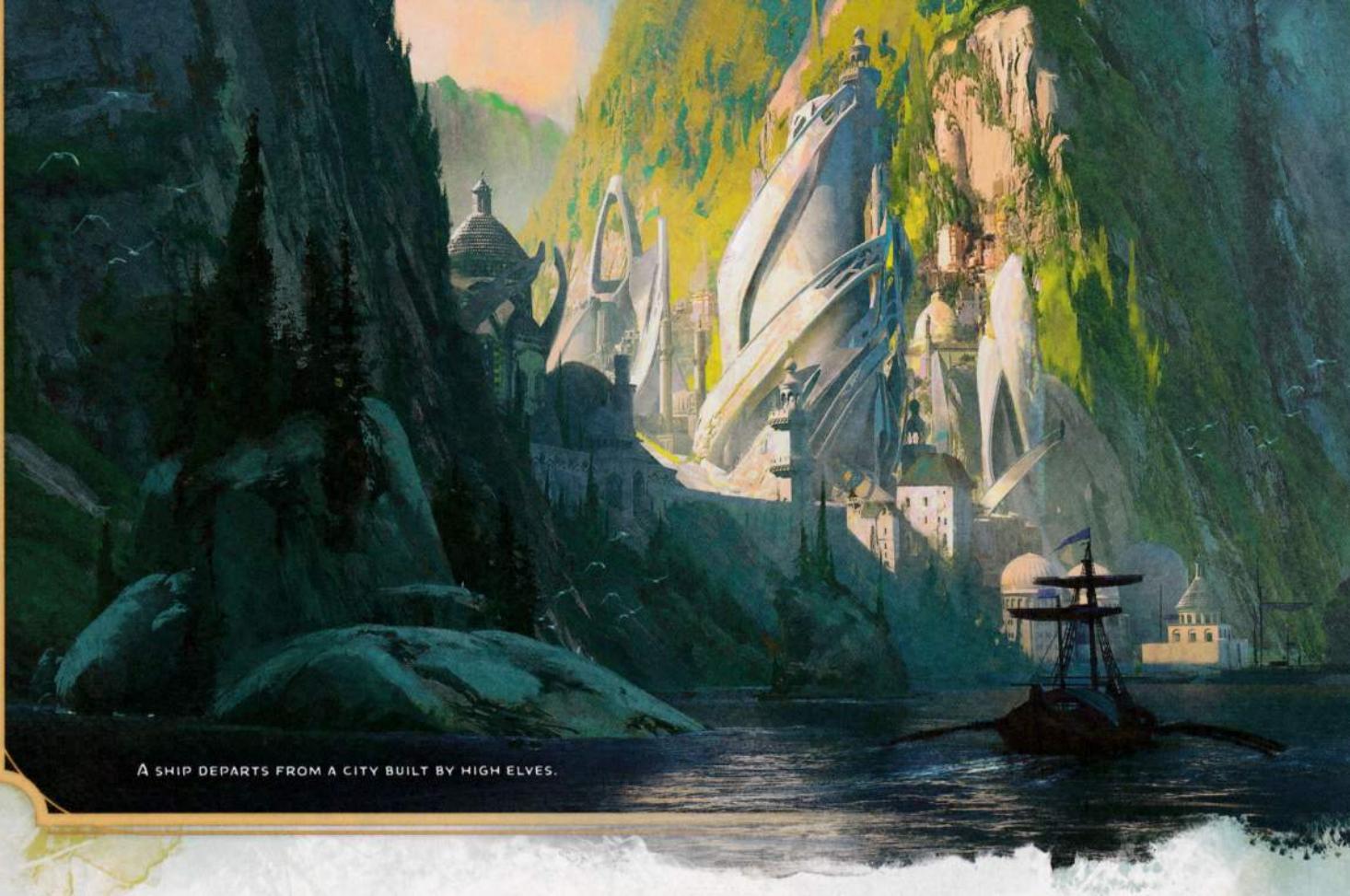
Drow typically dwell in the Underdark and have been shaped by it. Some drow individuals and societies avoid the Underdark altogether yet carry its magic. In the Eberron setting, for example, drow dwell in rainforests and cyclopean ruins on the continent of Xen'drik.

## HIGH ELVES

High elves have been infused with the magic of crossings between the Feywild and the Material Plane. On some worlds, high elves refer to themselves by other names. For example, they call themselves sun or moon elves in the Forgotten Realms setting, Silvanesti and Qualinesti in the Dragonlance setting, and Aereni in the Eberron setting.

## WOOD ELVES

Wood elves carry the magic of primeval forests within themselves. They are known by many other names, including wild elves, green elves, and forest elves. Grugach are reclusive wood elves of the Greyhawk setting, while the Kagonesti and the Tairnadal are wood elves of the Dragonlance and Eberron settings, respectively.



A SHIP DEPARTS FROM A CITY BUILT BY HIGH ELVES.

## ELF TRAITS

**Creature Type:** Humanoid

**Size:** Medium (about 5–6 feet tall)

**Speed:** 30 feet

As an Elf, you have these special traits.

**Darkvision.** You have Darkvision with a range of 60 feet.

**Elven Lineage.** You are part of a lineage that grants you supernatural abilities. Choose a lineage from the Elven Lineages table. You gain the level 1 benefit of that lineage.

When you reach character levels 3 and 5, you learn a higher-level spell, as shown on the table. You always have that spell prepared. You can cast it

once without a spell slot, and you regain the ability to cast it in that way when you finish a Long Rest. You can also cast the spell using any spell slots you have of the appropriate level.

Intelligence, Wisdom, or Charisma is your spell-casting ability for the spells you cast with this trait (choose the ability when you select the lineage).

**Fey Ancestry.** You have Advantage on saving throws you make to avoid or end the Charmed condition.

**Keen Senses.** You have proficiency in the Insight, Perception, or Survival skill.

**Trance.** You don't need to sleep, and magic can't put you to sleep. You can finish a Long Rest in 4 hours if you spend those hours in a trancelike meditation, during which you retain consciousness.

## ELVEN LINEAGES

### Lineage      Level 1

Drow      The range of your Darkvision increases to 120 feet.  
You also know the *Dancing Lights* cantrip.

High Elf      You know the *Prestidigitation* cantrip. Whenever you finish a Long Rest, you can replace that cantrip with a different cantrip from the Wizard spell list.

Wood Elf      Your Speed increases to 35 feet. You also know the *Druidcraft* cantrip.

### Level 3

*Faerie Fire*

### Level 5

*Darkness*

*Detect Magic*

*Misty Step*

*Longstrider*

*Pass without Trace*



## Gnome

Gnomes are magical folk created by gods of invention, illusions, and life underground. The earliest gnomes were seldom seen by other folk due to the gnomes' secretive nature and their propensity for living in forests and burrows. What they lacked in size, they made up for in cleverness. They confounded predators with traps and labyrinthine tunnels. They also learned magic from gods like Garl Glittergold, Baervan Wildwanderer, and Baravar Cloakshadow, who visited them in disguise. That magic eventually created the lineages of forest gnomes and rock gnomes.

Gnomes are petite folk with big eyes and pointed ears, who live around 425 years. Many gnomes like the feeling of a roof over their head, even if that "roof" is nothing more than a hat.

### Gnome Traits

**Creature Type:** Humanoid

**Size:** Small (about 3–4 feet tall)

**Speed:** 30 feet

As a Gnome, you have these special traits.

**Darkvision.** You have Darkvision with a range of 60 feet.

**Gnomish Cunning.** You have Advantage on Intelligence, Wisdom, and Charisma saving throws.

**Gnomish Lineage.** You are part of a lineage that grants you supernatural abilities. Choose one of the following options; whichever one you choose,

Intelligence, Wisdom, or Charisma is your spell-casting ability for the spells you cast with this trait (choose the ability when you select the lineage):

**Forest Gnome.** You know the *Minor Illusion* cantrip.

You also always have the *Speak with Animals* spell prepared. You can cast it without a spell slot a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a Long Rest. You can also use any spell slots you have to cast the spell.

**Rock Gnome.** You know the *Mending* and *Prestidigitation* cantrips. In addition, you can spend 10 minutes casting *Prestidigitation* to create a Tiny clockwork device (AC 5, 1 HP), such as a toy, fire starter, or music box. When you create the device, you determine its function by choosing one effect from *Prestidigitation*; the device produces that effect whenever you or another creature takes a Bonus Action to activate it with a touch. If the chosen effect has options within it, you choose one of those options for the device when you create it. For example, if you choose the spell's ignite-extinguish effect, you determine whether the device ignites or extinguishes fire; the device doesn't do both. You can have three such devices in existence at a time, and each falls apart 8 hours after its creation or when you dismantle it with a touch as a Utilize action.



## GOLIATH

Towering over most folk, goliaths are distant descendants of giants. Each goliath bears the favors of the first giants—favors that manifest in various supernatural boons, including the ability to quickly grow and temporarily approach the height of goliaths' gigantic kin.

Goliaths have physical characteristics that are reminiscent of the giants in their family lines. For example, some goliaths look like stone giants, while others resemble fire giants. Whatever giants they count as kin, goliaths have forged their own path in the multiverse—unencumbered by the internecine conflicts that have ravaged giantkind for ages—and seek heights above those reached by their ancestors.

### GOLIATH TRAITS

**Creature Type:** Humanoid

**Size:** Medium (about 7–8 feet tall)

**Speed:** 35 feet

As a Goliath, you have these special traits.

**Giant Ancestry.** You are descended from Giants. Choose one of the following benefits—a supernatural boon from your ancestry; you can use the chosen benefit a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a Long Rest:

**Cloud's Jaunt (Cloud Giant).** As a Bonus Action, you magically teleport up to 30 feet to an unoccupied space you can see.

**Fire's Burn (Fire Giant).** When you hit a target with an attack roll and deal damage to it, you can also deal 1d10 Fire damage to that target.

**Frost's Chill (Frost Giant).** When you hit a target with an attack roll and deal damage to it, you can also deal 1d6 Cold damage to that target and reduce its Speed by 10 feet until the start of your next turn.

**Hill's Tumble (Hill Giant).** When you hit a Large or smaller creature with an attack roll and deal damage to it, you can give that target the Prone condition.

**Stone's Endurance (Stone Giant).** When you take damage, you can take a Reaction to roll 1d12. Add your Constitution modifier to the number rolled and reduce the damage by that total.

**Storm's Thunder (Storm Giant).** When you take damage from a creature within 60 feet of you, you can take a Reaction to deal 1d8 Thunder damage to that creature.

**Large Form.** Starting at character level 5, you can change your size to Large as a Bonus Action if you're in a big enough space. This transformation lasts for 10 minutes or until you end it (no action required). For that duration, you have Advantage on Strength checks, and your Speed increases by 10 feet. Once you use this trait, you can't use it again until you finish a Long Rest.

**Powerful Build.** You have Advantage on any saving throw you make to end the Grappled condition. You also count as one size larger when determining your carrying capacity.



## HALFLING

Cherished and guided by gods who value life, home, and hearth, halflings gravitate toward bucolic havens where family and community help shape their lives. That said, many halflings possess a brave and adventurous spirit that leads them on journeys of discovery, affording them the chance to explore a bigger world and make new friends along the way. Their size—similar to that of a human child—helps them pass through crowds unnoticed and slip through tight spaces.

Anyone who has spent time around halflings, particularly halfling adventurers, has likely witnessed the storied “luck of the halflings” in action. When a halfling is in mortal danger, an unseen force seems to intervene on the halfling’s behalf. Many halflings believe in the power of luck, and they attribute their unusual gift to one or more of their benevolent gods, including Yondalla, Brandobaris, and Charmalaine. The same gift might contribute to their robust life spans (about 150 years).

Halfling communities come in all varieties. For every sequestered shire tucked away in an unspoiled part of the world, there’s a crime syndicate like the Boromar Clan in the Eberron setting or a territorial mob of halflings like those in the Dark Sun setting.

Halflings who prefer to live underground are sometimes called strongheart halflings or stouts. Nomadic halflings, as well as those who live among humans and other tall folk, are sometimes called lightfoot halflings or tallfellows.

### HALFLING TRAITS

**Creature Type:** Humanoid

**Size:** Small (about 2–3 feet tall)

**Speed:** 30 feet

As a Halfling, you have these special traits.

**Brave.** You have Advantage on saving throws you make to avoid or end the Frightened condition.

**Halfling Nimbleness.** You can move through the space of any creature that is a size larger than you, but you can’t stop in the same space.

**Luck.** When you roll a 1 on the d20 of a D20 Test, you can reroll the die, and you must use the new roll.

**Naturally Stealthy.** You can take the Hide action even when you are obscured only by a creature that is at least one size larger than you.



## HUMAN

Found throughout the multiverse, humans are as varied as they are numerous, and they endeavor to achieve as much as they can in the years they are given. Their ambition and resourcefulness are commended, respected, and feared on many worlds.

Humans are as diverse in appearance as the people of Earth, and they have many gods. Scholars dispute the origin of humanity, but one of the earliest known human gatherings is said to have occurred in Sigil, the torus-shaped city at the center of the multiverse and the place where the Common language was born. From there, humans could have spread to every part of the multiverse, bringing the City of Doors' cosmopolitanism with them.

### HUMAN TRAITS

**Creature Type:** Humanoid

**Size:** Medium (about 4–7 feet tall) or Small (about 2–4 feet tall), chosen when you select this species

**Speed:** 30 feet

As a Human, you have these special traits.

**Resourceful.** You gain Heroic Inspiration whenever you finish a Long Rest.

**Skillful.** You gain proficiency in one skill of your choice.

**Versatile.** You gain an Origin feat of your choice (see chapter 5). Skilled is recommended.





## Orc

Orcs trace their creation to Gruumsh, a powerful god who roamed the wide open spaces of the Material Plane. Gruumsh equipped his children with gifts to help them wander great plains, vast caverns, and churning seas and to face the monsters that lurk there. Even when they turn their devotion to other gods, orcs retain Gruumsh's gifts: endurance, determination, and the ability to see in darkness.

Orcs are, on average, tall and broad. They have gray skin, ears that are sharply pointed, and prominent lower canines that resemble small tusks. Orc youths on some worlds are told about their ancestors' great travels and travails. Inspired by those tales, many of those orcs wonder when Gruumsh will call on them to match the heroic deeds of old and if they will prove worthy of his favor. Other orcs are happy to leave old tales in the past and find their own way.

### Orc Traits

**Creature Type:** Humanoid

**Size:** Medium (about 6–7 feet tall)

**Speed:** 30 feet

As an Orc, you have these special traits.

**Adrenaline Rush.** You can take the Dash action as a Bonus Action. When you do so, you gain a number of Temporary Hit Points equal to your Proficiency Bonus.

You can use this trait a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a Short or Long Rest.

**Darkvision.** You have Darkvision with a range of 120 feet.

**Relentless Endurance.** When you are reduced to 0 Hit Points but not killed outright, you can drop to 1 Hit Point instead. Once you use this trait, you can't do so again until you finish a Long Rest.



CHTHONIC  
TIEFLING

ABYSSAL  
TIEFLING

## TIEFLING

Tieflings are either born in the Lower Planes or have fiendish ancestors who originated there. A tiefling (pronounced TEE-fling) is linked by blood to a devil, a demon, or some other Fiend. This connection to the Lower Planes is the tiefling's fiendish legacy, which comes with the promise of power yet has no effect on the tiefling's moral outlook.

A tiefling chooses whether to embrace or lament their fiendish legacy. The three legacies are described below.

### ABYSSAL

The entropy of the Abyss, the chaos of Pandemonium, and the despair of Carceri call to tieflings who have the abyssal legacy. Horns, fur, tusks, and peculiar scents are common physical features of such tieflings, most of whom have the blood of demons coursing through their veins.

### CHTHONIC

Tieflings who have the chthonic legacy feel not only the tug of Carceri but also the greed of Gehenna and the gloom of Hades. Some of these tieflings look cadaverous. Others possess the unearthly beauty of a succubus, or they have physical features in common with a night hag, a yugoloth, or some other Neutral Evil fiendish ancestor.

### INFERNAL

The infernal legacy connects tieflings not only to Gehenna but also the Nine Hells and the raging battlefields of Acheron. Horns, spines, tails, golden eyes, and a faint odor of sulfur or smoke are common physical features of such tieflings, most of whom trace their ancestry to devils.



## TIEFLING TRAITS

**Creature Type:** Humanoid

**Size:** Medium (about 4–7 feet tall) or Small (about 3–4 feet tall), chosen when you select this species

**Speed:** 30 feet

As a Tiefling, you have the following special traits.

**Darkvision.** You have Darkvision with a range of 60 feet.

**Fiendish Legacy.** You are the recipient of a legacy that grants you supernatural abilities. Choose a legacy from the Fiendish Legacies table. You gain the level 1 benefit of the chosen legacy.

## FIENDISH LEGACIES

### Legacy      Level 1

**Abyssal** You have Resistance to Poison damage.  
You also know the *Poison Spray* cantrip.

**Chthonic** You have Resistance to Necrotic damage.  
You also know the *Chill Touch* cantrip.

**Infernal** You have Resistance to Fire damage.  
You also know the *Fire Bolt* cantrip.

When you reach character levels 3 and 5, you learn a higher-level spell, as shown on the table. You always have that spell prepared. You can cast it once without a spell slot, and you regain the ability to cast it in that way when you finish a Long Rest. You can also cast the spell using any spell slots you have of the appropriate level.

Intelligence, Wisdom, or Charisma is your spellcasting ability for the spells you cast with this trait (choose the ability when you select the legacy).

**Otherworldly Presence.** You know the *Thaumaturgy* cantrip. When you cast it with this trait, the spell uses the same spellcasting ability you use for your Fiendish Legacy trait.

### Level 3

*Ray of Sickness*

### Level 5

*Hold Person*

*False Life*

*Ray of Enfeeblement*

*Hellish Rebuke*

*Darkness*

THE WEATHERMAY-FOXGROVE TWINS, GENNIFER AND LAURIE,  
ALONG WITH THE INVESTIGATORS ALANIK RAY AND ARTHUR  
SEDGWICK, FIGHT TO ESCAPE THE HORRORS OF CASTLE RAVENLOFT.



# FEATS

**T**HIS CHAPTER OFFERS A COLLECTION OF feats, which are special features not tied to a character class. A feat represents a talent or an area of expertise that gives a character special capabilities. It embodies training, experience, and abilities beyond what a class provides.

The sections below explain the parts of a feat and list a variety of feat options separated into categories.

Your background gives you a feat, and at certain levels, your class gives you the Ability Score Improvement feat or the choice of another feat for which you qualify.

By whatever means you acquire a feat, you can take it only once unless its description says otherwise.

## FEAT DESCRIPTIONS

This chapter's feats are organized by category—Origin, General, Fighting Style, or Epic Boon—and alphabetized in each category. All the feats are listed alphabetically in the Feat List table. If a feat can be taken more than once, an asterisk appears after its name in that table.

## PARTS OF A FEAT

The description of a feat contains the following parts, which are presented after the feat's name.

**Category.** A feat is a member of a category, which is noted in the feat. If you're instructed to choose a feat from a specific category, such as the Origin category, that category must appear under the feat's name. If you're instructed to choose a feat and no category is specified, you can choose from any category.

**Prerequisite.** To take a feat, you must meet any prerequisite in its description unless a feature allows you to take the feat without the prerequisite. If a prerequisite includes a class, you must have at least 1 level in that class to take the feat.

**Benefit.** The benefits of a feat are detailed after any prerequisites are listed. If you have a feat, you gain its benefits.

**Repeatable.** A feat can be taken only once unless its description states otherwise in a "Repeatable" subsection.

## FEAT LIST

Feat	Category
Ability Score Improvement*	General
Actor	General
Alert	Origin
Archery	Fighting Style
Athlete	General
Blind Fighting	Fighting Style
Boon of Combat Prowess	Epic Boon
Boon of Dimensional Travel	Epic Boon
Boon of Energy Resistance	Epic Boon
Boon of Fate	Epic Boon
Boon of Fortitude	Epic Boon
Boon of Irresistible Offense	Epic Boon
Boon of Recovery	Epic Boon
Boon of Skill	Epic Boon
Boon of Speed	Epic Boon
Boon of Spell Recall	Epic Boon
Boon of the Night Spirit	Epic Boon
Boon of Truesight	Epic Boon
Charger	General
Chef	General
Crafter	Origin
Crossbow Expert	General
Crusher	General
Defense	Fighting Style
Defensive Duelist	General
Dual Wielder	General
Dueling	Fighting Style
Durable	General
Elemental Adept*	General
Fey-Touched	General
Grappler	General
Great Weapon Fighting	Fighting Style
Great Weapon Master	General
Healer	Origin

Feat	Category
Heavily Armored	General
Heavy Armor Master	General
Inspiring Leader	General
Interception	Fighting Style
Keen Mind	General
Lightly Armored	General
Lucky	Origin
Mage Slayer	General
Magic Initiate*	Origin
Martial Weapon Training	General
Medium Armor Master	General
Moderately Armored	General
Mounted Combatant	General
Musician	Origin
Observant	General
Piercer	General
Poisoner	General
Polearm Master	General
Protection	Fighting Style
Resilient	General
Ritual Caster	General
Savage Attacker	Origin
Sentinel	General
Shadow-Touched	General
Sharpshooter	General
Shield Master	General
Skilled*	Origin
Skill Expert	General
Skulker	General
Slasher	General
Speedy	General
Spell Sniper	General

Feat	Category
Tavern Brawler	Origin
Telekinetic	General
Telepathic	General
Thrown Weapon Fighting	Fighting Style
Tough	Origin
Two-Weapon Fighting	Fighting Style
Unarmed Fighting	Fighting Style
War Caster	General
Weapon Master	General

\*This feat can be taken more than once.

## ORIGIN FEATS

These feats are in the Origin category.

### ALERT

#### Origin Feat

You gain the following benefits.

**Initiative Proficiency.** When you roll Initiative, you can add your Proficiency Bonus to the roll.

**Initiative Swap.** Immediately after you roll Initiative, you can swap your Initiative with the Initiative of one willing ally in the same combat. You can't make this swap if you or the ally has the Incapacitated condition.

### CRAFTER

#### Origin Feat

You gain the following benefits.

**Tool Proficiency.** You gain proficiency with three different Artisan's Tools of your choice from the Fast Crafting table.

**Discount.** Whenever you buy a nonmagical item, you receive a 20 percent discount on it.

**Fast Crafting.** When you finish a Long Rest, you can craft one piece of gear from the Fast Crafting table, provided you have the Artisan's Tools associated with that item and have proficiency with those tools. The item lasts until you finish another Long Rest, at which point the item falls apart.



## FAST CRAFTING

Artisan's Tools	Crafted Gear
Carpenter's Tools	Ladder, Torch
Leatherworker's Tools	Case, Pouch
Mason's Tools	Block and Tackle
Potter's Tools	Jug, Lamp
Smith's Tools	Ball Bearings, Bucket, Caltrops, Grappling Hook, Iron Pot
Tinker's Tools	Bell, Shovel, Tinder Box
Weaver's Tools	Basket, Rope, Net, Tent
Woodcarver's Tools	Club, Greatclub, Quarterstaff

## HEALER

### Origin Feat

You gain the following benefits.

**Battle Medic.** If you have a Healer's Kit, you can expend one use of it and tend to a creature within 5 feet of yourself as a Utilize action. That creature can expend one of its Hit Point Dice, and you then roll that die. The creature regains a number of Hit Points equal to the roll plus your Proficiency Bonus.

**Healing Rerolls.** Whenever you roll a die to determine the number of Hit Points you restore with a spell or with this feat's Battle Medic benefit, you can reroll the die if it rolls a 1, and you must use the new roll.

## LUCKY

### Origin Feat

You gain the following benefits.

**Luck Points.** You have a number of Luck Points equal to your Proficiency Bonus and can spend the points on the benefits below. You regain your expended Luck Points when you finish a Long Rest.

**Advantage.** When you roll a d20 for a D20 Test, you can spend 1 Luck Point to give yourself Advantage on the roll.

**Disadvantage.** When a creature rolls a d20 for an attack roll against you, you can spend 1 Luck Point to impose Disadvantage on that roll.

## MAGIC INITIATE

### Origin Feat

You gain the following benefits.

**Two Cantrips.** You learn two cantrips of your choice from the Cleric, Druid, or Wizard spell list. Intelligence, Wisdom, or Charisma is your spellcasting ability for this feat's spells (choose when you select this feat).



**Level 1 Spell.** Choose a level 1 spell from the same list you selected for this feat's cantrips. You always have that spell prepared. You can cast it once without a spell slot, and you regain the ability to cast it in that way when you finish a Long Rest. You can also cast the spell using any spell slots you have.

**Spell Change.** Whenever you gain a new level, you can replace one of the spells you chose for this feat with a different spell of the same level from the chosen spell list.

**Repeatable.** You can take this feat more than once, but you must choose a different spell list each time.

## MUSICIAN

### Origin Feat

You gain the following benefits.

**Instrument Training.** You gain proficiency with three Musical Instruments of your choice.

**Encouraging Song.** As you finish a Short or Long Rest, you can play a song on a Musical Instrument with which you have proficiency and give Heroic Inspiration to allies who hear the song. The number of allies you can affect in this way equals your Proficiency Bonus.

## SAVAGE ATTACKER

### Origin Feat

You've trained to deal particularly damaging strikes. Once per turn when you hit a target with a weapon, you can roll the weapon's damage dice twice and use either roll against the target.

## SKILLED

### Origin Feat

You gain proficiency in any combination of three skills or tools of your choice.

**Repeatable.** You can take this feat more than once.

## TAVERN BRAWLER

### Origin Feat

You gain the following benefits.

**Enhanced Unarmed Strike.** When you hit with your Unarmed Strike and deal damage, you can deal Bludgeoning damage equal to 1d4 plus your Strength modifier instead of the normal damage of an Unarmed Strike.

**Damage Rerolls.** Whenever you roll a damage die for your Unarmed Strike, you can reroll the die if it rolls a 1, and you must use the new roll.

**Improvised Weaponry.** You have proficiency with improvised weapons.

**Push.** When you hit a creature with an Unarmed Strike as part of the Attack action on your turn, you can deal damage to the target and also push it 5 feet away from you. You can use this benefit only once per turn.

## TOUGH

### Origin Feat

Your Hit Point maximum increases by an amount equal to twice your character level when you gain this feat. Whenever you gain a character level thereafter, your Hit Point maximum increases by an additional 2 Hit Points.

## GENERAL FEATS

These feats are in the General category.

## ABILITY SCORE IMPROVEMENT

### General Feat (Prerequisite: Level 4+)

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. This feat can't increase an ability score above 20.

**Repeatable.** You can take this feat more than once.

## ACTOR

### General Feat (Prerequisite: Level 4+, Charisma 13+)

You gain the following benefits.

**Ability Score Increase.** Increase your Charisma score by 1, to a maximum of 20.

**Impersonation.** While you're disguised as a real or fictional person, you have Advantage on Charisma (Deception or Performance) checks to convince others that you are that person.

**Mimicry.** You can mimic the sounds of other creatures, including speech. A creature that hears the mimicry must succeed on a Wisdom (Insight) check to determine the effect is faked (DC 8 plus your Charisma modifier and Proficiency Bonus).

## ATHLETE

### General Feat (Prerequisite: Level 4+, Strength or Dexterity 13+)

You gain the following benefits.

**Ability Score Increase.** Increase your Strength or Dexterity score by 1, to a maximum of 20.

**Climb Speed.** You gain a Climb Speed equal to your Speed.

**Hop Up.** When you have the Prone condition, you can right yourself with only 5 feet of movement.

**Jumping.** You can make a running Long or High Jump after moving only 5 feet.

## CHARGER

### General Feat (Prerequisite: Level 4+, Strength or Dexterity 13+)

You gain the following benefits.

**Ability Score Increase.** Increase your Strength or Dexterity score by 1, to a maximum of 20.

**Improved Dash.** When you take the Dash action, your Speed increases by 10 feet for that action.

**Charge Attack.** If you move at least 10 feet in a straight line toward a target immediately before hitting it with a melee attack roll as part of the Attack action, choose one of the following effects: gain a 1d8 bonus to the attack's damage roll, or push the target up to 10 feet away if it is no more than one size larger than you. You can use this benefit only once on each of your turns.

## CHEF

### General Feat (Prerequisite: Level 4+)

You gain the following benefits.

**Ability Score Increase.** Increase your Constitution or Wisdom score by 1, to a maximum of 20.

**Cook's Utensils.** You gain proficiency with Cook's Utensils if you don't already have it.

**Replenishing Meal.** As part of a Short Rest, you can cook special food if you have ingredients and Cook's Utensils on hand. You can prepare enough of this food for a number of creatures equal to 4 plus your Proficiency Bonus. At the end of the Short Rest, any creature who eats the food and spends one or more Hit Dice to regain Hit Points regains an extra 1d8 Hit Points.

**Bolstering Treats.** With 1 hour of work or when you finish a Long Rest, you can cook a number of treats equal to your Proficiency Bonus if you have ingredients and Cook's Utensils on hand. These special treats last 8 hours after being made. A creature can use a Bonus Action to eat one of those treats to gain a number of Temporary Hit Points equal to your Proficiency Bonus.

## CROSSBOW EXPERT

*General Feat (Prerequisite: Level 4+, Dexterity 13+)*

You gain the following benefits.

**Ability Score Increase.** Increase your Dexterity score by 1, to a maximum of 20.

**Ignore Loading.** You ignore the Loading property of the Hand Crossbow, Heavy Crossbow, and Light Crossbow (all called crossbows elsewhere in this feat). If you're holding one of them, you can load a piece of ammunition into it even if you lack a free hand.

**Firing in Melee.** Being within 5 feet of an enemy doesn't impose Disadvantage on your attack rolls with crossbows.

**Dual Wielding.** When you make the extra attack of the Light property, you can add your ability modifier to the damage of the extra attack if that attack is with a crossbow that has the Light property and you aren't already adding that modifier to the damage.

## CRUSHER

*General Feat (Prerequisite: Level 4+)*

You gain the following benefits.

**Ability Score Increase.** Increase your Strength or Constitution score by 1, to a maximum of 20.

**Push.** Once per turn, when you hit a creature with an attack that deals Bludgeoning damage, you can move it 5 feet to an unoccupied space if the target is no more than one size larger than you.

**Enhanced Critical.** When you score a Critical Hit that deals Bludgeoning damage to a creature, attack rolls against that creature have Advantage until the start of your next turn.

## DEFENSIVE DUELIST

*General Feat (Prerequisite: Level 4+, Dexterity 13+)*

You gain the following benefits.

**Ability Score Increase.** Increase your Dexterity score by 1, to a maximum of 20.

**Parry.** If you're holding a Finesse weapon and another creature hits you with a melee attack, you can take a Reaction to add your Proficiency Bonus to your Armor Class, potentially causing the attack to miss you. You gain this bonus to your AC against melee attacks until the start of your next turn.

## DUAL WIELDER

*General Feat (Prerequisite: Level 4+, Strength or Dexterity 13+)*

You gain the following benefits.

**Ability Score Increase.** Increase your Strength or Dexterity score by 1, to a maximum of 20.

**Enhanced Dual Wielding.** When you take the Attack action on your turn and attack with a weapon that has the Light property, you can make one extra attack as a Bonus Action later on the same turn with a different weapon, which must be a Melee weapon that lacks the Two-Handed property. You don't add your ability modifier to the extra attack's damage unless that modifier is negative.

**Quick Draw.** You can draw or stow two weapons that lack the Two-Handed property when you would normally be able to draw or stow only one.

## DURABLE

*General Feat (Prerequisite: Level 4+)*

You gain the following benefits.

**Ability Score Increase.** Increase your Constitution score by 1, to a maximum of 20.

**Defy Death.** You have Advantage on Death Saving Throws.

**Speedy Recovery.** As a Bonus Action, you can expend one of your Hit Point Dice, roll the die, and regain a number of Hit Points equal to the roll.

## ELEMENTAL ADEPT

*General Feat (Prerequisite: Level 4+, Spellcasting or Pact Magic Feature)*

You gain the following benefits.

**Ability Score Increase.** Increase your Intelligence, Wisdom, or Charisma score by 1, to a maximum of 20.

**Energy Mastery.** Choose one of the following damage types: Acid, Cold, Fire, Lightning, or Thunder. Spells you cast ignore Resistance to damage of the chosen type. In addition, when you roll damage for a spell you cast that deals damage of that type, you can treat any 1 on a damage die as a 2.

**Repeatable.** You can take this feat more than once, but you must choose a different damage type each time for Energy Mastery.

## FEY-TOUCHED

General Feat (Prerequisite: Level 4+)

Your exposure to the Feywild's magic grants you the following benefits.

**Ability Score Increase.** Increase your Intelligence, Wisdom, or Charisma score by 1, to a maximum of 20.

**Fey Magic.** Choose one level 1 spell from the Divination or Enchantment school of magic. You always have that spell and the *Misty Step* spell prepared. You can cast each of these spells without expending a spell slot. Once you cast either spell in this way, you can't cast that spell in this way again until you finish a Long Rest. You can also cast these spells using spell slots you have of the appropriate level. The spells' spellcasting ability is the ability increased by this feat.

## GRAPPLER

General Feat (Prerequisite: Level 4+, Strength or Dexterity 13+)

You gain the following benefits.

**Ability Score Increase.** Increase your Strength or Dexterity score by 1, to a maximum of 20.

**Punch and Grab.** When you hit a creature with an Unarmed Strike as part of the Attack action on your turn, you can use both the Damage and the Grapple option. You can use this benefit only once per turn.

**Attack Advantage.** You have Advantage on attack rolls against a creature Grappled by you.

**Fast Wrestler.** Your Speed isn't halved when you move a creature Grappled by you if the creature is your size or smaller.

## GREAT WEAPON MASTER

General Feat (Prerequisite: Level 4+, Strength 13+)

You gain the following benefits.

**Ability Score Increase.** Increase your Strength score by 1, to a maximum of 20.

**Heavy Weapon Mastery.** When you hit a creature with a weapon that has the Heavy property as part of the Attack action on your turn, you can cause the weapon to deal extra damage to the target. The extra damage equals your Proficiency Bonus.

**Hew.** Immediately after you score a Critical Hit with a Melee weapon or reduce a creature to 0 Hit Points with one, you can make one attack with the same weapon as a Bonus Action.



## HEAVILY ARMORED

General Feat (Prerequisite: Level 4+, Medium Armor Training)

You gain the following benefits.

**Ability Score Increase.** Increase your Constitution or Strength score by 1, to a maximum of 20.

**Armor Training.** You gain training with Heavy armor.

## HEAVY ARMOR MASTER

General Feat (Prerequisite: Level 4+, Heavy Armor Training)

You gain the following benefits.

**Ability Score Increase.** Increase your Constitution or Strength score by 1, to a maximum of 20.

**Damage Reduction.** When you're hit by an attack while you're wearing Heavy armor, any Bludgeoning, Piercing, and Slashing damage dealt to you by that attack is reduced by an amount equal to your Proficiency Bonus.

## INSPIRING LEADER

General Feat (Prerequisite: Level 4+, Wisdom or Charisma 13+)

You gain the following benefits.

**Ability Score Increase.** Increase your Wisdom or Charisma score by 1, to a maximum of 20.

**Bolstering Performance.** When you finish a Short or Long Rest, you can give an inspiring performance: a speech, song, or dance. When you do so, choose up to six allies (which can include yourself) within 30 feet of yourself who witness the performance. The chosen creatures each gain Temporary Hit Points equal to your character level plus the modifier of the ability you increased with this feat.

## KEEN MIND

*General Feat (Prerequisite: Level 4+, Intelligence 13+)*

You gain the following benefits.

**Ability Score Increase.** Increase your Intelligence score by 1, to a maximum of 20.

**Lore Knowledge.** Choose one of the following skills: Arcana, History, Investigation, Nature, or Religion. If you lack proficiency in the chosen skill, you gain proficiency in it, and if you already have proficiency in it, you gain Expertise in it.

**Quick Study.** You can take the Study action as a Bonus Action.

## LIGHTLY ARMORED

*General Feat (Prerequisite: Level 4+)*

You gain the following benefits.

**Ability Score Increase.** Increase your Strength or Dexterity score by 1, to a maximum of 20.

**Armor Training.** You gain training with Light armor and Shields.

## MAGE SLAYER

*General Feat (Prerequisite: Level 4+)*

You gain the following benefits.

**Ability Score Increase.** Increase your Strength or Dexterity score by 1, to a maximum of 20.

**Concentration Breaker.** When you damage a creature that is concentrating, it has Disadvantage on the saving throw it makes to maintain Concentration.

**Guarded Mind.** If you fail an Intelligence, a Wisdom, or a Charisma saving throw, you can cause yourself to succeed instead. Once you use this benefit, you can't use it again until you finish a Short or Long Rest.

## MARTIAL WEAPON TRAINING

*General Feat (Prerequisite: Level 4+)*

You gain the following benefits.

**Ability Score Increase.** Increase your Strength or Dexterity score by 1, to a maximum of 20.

**Weapon Proficiency.** You gain proficiency with Martial weapons.

## MEDIUM ARMOR MASTER

*General Feat (Prerequisite: Level 4+, Medium Armor Training)*

You gain the following benefits.

**Ability Score Increase.** Increase your Strength or Dexterity score by 1, to a maximum of 20.

**Dexterous Wearer.** While you're wearing Medium armor, you can add 3, rather than 2, to your AC if you have a Dexterity score of 16 or higher.

## MODERATELY ARMORED

*General Feat (Prerequisite: Level 4+, Light Armor Training)*

You gain the following benefits.

**Ability Score Increase.** Increase your Strength or Dexterity score by 1, to a maximum of 20.

**Armor Training.** You gain training with Medium armor.

## MOUNTED COMBATANT

*General Feat (Prerequisite: Level 4+)*

You gain the following benefits.

**Ability Score Increase.** Increase your Strength, Dexterity, or Wisdom score by 1, to a maximum of 20.

**Mounted Strike.** While mounted, you have Advantage on attack rolls against any unmounted creature within 5 feet of your mount that is at least one size smaller than the mount.

**Leap Aside.** If your mount is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw and only half damage if it fails. For your mount to gain this benefit, you must be riding it, and neither of you can have the Incapacitated condition.

**Veer.** While mounted, you can force an attack that hits your mount to hit you instead if you don't have the Incapacitated condition.

## OBSERVANT

*General Feat (Prerequisite: Level 4+, Intelligence or Wisdom 13+)*

You gain the following benefits.

**Ability Score Increase.** Increase your Intelligence or Wisdom score by 1, to a maximum of 20.

**Keen Observer.** Choose one of the following skills: Insight, Investigation, or Perception. If you lack proficiency with the chosen skill, you gain proficiency in it, and if you already have proficiency in it, you gain Expertise in it.

**Quick Search.** You can take the Search action as a Bonus Action.

## PIERCER

*General Feat (Prerequisite: Level 4+)*

You gain the following benefits.

**Ability Score Increase.** Increase your Strength or Dexterity by 1, to a maximum of 20.

**Puncture.** Once per turn, when you hit a creature with an attack that deals Piercing damage, you can reroll one of the attack's damage dice, and you must use the new roll.

**Enhanced Critical.** When you score a Critical Hit that deals Piercing damage to a creature, you can roll one additional damage die when determining the extra Piercing damage the target takes.

## POISONER

*General Feat (Prerequisite: Level 4+)*

You gain the following benefits.

**Ability Score Increase.** Increase your Dexterity or Intelligence score by 1, to a maximum of 20.

**Potent Poison.** When you make a damage roll that deals Poison damage, it ignores Resistance to Poison damage.

**Brew Poison.** You gain proficiency with the Poisoner's Kit. With 1 hour of work using such a kit and expending 50 GP worth of materials, you can create a number of poison doses equal to your Proficiency Bonus. As a Bonus Action, you can apply a poison dose to a weapon or piece of ammunition. Once applied, the poison retains its potency for 1 minute or until you hit with the poisoned item, whichever is shorter. When a creature takes damage from the poisoned item, that creature must succeed on a Constitution saving throw (DC 8 plus the modifier of the ability increased by this feat and your Proficiency Bonus) or take 2d8 Poison damage and have the Poisoned condition until the end of your next turn.



## POLEARM MASTER

*General Feat (Prerequisite: Level 4+, Strength or Dexterity 13+)*

You gain the following benefits.

**Ability Score Increase.** Increase your Dexterity or Strength score by 1, to a maximum of 20.

**Pole Strike.** Immediately after you take the Attack action and attack with a Quarterstaff, a Spear, or a weapon that has the Heavy and Reach properties, you can use a Bonus Action to make a melee attack with the opposite end of the weapon. The weapon deals Bludgeoning damage, and the weapon's damage die for this attack is a d4.

**Reactive Strike.** While you're holding a Quarterstaff, a Spear, or a weapon that has the Heavy and Reach properties, you can take a Reaction to make one melee attack against a creature that enters the reach you have with that weapon.

## RESILIENT

*General Feat (Prerequisite: Level 4+)*

You gain the following benefits.

**Ability Score Increase.** Choose one ability in which you lack saving throw proficiency. Increase the chosen ability score by 1, to a maximum of 20.

**Saving Throw Proficiency.** You gain saving throw proficiency with the chosen ability.

## RITUAL CASTER

*General Feat (Prerequisite: Level 4+; Intelligence, Wisdom, or Charisma 13+)*

You gain the following benefits.

**Ability Score Increase.** Increase your Intelligence, Wisdom, or Charisma score by 1, to a maximum of 20.

**Ritual Spells.** Choose a number of level 1 spells equal to your Proficiency Bonus that have the Ritual tag. You always have those spells prepared, and you can cast them with any spell slots you have. The



spells' spellcasting ability is the ability increased by this feat. Whenever your Proficiency Bonus increases thereafter, you can add an additional level 1 spell with the Ritual tag to the spells always prepared with this feature.

**Quick Ritual.** With this benefit, you can cast a Ritual spell that you have prepared using its regular casting time rather than the extended time for a Ritual. Doing so doesn't require a spell slot. Once you cast the spell in this way, you can't use this benefit again until you finish a Long Rest.

## SENTINEL

**General Feat (Prerequisite: Level 4+, Strength or Dexterity 13+)**

You gain the following benefits.

**Ability Score Increase.** Increase your Strength or Dexterity score by 1, to a maximum of 20.

**Guardian.** Immediately after a creature within 5 feet of you takes the Disengage action or hits a target other than you with an attack, you can make an Opportunity Attack against that creature.

**Halt.** When you hit a creature with an Opportunity Attack, the creature's Speed becomes 0 for the rest of the current turn.

## SHADOW-TOUCHED

**General Feat (Prerequisite: Level 4+)**

Your exposure to the Shadowfell's magic grants you the following benefits.

**Ability Score Increase.** Increase your Intelligence, Wisdom, or Charisma score by 1, to a maximum of 20.

**Shadow Magic.** Choose one level 1 spell from the Illusion or Necromancy school of magic. You always have that spell and the *Invisibility* spell prepared. You can cast each of these spells without expending a spell slot. Once you cast either spell in this way, you can't cast that spell in this way again until you finish a Long Rest. You can also cast these spells using spell slots you have of the appropriate level. The spells' spellcasting ability is the ability increased by this feat.

## SHARPSHOOTER

**General Feat (Prerequisite: Level 4+, Dexterity 13+)**

You gain the following benefits.

**Ability Score Increase.** Increase your Dexterity score by 1, to a maximum of 20.

**Bypass Cover.** Your ranged attacks with weapons ignore Half Cover and Three-Quarters Cover.



**Firing in Melee.** Being within 5 feet of an enemy doesn't impose Disadvantage on your attack rolls with Ranged weapons.

**Long Shots.** Attacking at long range doesn't impose Disadvantage on your attack rolls with Ranged weapons.

## SHIELD MASTER

**General Feat (Prerequisite: Level 4+, Shield Training)**

You gain the following benefits.

**Ability Score Increase.** Increase your Strength score by 1, to a maximum of 20.

**Shield Bash.** If you attack a creature within 5 feet of you as part of the Attack action and hit with a Melee weapon, you can immediately bash the target with your Shield if it's equipped, forcing the target to make a Strength saving throw (DC 8 plus your Strength modifier and Proficiency Bonus). On a failed save, you either push the target 5 feet from you or cause it to have the Prone condition (your choice). You can use this benefit only once on each of your turns.

**Interpose Shield.** If you're subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you can take a Reaction to take no damage if you succeed on the saving throw and are holding a Shield.

## SKILL EXPERT

**General Feat (Prerequisite: Level 4+)**

You gain the following benefits.

**Ability Score Increase.** Increase one ability score of your choice by 1, to a maximum of 20.

**Skill Proficiency.** You gain proficiency in one skill of your choice.

**Expertise.** Choose one skill in which you have proficiency but lack Expertise. You gain Expertise with that skill.

## SKULKER

*General Feat (Prerequisite: Level 4+, Dexterity 13+)*

You gain the following benefits.

**Ability Score Increase.** Increase your Dexterity score by 1, to a maximum of 20.

**Blindsight.** You have Blindsight with a range of 10 feet.

**Fog of War.** You exploit the distractions of battle, gaining Advantage on any Dexterity (Stealth) check you make as part of the Hide action during combat.

**Sniper.** If you make an attack roll while hidden and the roll misses, making the attack roll doesn't reveal your location.

## SLASHER

*General Feat (Prerequisite: Level 4+)*

You gain the following benefits.

**Ability Score Increase.** Increase your Strength or Dexterity score by 1, to a maximum of 20.

**Hamstring.** Once per turn when you hit a creature with an attack that deals Slashing damage, you can reduce the Speed of that creature by 10 feet until the start of your next turn.

**Enhanced Critical.** When you score a Critical Hit that deals Slashing damage to a creature, it has Disadvantage on attack rolls until the start of your next turn.

## SPEEDY

*General Feat (Prerequisite: Level 4+, Dexterity or Constitution 13+)*

You gain the following benefits.

**Ability Score Increase.** Increase your Dexterity or Constitution score by 1, to a maximum of 20.

**Speed Increase.** Your Speed increases by 10 feet.

**Dash over Difficult Terrain.** When you take the Dash action on your turn, Difficult Terrain doesn't cost you extra movement for the rest of that turn.

**Agile Movement.** Opportunity Attacks have Disadvantage against you.

## SPELL SNIPER

*General Feat (Prerequisite: Level 4+, Spellcasting or Pact Magic Feature)*

You gain the following benefits.

**Ability Score Increase.** Increase your Intelligence, Wisdom, or Charisma score by 1, to a maximum of 20.

**Bypass Cover.** Your attack rolls for spells ignore Half Cover and Three-Quarters Cover.

**Casting in Melee.** Being within 5 feet of an enemy doesn't impose Disadvantage on your attack rolls with spells.

**Increased Range.** When you cast a spell that has a range of at least 10 feet and requires you to make an attack roll, you can increase the spell's range by 60 feet.

## TELEKINETIC

*General Feat (Prerequisite: Level 4+)*

You gain the following benefits.

**Ability Score Increase.** Increase your Intelligence, Wisdom, or Charisma score by 1, to a maximum of 20.

**Minor Telekinesis.** You learn the *Mage Hand* spell. You can cast it without Verbal or Somatic components, you can make the spectral hand Invisible, and its range increases by 30 feet when you cast it. The spell's spellcasting ability is the ability increased by this feat.

**Telekinetic Shove.** As a Bonus Action, you can telekinetically shove one creature you can see within 30 feet of yourself. When you do so, the target must succeed on a Strength saving throw (DC 8 plus the ability modifier of the score increased by this feat and your Proficiency Bonus) or be moved 5 feet toward or away from you.

## TELEPATHIC

*General Feat (Prerequisite: Level 4+)*

You gain the following benefits.

**Ability Score Increase.** Increase your Intelligence, Wisdom, or Charisma score by 1, to a maximum of 20.

**Telepathic Utterance.** You can speak telepathically to any creature you can see within 60 feet of yourself. Your telepathic utterances are in a language you know, and the creature understands you only if it knows that language. Your communication doesn't give the creature the ability to respond to you telepathically.



**Detect Thoughts.** You always have the *Detect Thoughts* spell prepared. You can cast it without a spell slot or spell components, and you must finish a Long Rest before you can cast it in this way again. You can also cast it using spell slots you have of the appropriate level. Your spellcasting ability for the spell is the ability increased by this feat.

## WAR CASTER

*General Feat (Prerequisite: Level 4+, Spellcasting or Pact Magic Feature)*

You gain the following benefits.

**Ability Score Increase.** Increase your Intelligence, Wisdom, or Charisma score by 1, to a maximum of 20.

**Concentration.** You have Advantage on Constitution saving throws that you make to maintain Concentration.

**Reactive Spell.** When a creature provokes an Opportunity Attack from you by leaving your reach, you can take a Reaction to cast a spell at the creature rather than making an Opportunity Attack. The spell must have a casting time of one action and must target only that creature.

**Somatic Components.** You can perform the Somatic components of spells even when you have weapons or a Shield in one or both hands.

## WEAPON MASTER

*General Feat (Prerequisite: Level 4+)*

You gain the following benefits.

**Ability Score Increase.** Increase your Strength or Dexterity score by 1, to a maximum of 20.

**Mastery Property.** Your training with weapons allows you to use the mastery property of one kind of Simple or Martial weapon of your choice, provided you have proficiency with it. Whenever you finish a Long Rest, you can change the kind of weapon to another eligible kind.

## FIGHTING STYLE FEATS

These feats are in the Fighting Style category.

### ARCHERY

*Fighting Style Feat (Prerequisite: Fighting Style Feature)*

You gain a +2 bonus to attack rolls you make with Ranged weapons.

### BLIND FIGHTING

*Fighting Style Feat (Prerequisite: Fighting Style Feature)*

You have Blindsight with a range of 10 feet.

### DEFENSE

*Fighting Style Feat (Prerequisite: Fighting Style Feature)*

While you're wearing Light, Medium, or Heavy armor, you gain a +1 bonus to Armor Class.

### DUELING

*Fighting Style Feat (Prerequisite: Fighting Style Feature)*

When you're holding a Melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

### GREAT WEAPON FIGHTING

*Fighting Style Feat (Prerequisite: Fighting Style Feature)*

When you roll damage for an attack you make with a Melee weapon that you are holding with two hands, you can treat any 1 or 2 on a damage die as a 3. The weapon must have the Two-Handed or Versatile property to gain this benefit.

### INTERCEPTION

*Fighting Style Feat (Prerequisite: Fighting Style Feature)*

When a creature you can see hits another creature within 5 feet of you with an attack roll, you can take a Reaction to reduce the damage dealt to the target by 1d10 plus your Proficiency Bonus. You must be holding a Shield or a Simple or Martial weapon to use this Reaction.

### PROTECTION

*Fighting Style Feat (Prerequisite: Fighting Style Feature)*

When a creature you can see attacks a target other than you that is within 5 feet of you, you can take a Reaction to interpose your Shield if you're holding one. You impose Disadvantage on the triggering attack roll and all other attack rolls against the target until the start of your next turn if you remain within 5 feet of the target.



## THROWN WEAPON FIGHTING

*Fighting Style Feat (Prerequisite: Fighting Style Feature)*

When you hit with a ranged attack roll using a weapon that has the Thrown property, you gain a +2 bonus to the damage roll.

## TWO-WEAPON FIGHTING

*Fighting Style Feat (Prerequisite: Fighting Style Feature)*

When you make an extra attack as a result of using a weapon that has the Light property, you can add your ability modifier to the damage of that attack if you aren't already adding it to the damage.

## UNARMED FIGHTING

*Fighting Style Feat (Prerequisite: Fighting Style Feature)*

When you hit with your Unarmed Strike and deal damage, you can deal Bludgeoning damage equal to 1d6 plus your Strength modifier instead of the normal damage of an Unarmed Strike. If you aren't holding any weapons or a Shield when you make the attack roll, the d6 becomes a d8.

At the start of each of your turns, you can deal 1d4 Bludgeoning damage to one creature Grappled by you.

## EPIC BOON FEATS

These feats are in the Epic Boon category.

### BOON OF COMBAT PROWESS

*Epic Boon Feat (Prerequisite: Level 19+)*

You gain the following benefits.

**Ability Score Increase.** Increase one ability score of your choice by 1, to a maximum of 30.

**Peerless Aim.** When you miss with an attack roll, you can hit instead. Once you use this benefit, you can't use it again until the start of your next turn.

### BOON OF DIMENSIONAL TRAVEL

*Epic Boon Feat (Prerequisite: Level 19+)*

You gain the following benefits.

**Ability Score Increase.** Increase one ability score of your choice by 1, to a maximum of 30.

**Blink Steps.** Immediately after you take the Attack action or the Magic action, you can teleport up to 30 feet to an unoccupied space you can see.

### BOON OF ENERGY RESISTANCE

*Epic Boon Feat (Prerequisite: Level 19+)*

You gain the following benefits.

**Ability Score Increase.** Increase one ability score of your choice by 1, to a maximum of 30.

**Energy Resistances.** You gain Resistance to two of the following damage types of your choice: Acid, Cold, Fire, Lightning, Necrotic, Poison, Psychic, Radiant, or Thunder. Whenever you finish a Long Rest, you can change your choices.

**Energy Redirection.** When you take damage of one of the types chosen for the Energy Resistances benefit, you can take a Reaction to direct damage of the same type toward another creature you can see within 60 feet of yourself that isn't behind Total Cover. If you do so, that creature must succeed on a Dexterity saving throw (DC 8 plus your Constitution modifier and Proficiency Bonus) or take damage equal to 2d12 plus your Constitution modifier.

### BOON OF FATE

*Epic Boon Feat (Prerequisite: Level 19+)*

You gain the following benefits.

**Ability Score Increase.** Increase one ability score of your choice by 1, to a maximum of 30.

**Improve Fate.** When you or another creature within 60 feet of you succeeds on or fails a D20 Test, you can roll 2d4 and apply the total rolled as a bonus or penalty to the d20 roll. Once you use this benefit, you can't use it again until you roll Initiative or finish a Short or Long Rest.

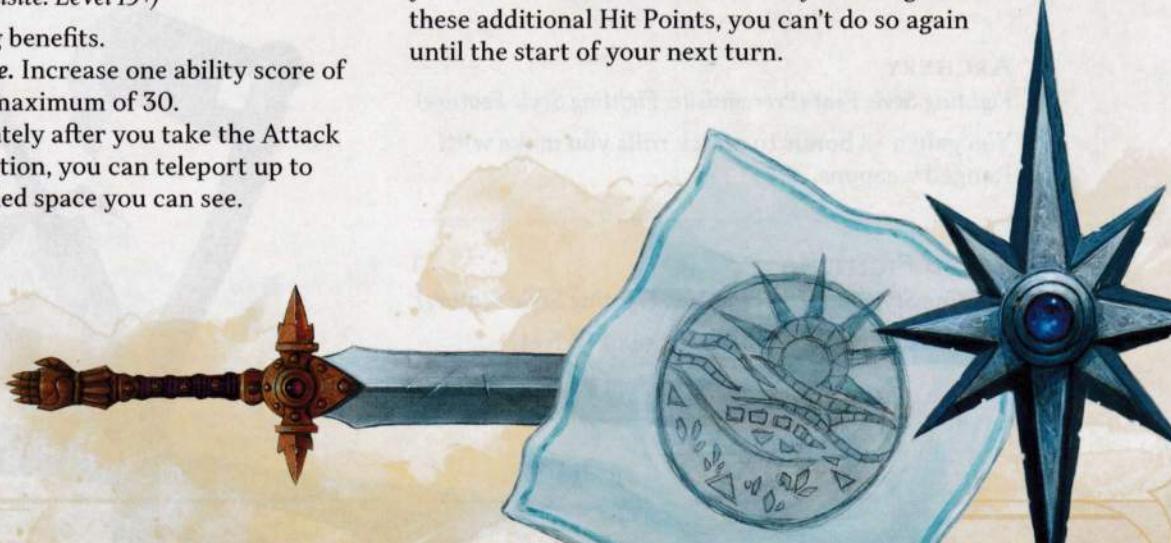
### BOON OF FORTITUDE

*Epic Boon Feat (Prerequisite: Level 19+)*

You gain the following benefits.

**Ability Score Increase.** Increase one ability score of your choice by 1, to a maximum of 30.

**Fortified Health.** Your Hit Point maximum increases by 40. In addition, whenever you regain Hit Points, you can regain additional Hit Points equal to your Constitution modifier. Once you've regained these additional Hit Points, you can't do so again until the start of your next turn.



## BOON OF IRRESISTIBLE OFFENSE

Epic Boon Feat (Prerequisite: Level 19+)

You gain the following benefits.

**Ability Score Increase.** Increase your Strength or Dexterity score by 1, to a maximum of 30.

**Overcome Defenses.** The Bludgeoning, Piercing, and Slashing damage you deal always ignores Resistance.

**Overwhelming Strike.** When you roll a 20 on the d20 for an attack roll, you can deal extra damage to the target equal to the ability score increased by this feat. The extra damage's type is the same as the attack's type.

## BOON OF RECOVERY

Epic Boon Feat (Prerequisite: Level 19+)

You gain the following benefits.

**Ability Score Increase.** Increase one ability score of your choice by 1, to a maximum of 30.

**Last Stand.** When you would be reduced to 0 Hit Points, you can drop to 1 Hit Point instead and regain a number of Hit Points equal to half your Hit Point maximum. Once you use this benefit, you can't use it again until you finish a Long Rest.

**Recover Vitality.** You have a pool of ten d10s. As a Bonus Action, you can expend dice from the pool, roll those dice, and regain a number of Hit Points equal to the roll's total. You regain all the expended dice when you finish a Long Rest.

## BOON OF SKILL

Epic Boon Feat (Prerequisite: Level 19+)

You gain the following benefits.

**Ability Score Increase.** Increase one ability score of your choice by 1, to a maximum of 30.

**All-Around Adept.** You gain proficiency in all skills.

**Expertise.** Choose one skill in which you lack Expertise. You gain Expertise in that skill.

## BOON OF SPEED

Epic Boon Feat (Prerequisite: Level 19+)

You gain the following benefits.

**Ability Score Increase.** Increase one ability score of your choice by 1, to a maximum of 30.

**Escape Artist.** As a Bonus Action, you can take the Disengage action, which also ends the Grappled condition on you.

**Quickness.** Your Speed increases by 30 feet.



## BOON OF SPELL RECALL

Epic Boon Feat (Prerequisite: Level 19+, Spellcasting Feature)

You gain the following benefits.

**Ability Score Increase.** Increase your Intelligence, Wisdom, or Charisma score by 1, to a maximum of 30.

**Free Casting.** Whenever you cast a spell with a level 1–4 spell slot, roll 1d4. If the number you roll is the same as the slot's level, the slot isn't expended.

## BOON OF THE NIGHT SPIRIT

Epic Boon Feat (Prerequisite: Level 19+)

You gain the following benefits.

**Ability Score Increase.** Increase one ability score of your choice by 1, to a maximum of 30.

**Merge with Shadows.** While within Dim Light or Darkness, you can give yourself the Invisible condition as a Bonus Action. The condition ends on you immediately after you take an action, a Bonus Action, or a Reaction.

**Shadowy Form.** While within Dim Light or Darkness, you have Resistance to all damage except Psychic and Radiant.

## BOON OF TRUESIGHT

Epic Boon Feat (Prerequisite: Level 19+)

You gain the following benefits.

**Ability Score Increase.** Increase one ability score of your choice by 1, to a maximum of 30.

**Truesight.** You have Truesight with a range of 60 feet.

IN THE SKIES OF EBERRON, THE  
INVENTOR VI AND HER FIXERS  
ESCAPE THE LORD OF BLADES  
AND A PLUMMETING AIRSHIP  
THAT BURNS WITH GREEN  
FLAME!



# EQUIPMENT

**T**HE RIGHT EQUIPMENT CAN MAKE THE difference between success and failure for adventurers. This chapter provides rules and prices for weapons, armor, and other kinds of equipment that characters might purchase or find. The DM lets you know if a shop has an item for sale and whether it's available at the listed price.

## COINS

Characters often find coins on their adventures and can spend those coins in shops, inns, and other businesses. Coins come in different denominations based on the relative worth of their material. The Coin Values table lists coins and how much they're worth relative to the Gold Piece, which is the game's main coin. For example, 100 Copper Pieces are worth 1 Gold Piece.

A coin weighs about a third of an ounce, so fifty coins weigh a pound.

### COIN VALUES

Coin	Value in GP
Copper Piece (CP)	1/100
Silver Piece (SP)	1/10
Electrum Piece (EP)	1/2
Gold Piece (GP)	1
Platinum Piece (PP)	10

## WEAPONS

The Weapons table in this section shows the game's main weapons. The table lists the cost and weight of each weapon, as well as the following details:

**Category.** Every weapon falls into a category: Simple or Martial. Weapon proficiencies are usually tied to one of these categories. For example, you might have proficiency with Simple weapons.

**Melee or Ranged.** A weapon is classified as either Melee or Ranged. A Melee weapon is used to attack a target within 5 feet, whereas a Ranged weapon is used to attack at a greater distance.

### SELLING EQUIPMENT

Equipment fetches half its cost when sold. In contrast, trade goods and valuables—like gems and art objects—retain their full value in the marketplace. The *Dungeon Master's Guide* has prices for magic items.

**Damage.** The table lists the amount of damage a weapon deals when an attacker hits with it as well as the type of that damage.

**Properties.** Any properties a weapon has are listed in the Properties column. Each property is defined in the "Properties" section.

**Mastery.** Each weapon has a mastery property, which is defined in the "Mastery Properties" section later in this chapter. To use that property, you must have a feature that lets you use it.

## WEAPON PROFICIENCY

Anyone can wield a weapon, but you must have proficiency with it to add your Proficiency Bonus to an attack roll you make with it. A player character's features can provide weapon proficiencies. A monster is proficient with any weapon in its stat block.

## PROPERTIES

Here are definitions of the properties in the Properties column of the Weapons table.

### AMMUNITION

You can use a weapon that has the Ammunition property to make a ranged attack only if you have ammunition to fire from it. The type of ammunition required is specified with the weapon's range. Each attack expends one piece of ammunition. Drawing the ammunition is part of the attack (you need a free hand to load a one-handed weapon). After a fight, you can spend 1 minute to recover half the ammunition (round down) you used in the fight; the rest is lost.

### FINESSE

When making an attack with a Finesse weapon, use your choice of your Strength or Dexterity modifier for the attack and damage rolls. You must use the same modifier for both rolls.

### HEAVY

You have Disadvantage on attack rolls with a Heavy weapon if it's a Melee weapon and your Strength score isn't at least 13 or if it's a Ranged weapon and your Dexterity score isn't at least 13.

### LIGHT

When you take the Attack action on your turn and attack with a Light weapon, you can make one extra attack as a Bonus Action later on the same turn. That extra attack must be made with a different

## IMPROVISED WEAPONS

If you use an object—such as a table leg, frying pan, or bottle—as a makeshift weapon, see “Improvised Weapons” in the rules glossary. Also see those rules if you wield a weapon in an unusual way, such as using a Ranged weapon to make a melee attack.

Light weapon, and you don't add your ability modifier to the extra attack's damage unless that modifier is negative. For example, you can attack with a Shortsword in one hand and a Dagger in the other using the Attack action and a Bonus Action, but you don't add your Strength or Dexterity modifier to the damage roll of the Bonus Action unless that modifier is negative.

## LOADING

You can fire only one piece of ammunition from a Loading weapon when you use an action, a Bonus Action, or a Reaction to fire it, regardless of the number of attacks you can normally make.

## RANGE

A Range weapon has a range in parentheses after the Ammunition or Thrown property. The range lists two numbers. The first is the weapon's normal range in feet, and the second is the weapon's long range. When attacking a target beyond normal range, you have Disadvantage on the attack roll. You can't attack a target beyond the long range.

## REACH

A Reach weapon adds 5 feet to your reach when you attack with it, as well as when determining your reach for Opportunity Attacks with it.

## THROWN

If a weapon has the Thrown property, you can throw the weapon to make a ranged attack, and you can draw that weapon as part of the attack. If the weapon is a Melee weapon, use the same ability modifier for the attack and damage rolls that you use for a melee attack with that weapon.

## TWO-HANDED

A Two-Handed weapon requires two hands when you attack with it.

## VERSATILE

A Versatile weapon can be used with one or two hands. A damage value in parentheses appears with the property. The weapon deals that damage when used with two hands to make a melee attack.

## MASTERY PROPERTIES

Each weapon has a mastery property, which is usable only by a character who has a feature, such as Weapon Mastery, that unlocks the property for the character. The properties are defined below.

### CLEAVE

If you hit a creature with a melee attack roll using this weapon, you can make a melee attack roll with the weapon against a second creature within 5 feet of the first that is also within your reach. On a hit, the second creature takes the weapon's damage, but don't add your ability modifier to that damage unless that modifier is negative. You can make this extra attack only once per turn.

### GRAZE

If your attack roll with this weapon misses a creature, you can deal damage to that creature equal to the ability modifier you used to make the attack roll. This damage is the same type dealt by the weapon, and the damage can be increased only by increasing the ability modifier.

### NICK

When you make the extra attack of the Light property, you can make it as part of the Attack action instead of as a Bonus Action. You can make this extra attack only once per turn.

### PUSH

If you hit a creature with this weapon, you can push the creature up to 10 feet straight away from yourself if it is Large or smaller.

### SAP

If you hit a creature with this weapon, that creature has Disadvantage on its next attack roll before the start of your next turn.

### SLOW

If you hit a creature with this weapon and deal damage to it, you can reduce its Speed by 10 feet until the start of your next turn. If the creature is hit more than once by weapons that have this property, the Speed reduction doesn't exceed 10 feet.

### TOPPLE

If you hit a creature with this weapon, you can force the creature to make a Constitution saving throw (DC 8 plus the ability modifier used to make the attack roll and your Proficiency Bonus). On a failed save, the creature has the Prone condition.

### VEX

If you hit a creature with this weapon and deal damage to the creature, you have Advantage on your next attack roll against that creature before the end of your next turn.

## WEAPONS

Name	Damage	Properties	Mastery	Weight	Cost
<i>Simple Melee Weapons</i>					
Club	1d4 Bludgeoning	Light	Slow	2 lb.	1 SP
Dagger	1d4 Piercing	Finesse, Light, Thrown (Range 20/60)	Nick	1 lb.	2 GP
Greatclub	1d8 Bludgeoning	Two-Handed	Push	10 lb.	2 SP
Handaxe	1d6 Slashing	Light, Thrown (Range 20/60)	Vex	2 lb.	5 GP
Javelin	1d6 Piercing	Thrown (Range 30/120)	Slow	2 lb.	5 SP
Light Hammer	1d4 Bludgeoning	Light, Thrown (Range 20/60)	Nick	2 lb.	2 GP
Mace	1d6 Bludgeoning	—	Sap	4 lb.	5 GP
Quarterstaff	1d6 Bludgeoning	Versatile (1d8)	Topple	4 lb.	2 SP
Sickle	1d4 Slashing	Light	Nick	2 lb.	1 GP
Spear	1d6 Piercing	Thrown (Range 20/60), Versatile (1d8)	Sap	3 lb.	1 GP
<i>Simple Ranged Weapons</i>					
Dart	1d4 Piercing	Finesse, Thrown (Range 20/60)	Vex	1/4 lb.	5 CP
Light Crossbow	1d8 Piercing	Ammunition (Range 80/320; Bolt), Loading, Two-Handed	Slow	5 lb.	25 GP
Shortbow	1d6 Piercing	Ammunition (Range 80/320; Arrow), Two-Handed	Vex	2 lb.	25 GP
Sling	1d4 Bludgeoning	Ammunition (Range 30/120; Bullet)	Slow	—	1 SP
<i>Martial Melee Weapons</i>					
Battleaxe	1d8 Slashing	Versatile (1d10)	Topple	4 lb.	10 GP
Flail	1d8 Bludgeoning	—	Sap	2 lb.	10 GP
Glaive	1d10 Slashing	Heavy, Reach, Two-Handed	Graze	6 lb.	20 GP
Greataxe	1d12 Slashing	Heavy, Two-Handed	Cleave	7 lb.	30 GP
Greataxe	2d6 Slashing	Heavy, Two-Handed	Graze	6 lb.	50 GP
Halberd	1d10 Slashing	Heavy, Reach, Two-Handed	Cleave	6 lb.	20 GP
Lance	1d10 Piercing	Heavy, Reach, Two-Handed (unless mounted)	Topple	6 lb.	10 GP
Longsword	1d8 Slashing	Versatile (1d10)	Sap	3 lb.	15 GP
Maul	2d6 Bludgeoning	Heavy, Two-Handed	Topple	10 lb.	10 GP
Morningstar	1d8 Piercing	—	Sap	4 lb.	15 GP
Pike	1d10 Piercing	Heavy, Reach, Two-Handed	Push	18 lb.	5 GP
Rapier	1d8 Piercing	Finesse	Vex	2 lb.	25 GP
Scimitar	1d6 Slashing	Finesse, Light	Nick	3 lb.	25 GP
Shortsword	1d6 Piercing	Finesse, Light	Vex	2 lb.	10 GP
Trident	1d8 Piercing	Thrown (Range 20/60), Versatile (1d10)	Topple	4 lb.	5 GP
Warhammer	1d8 Bludgeoning	Versatile (1d10)	Push	5 lb.	15 GP
War Pick	1d8 Piercing	Versatile (1d10)	Sap	2 lb.	5 GP
Whip	1d4 Slashing	Finesse, Reach	Slow	3 lb.	2 GP
<i>Martial Ranged Weapons</i>					
Blowgun	1 Piercing	Ammunition (Range 25/100; Needle), Loading	Vex	1 lb.	10 GP
Hand Crossbow	1d6 Piercing	Ammunition (Range 30/120; Bolt), Light, Loading	Vex	3 lb.	75 GP
Heavy Crossbow	1d10 Piercing	Ammunition (Range 100/400; Bolt), Heavy, Loading, Two-Handed	Push	18 lb.	50 GP
Longbow	1d8 Piercing	Ammunition (Range 150/600; Arrow), Heavy, Two-Handed	Slow	2 lb.	50 GP
Musket	1d12 Piercing	Ammunition (Range 40/120; Bullet), Loading, Two-Handed	Slow	10 lb.	500 GP
Pistol	1d10 Piercing	Ammunition (Range 30/90; Bullet), Loading	Vex	3 lb.	250 GP

# WEAPONS

## SIMPLE MELEE WEAPONS



## SIMPLE RANGED WEAPONS



## MARTIAL MELEE WEAPONS



## MARTIAL RANGED WEAPONS



# ARMOR

## LIGHT ARMOR



PADDLED ARMOR  
5 GP



LEATHER ARMOR  
10 GP



STUDED LEATHER  
ARMOR  
45 GP

## SHIELDS



SHIELD  
10 GP



## MEDIUM ARMOR



HIDE ARMOR  
10 GP



CHAIN SHIRT  
50 GP



SCALE MAIL  
50 GP



BREASTPLATE  
400 GP



HALF PLATE  
ARMOR  
750 GP

## HEAVY ARMOR



RING MAIL  
30 GP



CHAIN MAIL  
75 GP



SPLINT ARMOR  
200 GP



PLATE ARMOR  
1,500 GP

## ARMOR

Armor	Armor Class (AC)	Strength	Stealth	Weight	Cost
<i>Light Armor (1 Minute to Don or Doff)</i>					
Padded Armor	11 + Dex modifier	—	Disadvantage	8 lb.	5 GP
Leather Armor	11 + Dex modifier	—	—	10 lb.	10 GP
Studded Leather Armor	12 + Dex modifier	—	—	13 lb.	45 GP
<i>Medium Armor (5 Minutes to Don and 1 Minute to Doff)</i>					
Hide Armor	12 + Dex modifier (max 2)	—	—	12 lb.	10 GP
Chain Shirt	13 + Dex modifier (max 2)	—	—	20 lb.	50 GP
Scale Mail	14 + Dex modifier (max 2)	—	Disadvantage	45 lb.	50 GP
Breastplate	14 + Dex modifier (max 2)	—	—	20 lb.	400 GP
Half Plate Armor	15 + Dex modifier (max 2)	—	Disadvantage	40 lb.	750 GP
<i>Heavy Armor (10 Minutes to Don and 5 Minutes to Doff)</i>					
Ring Mail	14	—	Disadvantage	40 lb.	30 GP
Chain Mail	16	Str 13	Disadvantage	55 lb.	75 GP
Splint Armor	17	Str 15	Disadvantage	60 lb.	200 GP
Plate Armor	18	Str 15	Disadvantage	65 lb.	1,500 GP
<i>Shield</i>					
Shield	+2	—	—	6 lb.	10 GP

## ARMOR

The Armor table lists the game's main armor. The table includes the cost and weight of armor, as well as the following details:

**Category.** Every type of armor falls into a category:

Light, Medium, or Heavy. The category determines how long it takes to don or doff the armor (as shown in the table).

**Armor Class (AC).** The table's Armor Class column tells you what your base AC is when you wear a type of armor. For example, if you wear Leather Armor, your base AC is 11 plus your Dexterity modifier, whereas your AC is 16 in Chain Mail.

**Strength.** If the table shows a Strength score in the Strength column for an armor type, that armor reduces the wearer's speed by 10 feet unless the wearer has a Strength score equal to or higher than the listed score.

**Stealth.** If the table shows "Disadvantage" in the Stealth column for an armor type, the wearer has Disadvantage on Dexterity (Stealth) checks.

## ARMOR TRAINING

Anyone can don armor or hold a Shield, but only those with training can use them effectively, as explained below. A character's class and other features determine the character's armor training. A monster has training with any armor in its stat block.

### LIGHT, MEDIUM, OR HEAVY ARMOR

If you wear Light, Medium, or Heavy armor and lack training with it, you have Disadvantage on any D20 Test that involves Strength or Dexterity, and you can't cast spells.

### SHIELD

You gain the Armor Class benefit of a Shield only if you have training with it.

### ONE AT A TIME

A creature can wear only one suit of armor at a time and wield only one Shield at a time.

### VARIANT: EQUIPMENT SIZES

In most campaigns, you can use or wear any equipment that you find on your adventures, within the bounds of common sense. For example, an orc adventurer won't fit in a halfling's Leather Armor, and a cloud giant's robe would be far too large for a gnome.

The DM can impose more realism. For example, a suit of Plate Armor made for one human might not fit another one without significant alterations, and a guard's uniform might be visibly ill-fitting when an adventurer tries to wear it as a disguise.

Using this variant, when adventurers find armor, clothing, and similar items that are made to be worn, they might need to visit a smith, a tailor, a leatherworker, or a similar expert to make the item wearable. The cost for such work is  $1d4 \times 10$  percent of the market price of the item.

# TOOLS

A tool helps you make specialized ability checks, craft certain items, or both. A tool's description includes the tool's cost and weight, as well as the following entries:

**Ability.** This entry lists the ability to use when making an ability check with the tool.

**Utilize.** This entry lists things you can do with the tool when you take the Utilize action. You can do one of those things each time you take the action. This entry also provides the DC for the action.

**Craft.** This entry lists what, if anything, you can craft with the tool. For crafting rules, see "Crafting Equipment" later in the chapter.

**Variants.** This entry appears if the tool has variants, which are listed. Each requires a separate proficiency.

## TOOL PROFICIENCY

If you have proficiency with a tool, add your Proficiency Bonus to any ability check you make that uses the tool. If you have proficiency in a skill that's used with that check, you have Advantage on the check too.

Your features might give you proficiency with a tool. A monster has proficiency with any tool in its stat block.

## ARTISAN'S TOOLS

Artisan's Tools are each focused on crafting items and pursuing a trade. Each of these tools requires a separate proficiency.

### ALCHEMIST'S SUPPLIES (50 GP)

**Ability:** Intelligence      **Weight:** 8 lb.

**Utilize:** Identify a substance (DC 15), or start a fire (DC 15)

**Craft:** Acid, Alchemist's Fire, Component Pouch, Oil, Paper, Perfume

### BREWER'S SUPPLIES (20 GP)

**Ability:** Intelligence      **Weight:** 9 lb.

**Utilize:** Detect poisoned drink (DC 15), or identify alcohol (DC 10)

**Craft:** Antitoxin

### CALLIGRAPHER'S SUPPLIES (10 GP)

**Ability:** Dexterity      **Weight:** 5 lb.

**Utilize:** Write text with impressive flourishes that guard against forgery (DC 15)

**Craft:** Ink, Spell Scroll



### CARPENTER'S TOOLS (8 GP)

**Ability:** Strength      **Weight:** 6 lb.

**Utilize:** Seal or pry open a door or container (DC 20)

**Craft:** Club, Greatclub, Quarterstaff, Barrel, Chest, Ladder, Pole, Portable Ram, Torch

### CARTOGRAPHER'S TOOLS (15 GP)

**Ability:** Wisdom      **Weight:** 6 lb.

**Utilize:** Draft a map of a small area (DC 15)

**Craft:** Map

### COBBLER'S TOOLS (5 GP)

**Ability:** Dexterity      **Weight:** 5 lb.

**Utilize:** Modify footwear to give Advantage on the wearer's next Dexterity (Acrobatics) check (DC 10)

**Craft:** Climber's Kit

### COOK'S UTENSILS (1 GP)

**Ability:** Wisdom      **Weight:** 8 lb.

**Utilize:** Improve food's flavor (DC 10), or detect spoiled or poisoned food (DC 15)

**Craft:** Rations

### GLASSBLOWER'S TOOLS (30 GP)

**Ability:** Intelligence      **Weight:** 5 lb.

**Utilize:** Discern what a glass object held in the past 24 hours (DC 15)

**Craft:** Glass Bottle, Magnifying Glass, Spyglass, Vial

### JEWELER'S TOOLS (25 GP)

**Ability:** Intelligence      **Weight:** 2 lb.

**Utilize:** Discern a gem's value (DC 15)

**Craft:** Arcane Focus, Holy Symbol

### LEATHERWORKER'S TOOLS (5 GP)

**Ability:** Dexterity      **Weight:** 5 lb.

**Utilize:** Add a design to a leather item (DC 10)

**Craft:** Sling, Whip, Hide Armor, Leather Armor, Studded Leather Armor, Backpack, Crossbow Bolt Case, Map or Scroll Case, Parchment, Pouch, Quiver, Waterskin

### MASON'S TOOLS (10 GP)

**Ability:** Strength      **Weight:** 8 lb.  
**Utilize:** Chisel a symbol or hole in stone (DC 10)  
**Craft:** Block and Tackle

### PAINTER'S SUPPLIES (10 GP)

**Ability:** Wisdom      **Weight:** 5 lb.  
**Utilize:** Paint a recognizable image of something you've seen (DC 10)  
**Craft:** Druidic Focus, Holy Symbol

### POTTER'S TOOLS (10 GP)

**Ability:** Intelligence      **Weight:** 3 lb.  
**Utilize:** Discern what a ceramic object held in the past 24 hours (DC 15)  
**Craft:** Jug, Lamp

### SMITH'S TOOLS (20 GP)

**Ability:** Strength      **Weight:** 8 lb.  
**Utilize:** Pry open a door or container (DC 20)  
**Craft:** Any Melee weapon (except Club, Greatclub, Quarterstaff, and Whip), Medium armor (except Hide), Heavy armor, Ball Bearings, Bucket, Caltrops, Chain, Crowbar, Firearm Bullets, Grappling Hook, Iron Pot, Iron Spikes, Sling Bullets

### TINKER'S TOOLS (50 GP)

**Ability:** Dexterity      **Weight:** 10 lb.  
**Utilize:** Assemble a Tiny item composed of scrap, which falls apart in 1 minute (DC 20)  
**Craft:** Musket, Pistol, Bell, Bullseye Lantern, Flask, Hooded Lantern, Hunting Trap, Lock, Manacles, Mirror, Shovel, Signal Whistle, Tinderbox

### WEAVER'S TOOLS (1 GP)

**Ability:** Dexterity      **Weight:** 5 lb.  
**Utilize:** Mend a tear in clothing (DC 10), or sew a Tiny design (DC 10)  
**Craft:** Padded Armor, Basket, Bedroll, Blanket, Fine Clothes, Net, Robe, Rope, Sack, String, Tent, Traveler's Clothes

### WOODCARVER'S TOOLS (1 GP)

**Ability:** Dexterity      **Weight:** 5 lb.  
**Utilize:** Carve a pattern in wood (DC 10)  
**Craft:** Club, Greatclub, Quarterstaff, Ranged weapons (except Pistol, Musket, and Sling), Arcane Focus, Arrows, Bolts, Druidic Focus, Ink Pen, Needles

## OTHER TOOLS

These tools support adventure and other pursuits.

### DISGUISE KIT (25 GP)

**Ability:** Charisma      **Weight:** 3 lb.  
**Utilize:** Apply makeup (DC 10)  
**Craft:** Costume

### FORGERY KIT (15 GP)

**Ability:** Dexterity      **Weight:** 5 lb.  
**Utilize:** Mimic 10 or fewer words of someone else's handwriting (DC 15), or duplicate a wax seal (DC 20)

### GAMING SET (VARIES)

**Ability:** Wisdom      **Weight:** —  
**Utilize:** Discern whether someone is cheating (DC 10), or win the game (DC 20)  
**Variants:** Dice (1 SP), dragonchess (1 GP), playing cards (5 SP), three-dragon ante (1 GP)

### HERBALISM KIT (5 GP)

**Ability:** Intelligence      **Weight:** 3 lb.  
**Utilize:** Identify a plant (DC 10)  
**Craft:** Antitoxin, Candle, Healer's Kit, *Potion of Healing*

### MUSICAL INSTRUMENT (VARIES)

**Ability:** Charisma      **Weight:** Varies  
**Utilize:** Play a known tune (DC 10), or improvise a song (DC 15)  
**Variants:** Bagpipes (30 GP, 6 lb.), drum (6 GP, 3 lb.), dulcimer (25 GP, 10 lb.), flute (2 GP, 1 lb.), horn (3 GP, 2 lb.), lute (35 GP, 2 lb.), lyre (30 GP, 2 lb.), pan flute (12 GP, 2 lb.), shawm (2 GP, 1 lb.), viol (30 GP, 1 lb.)

### NAVIGATOR'S TOOLS (25 GP)

**Ability:** Wisdom      **Weight:** 2 lb.  
**Utilize:** Plot a course (DC 10), or determine position by stargazing (DC 15)

### POISONER'S KIT (50 GP)

**Ability:** Intelligence      **Weight:** 2 lb.  
**Utilize:** Detect a poisoned object (DC 10)  
**Craft:** Basic Poison

### THIEVES' TOOLS (25 GP)

**Ability:** Dexterity      **Weight:** 1 lb.  
**Utilize:** Pick a lock (DC 15), or disarm a trap (DC 15)



A WARLOCK CHANNELS MAGIC  
THROUGH AN ARCANE FOCUS.

## ADVENTURING GEAR

The Adventuring Gear table in this section includes gear that adventurers often find useful. These items are described here in alphabetical order, with an item's price appearing after its name.

### ACID (25 GP)

When you take the Attack action, you can replace one of your attacks with throwing a vial of Acid. Target one creature or object you can see within 20 feet of yourself. The target must succeed on a Dexterity saving throw (DC 8 plus your Dexterity modifier and Proficiency Bonus) or take 2d6 Acid damage.

### ALCHEMIST'S FIRE (50 GP)

When you take the Attack action, you can replace one of your attacks with throwing a flask of Alchemist's Fire. Target one creature or object you can see within 20 feet of yourself. The target must succeed on a Dexterity saving throw (DC 8 plus your Dexterity modifier and Proficiency Bonus) or take 1d4 Fire damage and start burning (see the rules glossary).

### AMMUNITION (VARIES)

Ammunition is required by a weapon that has the Ammunition property. A weapon's description specifies the type of ammunition used by the weapon. The Ammunition table lists the different types and the amount you get when you buy them. The table also lists the item that is typically used to store each type; storage must be bought separately.

### AMMUNITION

Type	Amount	Storage	Weight	Cost
Arrows	20	Quiver	1 lb.	1 GP
Bolts	20	Case	1½ lb.	1 GP
Bullets, Firearm	10	Pouch	2 lb.	3 GP
Bullets, Sling	20	Pouch	1½ lb.	4 CP
Needles	50	Pouch	1 lb.	1 GP

### ANTITOXIN (50 GP)

As a Bonus Action, you can drink a vial of Antitoxin to gain Advantage on saving throws to avoid or end the Poisoned condition for 1 hour.

## ADVENTURING GEAR

Item	Weight	Cost	Item	Weight	Cost
Acid	1 lb.	25 GP	Ink Pen	—	2 CP
Alchemist's Fire	1 lb.	50 GP	Jug	4 lb.	2 CP
Ammunition	Varies	Varies	Ladder	25 lb.	1 SP
Antitoxin	—	50 GP	Lamp	1 lb.	5 SP
Arcane Focus	Varies	Varies	Lantern, Bullseye	2 lb.	10 GP
Backpack	5 lb.	2 GP	Lantern, Hooded	2 lb.	5 GP
Ball Bearings	2 lb.	1 GP	Lock	1 lb.	10 GP
Barrel	70 lb.	2 GP	Magnifying Glass	—	100 GP
Basket	2 lb.	4 SP	Manacles	6 lb.	2 GP
Bedroll	7 lb.	1 GP	Map	—	1 GP
Bell	—	1 GP	Mirror	1/2 lb.	5 GP
Blanket	3 lb.	5 SP	Net	3 lb.	1 GP
Block and Tackle	5 lb.	1 GP	Oil	1 lb.	1 SP
Book	5 lb.	25 GP	Paper	—	2 SP
Bottle, Glass	2 lb.	2 GP	Parchment	—	1 SP
Bucket	2 lb.	5 CP	Perfume	—	5 GP
Burglar's Pack	42 lb.	16 GP	Poison, Basic	—	100 GP
Caltrops	2 lb.	1 GP	Pole	7 lb.	5 CP
Candle	—	1 CP	Pot, Iron	10 lb.	2 GP
Case, Crossbow Bolt	1 lb.	1 GP	Potion of Healing	1/2 lb.	50 GP
Case, Map or Scroll	1 lb.	1 GP	Pouch	1 lb.	5 SP
Chain	10 lb.	5 GP	Priest's Pack	29 lb.	33 GP
Chest	25 lb.	5 GP	Quiver	1 lb.	1 GP
Climber's Kit	12 lb.	25 GP	Ram, Portable	35 lb.	4 GP
Clothes, Fine	6 lb.	15 GP	Rations	2 lb.	5 SP
Clothes, Traveler's	4 lb.	2 GP	Robe	4 lb.	1 GP
Component Pouch	2 lb.	25 GP	Rope	5 lb.	1 GP
Costume	4 lb.	5 GP	Sack	1/2 lb.	1 CP
Crowbar	5 lb.	2 GP	Scholar's Pack	22 lb.	40 GP
Diplomat's Pack	39 lb.	39 GP	Shovel	5 lb.	2 GP
Druidic Focus	Varies	Varies	Signal Whistle	—	5 CP
Dungeoneer's Pack	55 lb.	12 GP	Spell Scroll (Cantrip)	—	30 GP
Entertainer's Pack	58½ lb.	40 GP	Spell Scroll (Level 1)	—	50 GP
Explorer's Pack	55 lb.	10 GP	Spikes, Iron	5 lb.	1 GP
Flask	1 lb.	2 CP	Spyglass	1 lb.	1,000 GP
Grappling Hook	4 lb.	2 GP	String	—	1 SP
Healer's Kit	3 lb.	5 GP	Tent	20 lb.	2 GP
Holy Symbol	Varies	Varies	Tinderbox	1 lb.	5 SP
Holy Water	1 lb.	25 GP	Torch	1 lb.	1 CP
Hunting Trap	25 lb.	5 GP	Vial	—	1 GP
Ink	—	10 GP	Waterskin	5 lb. (full)	2 SP

### ARCANE FOCUS (VARIES)

An Arcane Focus takes one of the forms in the Arcane Focuses table and is bejeweled or carved to channel arcane magic. A Sorcerer, Warlock, or Wizard can use such an item as a Spellcasting Focus.

### ARCANE FOCUSES

Focus	Weight	Cost
Crystal	1 lb.	10 GP
Orb	3 lb.	20 GP
Rod	2 lb.	10 GP
Staff (also a Quarterstaff)	4 lb.	5 GP
Wand	1 lb.	10 GP

### BACKPACK (2 GP)

A Backpack holds up to 30 pounds within 1 cubic foot. It can also serve as a saddlebag.

### BALL BEARINGS (1 GP)

As a Utilize action, you can spill Ball Bearings from their pouch. They spread to cover a level, 10-foot-square area within 10 feet of yourself. A creature that enters this area for the first time on a turn must succeed on a DC 10 Dexterity saving throw or have the Prone condition. It takes 10 minutes to recover the Ball Bearings.

### BARREL (2 GP)

A Barrel holds up to 40 gallons of liquid or up to 4 cubic feet of dry goods.

### BASKET (4 SP)

A Basket holds up to 40 pounds within 2 cubic feet.

### BEDROLL (1 GP)

A Bedroll sleeps one Small or Medium creature. While in a Bedroll, you automatically succeed on saving throws against extreme cold (see the *Dungeon Master's Guide*).

### BELL (1 GP)

When rung as a Utilize action, a Bell produces a sound that can be heard up to 60 feet away.

### BLANKET (5 SP)

While wrapped in a blanket, you have Advantage on saving throws against extreme cold (see the *Dungeon Master's Guide*).

### BLOCK AND TACKLE (1 GP)

A Block and Tackle allows you to hoist up to four times the weight you can normally lift.

### BOOK (25 GP)

A Book contains fiction or nonfiction. If you consult an accurate nonfiction Book about its topic, you gain a +5 bonus to Intelligence (Arcana, History, Nature, or Religion) checks you make about that topic.

### BOTTLE, GLASS (2 GP)

A Glass Bottle holds up to 1½ pints.

### BUCKET (5 CP)

A Bucket holds up to half a cubic foot of contents.

### BURGLAR'S PACK (16 GP)

A Burglar's Pack contains the following items: Backpack, Ball Bearings, Bell, 10 Candles, Crowbar, Hooded Lantern, 7 flasks of Oil, 5 days of Rations, Rope, Tinderbox, and Waterskin.

### CALTROPS (1 GP)

As a Utilize action, you can spread Caltrops from their bag to cover a 5-foot-square area within 5 feet of yourself. A creature that enters this area for the first time on a turn must succeed on a DC 15 Dexterity saving throw or take 1 Piercing damage and have its Speed reduced to 0 until the start of its next turn. It takes 10 minutes to recover the Caltrops.

### CANDLE (1 CP)

For 1 hour, a lit Candle sheds Bright Light in a 5-foot radius and Dim Light for an additional 5 feet.

### CASE, CROSSBOW BOLT (1 GP)

A Crossbow Bolt Case holds up to 20 Bolts.

### CASE, MAP OR SCROLL (1 GP)

A Map or Scroll Case holds up to 10 sheets of paper or 5 sheets of parchment.

### CHAIN (5 GP)

As a Utilize action, you can wrap a Chain around an unwilling creature within 5 feet of yourself that has the Grappled, Incapacitated, or Restrained condition if you succeed on a DC 13 Strength (Athletics)

check. If the creature's legs are bound, the creature has the Restrained condition until it escapes. Escaping the Chain requires the creature to make a successful DC 18 Dexterity (Acrobatics) check as an action. Bursting the Chain requires a successful DC 20 Strength (Athletics) check as an action.

### CHEST (5 GP)

A Chest holds up to 12 cubic feet of contents.

### CLIMBER'S KIT (25 GP)

A Climber's Kit includes boot tips, gloves, pitons, and a harness. As a Utilize action, you can use the Climber's Kit to anchor yourself; when you do, you can't fall more than 25 feet from the anchor point, and you can't move more than 25 feet from there without undoing the anchor as a Bonus Action.

### CLOTHES, FINE (15 GP)

Fine Clothes are made of expensive fabrics and adorned with expertly crafted details. Some events and locations admit only people wearing these clothes.

### CLOTHES, TRAVELER'S (2 GP)

Traveler's Clothes are resilient garments designed for travel in various environments.

### COMPONENT POUCH (25 GP)

A Component Pouch is watertight and filled with compartments that hold all the free Material components of your spells.

### COSTUME (5 GP)

While wearing a Costume, you have Advantage on any ability check you make to impersonate the person or type of person it represents.

### CROWBAR (2 GP)

Using a Crowbar gives you Advantage on Strength checks where the Crowbar's leverage can be applied.

### DIPLOMAT'S PACK (39 GP)

A Diplomat's Pack contains the following items: Chest, Fine Clothes, Ink, 5 Ink Pens, Lamp, 2 Map or Scroll Cases, 4 flasks of Oil, 5 sheets of Paper, 5 sheets of Parchment, Perfume, and Tinderbox.

### DRUIDIC FOCUS (VARIES)

A Druidic Focus takes one of the forms in the Druidic Focuses table and is carved, tied with ribbon, or painted to channel primal magic. A Druid or Ranger can use such an object as a Spellcasting Focus.

### DRUIDIC FOCUSES

Focus	Weight	Cost
Sprig of mistletoe	—	1 GP
Wooden staff (also a Quarterstaff)	4 lb.	5 GP
Yew wand	1 lb.	10 GP

### DUNGEONEER'S PACK (12 GP)

A Dungeoneer's Pack contains the following items: Backpack, Caltrops, Crowbar, 2 flasks of Oil, 10 days of Rations, Rope, Tinderbox, 10 Torches, and Waterskin.

### ENTERTAINER'S PACK (40 GP)

An Entertainer's Pack contains the following items: Backpack, Bedroll, Bell, Bullseye Lantern, 3 Costumes, Mirror, 8 flasks of Oil, 9 days of Rations, Tinderbox, and Waterskin.

### EXPLORER'S PACK (10 GP)

An Explorer's Pack contains the following items: Backpack, Bedroll, 2 flasks of Oil, 10 days of Rations, Rope, Tinderbox, 10 Torches, and Waterskin.

### FLASK (2 CP)

A Flask holds up to 1 pint.

### GRAPPLING HOOK (2 GP)

As a Utilize action, you can throw the Grappling Hook at a railing, a ledge, or another catch within 50 feet of yourself, and the hook catches on if you succeed on a DC 13 Dexterity (Acrobatics) check. If you tied a Rope to the hook, you can then climb it.

### HEALER'S KIT (5 GP)

A Healer's Kit has ten uses. As a Utilize action, you can expend one of its uses to stabilize an Unconscious creature that has 0 Hit Points without needing to make a Wisdom (Medicine) check.

### HOLY SYMBOL (VARIES)

A Holy Symbol takes one of the forms in the Holy Symbol table and is bejeweled or painted to channel divine magic. A Cleric or Paladin can use a Holy Symbol as a Spellcasting Focus.

The table indicates whether a Holy Symbol needs to be held, worn, or borne on fabric (such as a tabard or banner) or a Shield.

### HOLY SYMBOLS

Symbol	Weight	Cost
Amulet (worn or held)	1 lb.	5 GP
Emblem (borne on fabric or a Shield)	—	5 GP
Reliquary (held)	2 lb.	5 GP

### HOLY WATER (25 GP)

When you take the Attack action, you can replace one of your attacks with throwing a flask of Holy Water. Target one creature you can see within 20 feet of yourself. The target must succeed on a Dexterity saving throw (DC 8 plus your Dexterity modifier and Proficiency Bonus) or take 2d8 Radiant damage if it is a Fiend or an Undead.

### HUNTING TRAP (5 GP)

As a Utilize action, you can set a Hunting Trap, which is a sawtooth steel ring that snaps shut when a creature steps on a pressure plate in the center. The trap is affixed by a heavy chain to an immobile object, such as a tree or a spike driven into the ground. A creature that steps on the plate must succeed on a DC 13 Dexterity saving throw or take 1d4 Piercing damage and have its Speed reduced to 0 until the start of its next turn. Thereafter, until the creature breaks free of the trap, its movement is limited by the length of the chain (typically 3 feet). A creature can use its action to make a DC 13 Strength (Athletics) check, freeing itself or another creature within its reach on a success. Each failed check deals 1 Piercing damage to the trapped creature.

### INK (10 GP)

Ink comes in a 1-ounce bottle, which provides enough ink to write about 500 pages.

### INK PEN (2 CP)

Using Ink, an Ink Pen is used to write or draw.

### JUG (2 CP)

A Jug holds up to 1 gallon.

### LADDER (1 SP)

A Ladder is 10 feet tall. You must climb to move up or down it.

### LAMP (5 SP)

A Lamp burns Oil as fuel to cast Bright Light in a 15-foot radius and Dim Light for an additional 30 feet.

### LANTERN, BULLSEYE (10 GP)

A Bullseye Lantern burns Oil as fuel to cast Bright Light in a 60-foot Cone and Dim Light for an additional 60 feet.

### LANTERN, HOODED (5 GP)

A Hooded Lantern burns Oil as fuel to cast Bright Light in a 30-foot radius and Dim Light for an additional 30 feet. As a Bonus Action, you can lower the hood, reducing the light to Dim Light in a 5-foot radius, or raise it again.

### LOCK (10 GP)

A Lock comes with a key. Without the key, a creature can use Thieves' Tools to pick this Lock with a successful DC 15 Dexterity (Sleight of Hand) check.

### MAGNIFYING GLASS (100 GP)

A Magnifying Glass grants Advantage on any ability check made to appraise or inspect a highly detailed item. Lighting a fire with a Magnifying Glass requires light as bright as sunlight to focus, tinder to ignite, and about 5 minutes for the fire to ignite.

### MANACLES (2 GP)

As a Utilize action, you can use Manacles to bind an unwilling Small or Medium creature within 5 feet of yourself that has the Grappled, Incapacitated, or Restrained condition if you succeed on a DC 13 Dexterity (Sleight of Hand) check. While bound, a creature has Disadvantage on attack rolls, and the creature is Restrained if the Manacles are attached to a chain or hook that is fixed in place. Escaping the Manacles requires a successful DC 20 Dexterity (Sleight of Hand) check as an action. Bursting them requires a successful DC 25 Strength (Athletics) check as an action.

Each set of Manacles comes with a key. Without the key, a creature can use Thieves' Tools to pick the Manacles' lock with a successful DC 15 Dexterity (Sleight of Hand) check.

### MAP (1 GP)

If you consult an accurate Map, you gain a +5 bonus to Wisdom (Survival) checks you make to find your way in the place represented on it.

### MIRROR (5 GP)

A handheld steel Mirror is useful for personal cosmetics but also for peeking around corners and reflecting light as a signal.

### NET (1 GP)

When you take the Attack action, you can replace one of your attacks with throwing a Net. Target a creature you can see within 15 feet of yourself. The target must succeed on a Dexterity saving throw (DC 8 plus your Dexterity modifier and Proficiency Bonus) or have the Restrained condition until it escapes. The target succeeds automatically if it is Huge or larger.

To escape, the target or a creature within 5 feet of it must take an action to make a DC 10 Strength (Athletics) check, freeing the Restrained creature on a success. Destroying the Net (AC 10; 5 HP; Immunity to Bludgeoning, Poison, and Psychic damage) also frees the target, ending the effect.

### OIL (1 SP)

You can douse a creature, object, or space with Oil or use it as fuel, as detailed below.

**Dousing a Creature or an Object.** When you take the Attack action, you can replace one of your attacks with throwing an Oil flask. Target one creature or object within 20 feet of yourself. The target must succeed on a Dexterity saving throw (DC 8 plus your Dexterity modifier and Proficiency Bonus) or be covered in oil. If the target takes Fire damage before the oil dries (after 1 minute), the target takes an extra 5 Fire damage from burning oil.

**Dousing a Space.** You can take the Utilize action to pour an Oil flask on level ground to cover a 5-foot-square area within 5 feet of yourself. If lit, the oil burns until the end of the turn 2 rounds from when the oil was lit (or 12 seconds) and deals 5 Fire damage to any creature that enters the area or ends its turn there. A creature can take this damage only once per turn.

**Fuel.** Oil serves as fuel for Lamps and Lanterns. Once lit, a flask of Oil burns for 6 hours in a Lamp



or Lantern. That duration doesn't need to be consecutive; you can extinguish the burning Oil (as a Utilize action) and rekindle it again until it has burned for a total of 6 hours.

### PAPER (2 SP)

One sheet of Paper can hold about 250 handwritten words.

### PARCHMENT (1 SP)

One sheet of Parchment can hold about 250 handwritten words.

### PERFUME (5 GP)

Perfume comes in a 4-ounce vial. For 1 hour after applying Perfume to yourself, you have Advantage on Charisma (Persuasion) checks made to influence an Indifferent Humanoid within 5 feet of yourself.

### POISON, BASIC (100 GP)

As a Bonus Action, you can use a vial of Basic Poison to coat one weapon or up to three pieces of ammunition. A creature that takes Piercing or Slashing damage from the poisoned weapon or ammunition takes an extra 1d4 Poison damage. Once applied, the poison retains potency for 1 minute or until its damage is dealt, whichever comes first.

### POLE (5 CP)

A Pole is 10 feet long. You can use it to touch something up to 10 feet away. If you must make a Strength (Athletics) check as part of a High or Long Jump, you can use the Pole to vault, giving yourself Advantage on the check.

### POT, IRON (2 GP)

An Iron Pot holds up to 1 gallon.

### POTION OF HEALING (50 GP)

This potion is a magic item. As a Bonus Action, you can drink it or administer it to another creature within 5 feet of yourself. The creature that drinks the magical red fluid in this vial regains  $2d4 + 2$  Hit Points.

### POUCH (5 SP)

A Pouch holds up to 6 pounds within one-fifth of a cubic foot.

### PRIEST'S PACK (33 GP)

A Priest's Pack contains the following items: Backpack, Blanket, Holy Water, Lamp, 7 days of Rations, Robe, and Tinderbox.

### QUIVER (1 GP)

A Quiver holds up to 20 Arrows.

### RAM, PORTABLE (4 GP)

You can use a Portable Ram to break down doors. When doing so, you gain a +4 bonus to the Strength check. One other character can help you use the ram, giving you Advantage on this check.

### RATIONS (5 SP)

Rations consist of travel-ready food, including jerky, dried fruit, hardtack, and nuts. See "Malnutrition" in the rules glossary for the risks of not eating.

### ROBE (1 GP)

A Robe has vocational or ceremonial significance. Some events and locations admit only people wearing a Robe bearing certain colors or symbols.

### ROPE (1 GP)

As a Utilize action, you can tie a knot with Rope if you succeed on a DC 10 Dexterity (Sleight of Hand) check. The Rope can be burst with a successful DC 20 Strength (Athletics) check.

You can bind an unwilling creature with the Rope only if the creature has the Grappled, Incapacitated, or Restrained condition. If the creature's legs are bound, the creature has the Restrained condition until it escapes. Escaping the Rope requires the creature to make a successful DC 15 Dexterity (Acrobatics) check as an action.

### SACK (1 CP)

A Sack holds up to 30 pounds within 1 cubic foot.

### SCHOLAR'S PACK (40 GP)

A Scholar's Pack contains the following items: Backpack, Book, Ink, Ink Pen, Lamp, 10 flasks of Oil, 10 sheets of Parchment, and Tinderbox.

### SHOVEL (2 GP)

Working for 1 hour, you can use a Shovel to dig a hole that is 5 feet on each side in soil or similar material.

### SIGNAL WHISTLE (5 CP)

When blown as a Utilize action, a Signal Whistle produces a sound that can be heard up to 600 feet away.

### SPELL SCROLL (CANTRIP, 30 GP; LEVEL 1, 50 GP)

A Spell Scroll (Cantrip) or Spell Scroll (Level 1) is a magic item that bears the words of a cantrip or level 1 spell, respectively, determined by the scroll's creator. If the spell is on your class's spell list, you can read the scroll and cast the spell using its normal casting time and without providing any Material components.

If the spell requires a saving throw or an attack roll, the spell save DC is 13, and the attack bonus is +5. The scroll disintegrates when the casting is completed.

### SPIKES, IRON (1 GP)

Iron Spikes come in bundles of ten. As a Utilize action, you can use a blunt object, such as a Light Hammer, to hammer a spike into wood, earth, or a similar material. You can do so to jam a door shut or to then tie a Rope or Chain to the Spike.