



CH. 3: CHARACTER CLASSES

CH. 4: CHARACTER ORIGINS

## Chapter 3: Character Classes (Continued)

Character class provides a character's most exciting capabilities. This chapter offers twelve classes, each of which contains four subclasses—all summarized below.



**Barbarian.** Storm with Rage, and wade into hand-to-hand combat. Then follow the Path of the...

*Berserker* to unleash raw violence.

*Wild Heart* to manifest kinship with animals.

*World Tree* to tap into cosmic vitality.

*Zealot* to rage in union with a god.



**Bard.** Perform spells that inspire and heal allies or beguile foes. Then join the College of...

*Dance* to harness agility in battle.

*Glamour* to weave beguiling Feywild magic.

*Lore* to collect knowledge and magical secrets.

*Valor* to wield weapons with spells.



**Cleric.** Invoke divine magic to heal, bolster, and smite. Then harness the...

*Life Domain* to be a master of healing.

*Light Domain* to wield searing, warding light.

*Trickery Domain* to bedevil foes with mischief.

*War Domain* to inspire valor and chastise foes.



**Druid.** Channel nature magic to heal, shape-shift, and control the elements. Then join the Circle of the...

*Land* to draw on the magic of the environment.

*Moon* to adopt powerful animal forms.

*Sea* to channel tides and storms.

*Stars* to gain powers in a starry form.

**Fighter.** Master all weapons and armor. Then embody the...



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**Battle Master** to use special combat maneuvers.

*Champion* to strive for peak combat prowess.

*Eldritch Knight* to learn spells to aid in combat.

*Psi Warrior* to augment attacks with psionic power.



**Monk**. Dart in and out of melee while striking fast and hard. Then become a Warrior of...

*Mercy* to heal or harm with a touch.

*Shadow* to employ shadows for subterfuge.

*The Elements* to wield elemental power.

*The Open Hand* to master unarmed combat.



**Paladin**. Smite foes and shield allies with divine and martial might. Then swear the Oath of...

*Devotion* to emulate the angels of justice.

*Glory* to reach the heights of heroism.

*The Ancients* to preserve life, joy, and nature.

*Vengeance* to hunt down evildoers.



**Ranger**. Weave together martial prowess, nature magic, and survival skills. Then embody the...

*Beast Master* to bond with a primal beast.

*Fey Wanderer* to manifest fey mirth and fury.

*Gloom Stalker* to hunt foes that lurk in darkness.

*Hunter* to protect nature with martial versatility.



**Rogue**. Launch deadly Sneak Attacks while avoiding harm through stealth. Then embody the...

*Arcane Trickster* to enhance stealth with spells.

*Assassin* to deliver ambushes and poison.

*Soulknife* to strike foes with psi blades.

*Thief* to master infiltration and treasure hunting.

**Sorcerer**. Wield magic innate to your being, shaping the power to your will. Then channel...

*Aberrant Sorcery* to use strange psionic magic.



*Clockwork Sorcery* to harness cosmic forces of order.

*Draconic Sorcery* to breathe the magic of dragons.

*Wild Magic* to unleash chaos magic.



**Warlock.** Cast spells derived from occult knowledge. Then form a pact with the...

*Archfey Patron* to teleport and wield fey magic.

*Celestial Patron* to heal with heavenly magic.

*Fiend Patron* to call on sinister powers.

*Great Old One Patron* to delve into forbidden lore.



**Wizard.** Study arcane magic and master spells for every purpose. Then embody the...

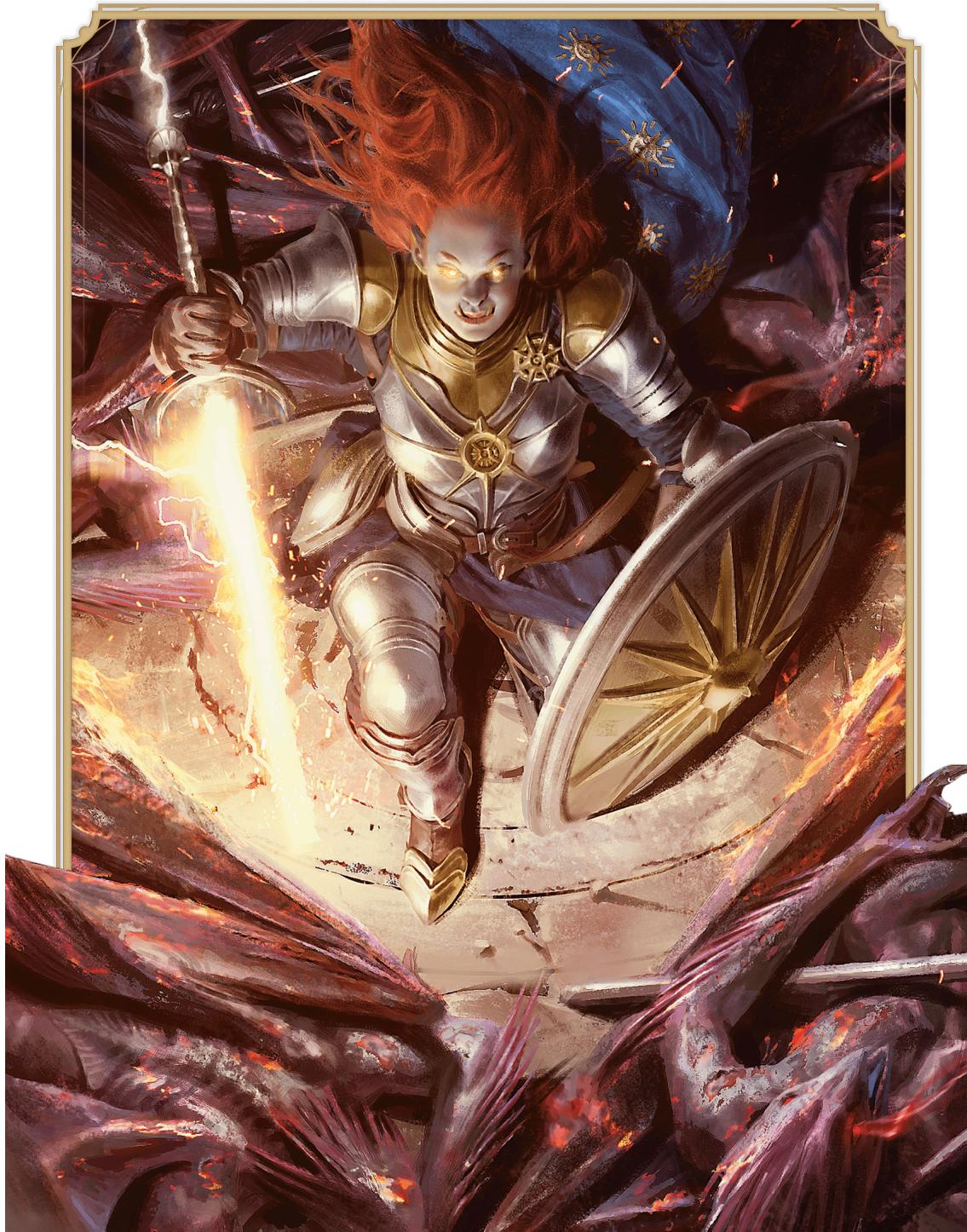
*Abjurer* to shield allies and banish foes.

*Diviner* to learn the multiverse's secrets.

*Evoker* to create explosive effects.

*Illusionist* to weave spells of deception.

## Paladin



A DEVOUT WARRIOR OF SACRED OATHS

#### Core Paladin Traits

<b>Primary Ability</b>	Strength and Charisma
<b>Hit Point Die</b>	D10 per Paladin level
<b>Saving Throw Proficiencies</b>	Wisdom and Charisma
<b>Skill Proficiencies</b>	<i>Choose 2: Athletics, Insight, Intimidation, Medicine, Persuasion, or Religion</i>
<b>Weapon Proficiencies</b>	Simple and Martial weapons
<b>Armor Training</b>	Light, Medium, and Heavy armor and Shields
<b>Starting Equipment</b>	<i>Choose A or B: (A) Chain Mail, Shield, Longsword, 6 Javelins, Holy Symbol, Priest's Pack, and 9 GP; or (B) 1 GP</i>

Paladins are united by their oaths to stand against the forces of annihilation and corruption. Whether sworn before a god's altar, in a sacred glade before nature spirits, or in a moment of desperation and grief with the dead as the only witnesses, a Paladin's oath is a powerful bond. It is a source of power that turns a devout warrior into a blessed champion.

Paladins train to learn the skills of combat, mastering a variety of weapons and armor. Even so, their martial skills are secondary to the magical power they wield: power to heal the injured, smite their foes, and protect the helpless and those who fight at their side.

Almost by definition, the life of a Paladin is an adventuring life, for every Paladin lives on the front lines of the cosmic struggle against annihilation.

Fighters are rare enough among the ranks of a world's armies, but even fewer people can claim the calling of a Paladin. When they do receive the call, these blessed folk turn from their former occupations and take up arms and magic.

## Becoming a Paladin...

### As a Level 1 Character

- Gain all the traits in the [Core Paladin Traits table](#).
- Gain the Paladin's level 1 features, which are listed in the [Paladin Features table](#).

### As a Multiclass Character

- Gain the following traits from the [Core Paladin Traits table](#): Hit Point Die, proficiency with Martial weapons, and training with Light and Medium armor and Shields.
- Gain the Paladin's level 1 features, which are listed in the [Paladin Features table](#). See the multiclassing rules in [chapter 2](#) to determine your available spell slots.

## Paladin Class Features

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

### Paladin Features

—Spell Slots per Spell Level—

Level	Proficiency Bonus	Class Features	Channel Divinity	Prepared Spells	1	2	3	4	5
1	+2	<a href="#">Lay On Hands</a> , <a href="#">Spellcasting</a> , <a href="#">Weapon Mastery</a>	—	2	2	—	—	—	—
2	+2	<a href="#">Fighting Style</a> , <a href="#">Paladin's Smite</a>	—	3	2	—	—	—	—
3	+2	<a href="#">Channel Divinity</a> , <a href="#">Paladin Subclass</a>	2	4	3	—	—	—	—
4	+2	<a href="#">Ability Score Improvement</a>	2	5	3	—	—	—	—
5	+3	<a href="#">Extra Attack</a> , <a href="#">Faithful Steed</a>	2	6	4	2	—	—	—
6	+3	<a href="#">Aura of Protection</a>	2	6	4	2	—	—	—
7	+3	Subclass feature	2	7	4	3	—	—	—
8	+3	<a href="#">Ability Score Improvement</a>	2	7	4	3	—	—	—
9	+4	<a href="#">Abjure Foes</a>	2	9	4	3	2	—	—
10	+4	<a href="#">Aura of Courage</a>	2	9	4	3	2	—	—
11	+4	<a href="#">Radiant Strikes</a>	3	10	4	3	3	—	—
12	+4	<a href="#">Ability Score Improvement</a>	3	10	4	3	3	—	—
13	+5	—	3	11	4	3	3	1	—
14	+5	<a href="#">Restoring Touch</a>	3	11	4	3	3	1	—
15	+5	Subclass feature	3	12	4	3	3	2	—
16	+5	<a href="#">Ability Score Improvement</a>	3	12	4	3	3	2	—

**—Spell Slots per Spell Level—**

Level	Proficiency Bonus	Class Features	Channel Divinity	Prepared Spells	1	2	3	4	5
17	+6	—	3	14	4	3	3	3	1
18	+6	Aura Expansion	3	14	4	3	3	3	1
19	+6	Epic Boon	3	15	4	3	3	3	2
20	+6	Subclass feature	3	15	4	3	3	3	2

**Level 1: Lay On Hands**

Your blessed touch can heal wounds. You have a pool of healing power that replenishes when you finish a **Long Rest**. With that pool, you can restore a total number of Hit Points equal to five times your Paladin level.

As a Bonus Action, you can touch a creature (which could be yourself) and draw power from the pool of healing to restore a number of Hit Points to that creature, up to the maximum amount remaining in the pool.

You can also expend 5 Hit Points from the pool of healing power to remove the **Poisoned** condition from the creature; those points don't also restore Hit Points to the creature.

**Level 1: Spellcasting**

You have learned to cast spells through prayer and meditation. See [chapter 7](#) for the rules on spellcasting. The information below details how you use those rules with Paladin spells, which appear in the [Paladin spell list](#) later in the class's description.

**Spell Slots.** The [Paladin 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 start, choose two level 1 Paladin spells. *Heroism* and *Searing Smite* are recommended.

The number of spells on your list increases as you gain Paladin levels, as shown in the Prepared Spells column of the [Paladin Features table](#). Whenever that number increases, choose additional Paladin spells until the number of spells on your list matches the number in the Paladin Features table. The chosen spells must be of a level for which you have spell slots. For example, if you're a level 5 Paladin, your list of prepared spells can include six Paladin spells of level 1 or 2 in any combination.

If another Paladin 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 Paladin spells for you.

**Changing Your Prepared Spells.** Whenever you finish a **Long Rest**, you can replace one spell on your list with another Paladin spell for which you have spell slots.

**Spellcasting Ability.** Charisma is your spellcasting ability for your Paladin spells.

**Spellcasting Focus.** You can use a **Holy Symbol** as a Spellcasting Focus for your Paladin spells.

**Level 1: Weapon Mastery**

Your training with weapons allows you to use the [mastery properties](#) of two kinds of weapons of your choice with which you have proficiency, such as Longswords and Javelins.

Whenever you finish a **Long Rest**, you can change the kinds of weapons you chose. For example, you could switch to using the mastery properties of Halberds and Flails.

**Level 2: Fighting Style**

You gain a Fighting Style feat of your choice (see [chapter 5](#) for feats). Instead of choosing one of those feats, you can choose the option below.

**Blessed Warrior.** You learn two Cleric cantrips of your choice (see the Cleric class's section for a [list of Cleric spells](#)). *Guidance* and *Sacred Flame* are recommended. The chosen cantrips count as Paladin spells for you, and Charisma is your spellcasting ability for them. Whenever you gain a Paladin level, you can replace one of these cantrips with another Cleric cantrip.

## Level 2: Paladin's Smite

You always have the *Divine Smite* spell prepared. In addition, you can cast it without expending a spell slot, but you must finish a **Long Rest** before you can cast it in this way again.

## Level 3: Channel Divinity

You can channel divine energy directly from the Outer Planes, using it to fuel magical effects. You start with one such effect: Divine Sense, which is described below. Other Paladin features give additional Channel Divinity effect options. Each time you use this class's Channel Divinity, you choose which effect from this class to create.

You can use this class's Channel Divinity twice. You regain one of its expended uses when you finish a **Short Rest**, and you regain all expended uses when you finish a **Long Rest**. You gain an additional use when you reach Paladin level 11.

If a Channel Divinity effect requires a saving throw, the DC equals the spell save DC from this class's Spellcasting feature.

**Divine Sense.** As a Bonus Action, you can open your awareness to detect Celestials, Fiends, and Undead. For the next 10 minutes or until you have the **Incapacitated** condition, you know the location of any creature of those types within 60 feet of yourself, and you know its creature type. Within the same radius, you also detect the presence of any place or object that has been consecrated or desecrated, as with the *Hallow* spell.

## Level 3: Paladin Subclass

You gain a Paladin subclass of your choice. The *Oath of Devotion*, *Oath of Glory*, *Oath of the Ancients*, and *Oath of Vengeance* subclasses are detailed after this class's description. A subclass is a specialization that grants you features at certain Paladin levels. For the rest of your career, you gain each of your subclass's features that are of your Paladin level or lower.

### BREAKING YOUR OATH

A Paladin tries to hold to the highest standards of conduct, but even the most dedicated are fallible. Sometimes a Paladin transgresses their oath.

A Paladin who has broken a vow typically seeks absolution, spending an all-night vigil as a sign of penitence or undertaking a fast. After a rite of forgiveness, the Paladin starts fresh.

If your Paladin unrepentantly violates their oath, talk to your DM. Your Paladin should probably take a more appropriate subclass or even abandon the class and adopt another one.

## 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 Paladin levels 8, 12, and 16.

## Level 5: Extra Attack

You can attack twice instead of once whenever you take the **Attack** action on your turn.

## Level 5: Faithful Steed

You can call on the aid of an otherworldly steed. You always have the *Find Steed* spell prepared.

You can also cast the spell once without expending a spell slot, and you regain the ability to do so when you finish a **Long Rest**.



*A PALADIN'S DEDICATION TO HER  
CAUSE MANIFESTS AS MAGICAL MIGHT*

### Level 6: Aura of Protection

You radiate a protective, unseeable aura in a 10-foot **Emanation** that originates from you. The aura is inactive while you have the **Incapacitated** condition.

You and your allies in the aura gain a bonus to saving throws equal to your Charisma modifier (minimum bonus of +1).

If another Paladin is present, a creature can benefit from only one Aura of Protection at a time; the creature chooses which aura while in them.

### Level 9: Abjure Foes

As a **Magic** action, you can expend one use of this class's Channel Divinity to overwhelm foes with awe. As you present your Holy Symbol or weapon, you can target a number of creatures equal to your Charisma modifier (minimum of one creature) that you can see within 60 feet of yourself. Each target must succeed on a Wisdom saving throw or have the **Frightened** condition for 1 minute or until it takes any damage. While Frightened in this way, a target can do only one of the following on its turns: move, take an action, or take a Bonus Action.

### Level 10: Aura of Courage

You and your allies have Immunity to the **Frightened** condition while in your Aura of Protection. If a Frightened ally enters the aura, that condition has no effect on that ally while there.

### Level 11: Radiant Strikes

Your strikes now carry supernatural power. When you hit a target with an attack roll using a Melee weapon or an **Unarmed Strike**, the target takes an extra 1d8 Radiant damage.

### Level 14: Restoring Touch

When you use Lay On Hands on a creature, you can also remove one or more of the following conditions from the creature: **Blinded**, **Charmed**, **Deafened**, **Frightened**, **Paralyzed**, or **Stunned**. You must expend 5 Hit Points from the healing pool of Lay On Hands for each of these conditions you remove; those points don't also restore Hit Points to the creature.

### Level 18: Aura Expansion

Your Aura of Protection is now a 30-foot **Emanation**.

## 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 Truesight](#) is recommended.

## Paladin Spell List

This section presents the Paladin 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.

### Level 1 Paladin Spells

Spell	School	Special
<i>Bless</i>	Enchantment	C, M
<i>Command</i>	Enchantment	—
<i>Compelled Duel</i>	Enchantment	C
<i>Cure Wounds</i>	Abjuration	—
<i>Detect Evil and Good</i>	Divination	C
<i>Detect Magic</i>	Divination	C, R
<i>Detect Poison and Disease</i>	Divination	C, R
<i>Divine Favor</i>	Transmutation	—
<i>Divine Smite</i>	Evocation	—
<i>Heroism</i>	Enchantment	C
<i>Protection from Evil and Good</i>	Abjuration	C, M
<i>Purify Food and Drink</i>	Transmutation	R
<i>Searing Smite</i>	Evocation	—
<i>Shield of Faith</i>	Abjuration	C
<i>Thunderous Smite</i>	Evocation	—
<i>Wrathful Smite</i>	Necromancy	—

### Level 2 Paladin Spells

Spell	School	Special
<i>Aid</i>	Abjuration	—
<i>Find Steed</i>	Conjuration	—
<i>Gentle Repose</i>	Necromancy	R, M
<i>Lesser Restoration</i>	Abjuration	—
<i>Locate Object</i>	Divination	C
<i>Magic Weapon</i>	Transmutation	—
<i>Prayer of Healing</i>	Abjuration	—
<i>Protection from Poison</i>	Abjuration	—
<i>Shining Smite</i>	Transmutation	C
<i>Warding Bond</i>	Abjuration	M
<i>Zone of Truth</i>	Enchantment	—

**Level 3 Paladin Spells**

Spell	School	Special
<i>Aura of Vitality</i>	Abjuration	C
<i>Blinding Smite</i>	Evocation	—
<i>Create Food and Water</i>	Conjuration	—
<i>Crusader's Mantle</i>	Transmutation	C
<i>Daylight</i>	Evocation	—
<i>Dispel Magic</i>	Abjuration	—
<i>Elemental Weapon</i>	Transmutation	C
<i>Magic Circle</i>	Abjuration	M
<i>Remove Curse</i>	Abjuration	—
<i>Revivify</i>	Necromancy	M

**Level 4 Paladin Spells**

Spell	School	Special
<i>Aura of Life</i>	Abjuration	C
<i>Aura of Purity</i>	Abjuration	C
<i>Banishment</i>	Abjuration	C
<i>Death Ward</i>	Abjuration	—
<i>Locate Creature</i>	Divination	C
<i>Staggering Smite</i>	Enchantment	—

**Level 5 Paladin Spells**

Spell	School	Special
<i>Banishing Smite</i>	Conjuration	C
<i>Circle of Power</i>	Abjuration	C
<i>Destructive Wave</i>	Evocation	—
<i>Dispel Evil and Good</i>	Abjuration	C
<i>Geas</i>	Enchantment	—
<i>Greater Restoration</i>	Abjuration	M
<i>Raise Dead</i>	Necromancy	M
<i>Summon Celestial</i>	Conjuration	C, M

## Paladin Subclasses

A Paladin subclass is a specialization that grants you features at certain Paladin levels, as specified in the subclass. This section presents the [Oath of Devotion](#), [Oath of Glory](#), [Oath of the Ancients](#), and [Oath of Vengeance](#) subclasses.

Each of these subclasses represents a body of oaths that a Paladin begins taking upon joining the class. The final oath, taken at level 3, is the culmination of a Paladin's training. Some characters with this class don't consider themselves true Paladins until they've reached level 3 and made this oath. F

others, the swearing of the oath is a formality, an official stamp on what was already in their hearts.

ARTIST: KATERINA LADON

## Oath of Devotion

### *Uphold the Ideals of Justice and Order*

The Oath of Devotion binds Paladins to the ideals of justice and order.

These Paladins meet the archetype of the knight in shining armor. They hold themselves to the highest standards of conduct, and some—for better or worse—hold the rest of the world to the same standards.

Many who swear this oath are devoted to gods of law and good and use their gods' tenets as the measure of personal devotion. Others hold angels as their ideals and incorporate images of angelic wings into their helmets or coats of arms.

These paladins share the following tenets:

- Let your word be your promise.
- Protect the weak and never fear to act.
- Let your honorable deeds be an example.

### Level 3: Oath of Devotion Spells

The magic of your oath ensures you always have certain spells ready; when you reach a Paladin level specified in the Oath of Devotion Spells table, you thereafter always have the listed spells prepared.



OATH OF DEVOTION SUBCLASS

### Oath of Devotion Spells

Paladin Level	Spells
3	<i>Protection from Evil and Good, Shield of Faith</i>
5	<i>Aid, Zone of Truth</i>
9	<i>Beacon of Hope, Dispel Magic</i>
13	<i>Freedom of Movement, Guardian of Faith</i>
17	<i>Commune, Flame Strike</i>

### Level 3: Sacred Weapon

When you take the **Attack** action, you can expend one use of your Channel Divinity to imbue one Melee weapon that you are holding with positive energy. For 10 minutes or until you use this feature again, you add your Charisma modifier to attack rolls you make with that weapon (minimum bonus of +1), and each time you hit with it, you cause it to deal its normal damage type or Radiant damage.

The weapon also emits **Bright Light** in a 20-foot radius and **Dim Light** 20 feet beyond that.

You can end this effect early (no action required). This effect also ends if you aren't carrying the weapon.

### Level 7: Aura of Devotion

You and your allies have Immunity to the **Charmed** condition while in your Aura of Protection. If a Charmed ally enters the aura, that condition has no effect on that ally while there.

### Level 15: Smite of Protection

Your magical smite now radiates protective energy. Whenever you cast *Divine Smite*, you and your allies have **Half Cover** while in your Aura of Protection. The aura has this benefit until the start of your next turn.

## Level 20: Holy Nimbus

As a Bonus Action, you can imbue your Aura of Protection with holy power, granting the benefits below for 10 minutes or until you end them (no action required). Once you use this feature, you can't use it again until you finish a **Long Rest**. You can also restore your use of it by expending a level 5 spell slot (no action required).

**Holy Ward.** You have **Advantage** on any saving throw you are forced to make by a Fiend or an Undead.

**Radiant Damage.** Whenever an enemy starts its turn in the aura, that creature takes Radiant damage equal to your Charisma modifier plus your Proficiency Bonus.

**Sunlight.** The aura is filled with **Bright Light** that is sunlight.

## Oath of Glory

### *Strive for the Heights of Heroism*

Paladins who take the Oath of Glory believe they and their companions are destined to achieve glory through deeds of heroism. They train diligently and encourage their companions, so they're all ready when destiny calls.

ARTIST: POLAR ENGINE



OATH OF GLORY SUBCLASS

These paladins share the following tenets:

- Endeavor to be known by your deeds.
- Face hardships with courage.
- Inspire others to strive for glory.

## Level 3: Inspiring Smite

Immediately after you cast *Divine Smite*, you can expend one use of your Channel Divinity and distribute **Temporary Hit Points** to creatures of your choice within 30 feet of yourself, which can include you. The total number of Temporary Hit Points equals  $2d8$  plus your Paladin level, divided among the chosen creatures however you like.

## Level 3: Oath of Glory Spells

The magic of your oath ensures you always have certain spells ready; when you reach a Paladin level specified in the Oath of Glory Spells table, you thereafter always have the listed spells prepared.

### Oath of Glory Spells

Paladin Level	Spells
3	<i>Guiding Bolt, Heroism</i>
5	<i>Enhance Ability, Magic Weapon</i>
9	<i>Haste, Protection from Energy</i>
13	<i>Compulsion, Freedom of Movement</i>
17	<i>Legend Lore, Yolande's Regal Presence</i>

## Level 3: Peerless Athlete

As a Bonus Action, you can expend one use of your Channel Divinity to augment your athleticism. For 1 hour, you have **Advantage** on Strength (**Athletics**) and Dexterity (**Acrobatics**) checks, and the distance of your **Long** and **High Jumps** increases by 10 feet (this extra distance costs movement as normal).

### Level 7: Aura of Alacrity

Your Speed increases by 10 feet.

In addition, whenever an ally enters your Aura of Protection for the first time on a turn or starts their turn there, the ally's Speed increases by 10 feet until the end of their next turn.

### Level 15: Glorious Defense

You can turn defense into a sudden strike. When you or another creature you can see within 10 feet of you is hit by an attack roll, you can take a Reaction to grant a bonus to the target's AC against that attack, potentially causing it to miss. The bonus equals your Charisma modifier (minimum of +1). If the attack misses, you can make one attack with a weapon against the attacker as part of this Reaction if the attacker is within your weapon's range.

You can use this feature a number of times equal to your Charisma modifier (minimum of once), and you regain all expended uses when you finish a **Long Rest**.

### Level 20: Living Legend

You can empower yourself with the legends—whether true or exaggerated—of your great deeds. As a Bonus Action, you gain the benefits below for 10 minutes. Once you use this feature, you can't use it again until you finish a **Long Rest**. You can also restore your use of it by expending a level 5 spell slot (no action required).

**Charismatic.** You are blessed with an otherworldly presence and have **Advantage** on all Charisma checks.

**Saving Throw Reroll.** If you fail a saving throw, you can take a Reaction to reroll it. You must use this new roll.

**Unerring Strike.** Once on each of your turns when you make an attack roll with a weapon and miss, you can cause that attack to hit instead.

## Oath of the Ancients

### *Preserve Life and Light in the World*

The Oath of the Ancients is as old as the first elves. Paladins who swear this oath cherish the light; they love the beautiful and life-giving things of the world more than any principles of honor, courage, and justice. They often adorn their armor and clothing with images of growing things—leaves, antlers, or flowers—to reflect their commitment to preserving life and light.

These paladins share the following tenets:

- Kindle the light of hope.
- Shelter life.
- Delight in art and laughter.

### Level 3: Nature's Wrath

As a **Magic** action, you can expend one use of your Channel Divinity to conjure spectral vines around nearby creatures. Each creature of your choice that you can see within 15 feet of yourself must succeed on a Strength saving throw or have the **Restrained** condition for 1 minute. A Restrained creature repeats the save at the end of each of its turns, ending the effect on itself on a success.

### Level 3: Oath of the Ancients Spells

The magic of your oath ensures you always have certain spells ready; when you reach a Paladin level specified in the Oath of the Ancients Spells table, you thereafter always have the listed spells prepared.

#### Oath of the Ancients Spells

Paladin Level	Spells
3	<i>Ensnaring Strike, Speak with Animals</i>
5	<i>Misty Step, Moonbeam</i>
9	<i>Plant Growth, Protection from Energy</i>
13	<i>Ice Storm, Stoneskin</i>
17	<i>Commune with Nature, Tree Stride</i>

### Level 7: Aura of Warding

Ancient magic lies so heavily upon you that it forms an eldritch ward, blunting energy from beyond the Material Plane; you and your allies have Resistance to Necrotic, Psychic, and Radiant damage while in your Aura of Protection.



OATH OF THE ANCIENTS SUBCLASS

### Level 15: Undying Sentinel

When you are reduced to 0 Hit Points and not killed outright, you can drop to 1 Hit Point instead, and you regain a number of Hit Points equal to three times your Paladin level. Once you use this feature, you can't do so again until you finish a **Long Rest**.

Additionally, you can't be aged magically, and you cease visibly aging.

### Level 20: Elder Champion

As a Bonus Action, you can imbue your Aura of Protection with primal power, granting the benefits below for 1 minute or until you end them (no action required). Once you use this feature, you can't use it again until you finish a **Long Rest**. You can also restore your use of it by expending a level 5 spell slot (no action required).

**Diminish Defiance.** Enemies in the aura have **Disadvantage** on saving throws against your spells and Channel Divinity options.

**Regeneration.** At the start of each of your turns, you regain 10 Hit Points.

**Swift Spells.** Whenever you cast a spell that has a casting time of an action, you can cast it using a Bonus Action instead.

## Oath of Vengeance

### Punish Evildoers at Any Cost

The Oath of Vengeance is a solemn commitment to punish those who have committed grievously evil acts. When evil armies slaughter helpless villagers, when a tyrant defies the will of the gods, when a thieves' guild grows too violent, when a dragon rampages through the countryside—at times like these, paladins arise and swear an Oath of Vengeance to set right what has gone wrong.

ARTIST: IGNATIUS BUDI



OATH OF VENGEANCE SUBCLASS

These paladins share the following tenets:

- Show the wicked no mercy.
- Fight injustice and its causes.
- Aid those harmed by injustice.

### Level 3: Oath of Vengeance Spells

The magic of your oath ensures you always have certain spells ready; when you reach a Paladin level specified in the Oath of Vengeance Spells table, you thereafter always have the listed spells prepared.

### Oath of Vengeance Spells

Paladin Level	Spells
3	<i>Bane, Hunter's Mark</i>
5	<i>Hold Person, Misty Step</i>
9	<i>Haste, Protection from Energy</i>
13	<i>Banishment, Dimension Door</i>
17	<i>Hold Monster, Scrying</i>

### Level 3: Vow of Enmity

When you take the **Attack** action, you can expend one use of your Channel Divinity to utter a vow of enmity against a creature you can see within 30 feet of yourself. You have **Advantage** on attack rolls against the creature for 1 minute or until you use this feature again.

If the creature drops to 0 Hit Points before the vow ends, you can transfer the vow to a different creature within 30 feet of yourself (no action required).

### Level 7: Relentless Avenger

Your supernatural focus helps you close off a foe's retreat. When you hit a creature with an **Opportunity Attack**, you can reduce the creature's Speed to 0 until the end of the current turn. You can then move up to half your Speed as part of the same Reaction. This movement doesn't provoke Opportunity Attacks.

### Level 15: Soul of Vengeance

Immediately after a creature under the effect of your Vow of Enmity hits or misses with an attack roll, you can take a Reaction to make a melee attack against that creature if it's within range.

## Level 20: Avenging Angel

As a Bonus Action, you gain the benefits below for 10 minutes or until you end them (no action required). Once you use this feature, you can't use it again until you finish a **Long Rest**. You can also restore your use of it by expending a level 5 spell slot (no action required).

**Flight.** You sprout spectral wings on your back, have a Fly Speed of 60 feet, and can hover.

**Frightful Aura.** Whenever an enemy starts its turn in your Aura of Protection, that creature must succeed on a Wisdom saving throw or have the **Frightened** condition for 1 minute or until it takes any damage. Attack rolls against the Frightened creature have **Advantage**.

## Ranger

ARTIST: CHRIS RALLIS



A WANDERING WARRIOR IMBUED WITH PRIMAL MAGIC

## Core Ranger Traits

<b>Primary Ability</b>	Dexterity and Wisdom
<b>Hit Point Die</b>	D10 per Ranger level
<b>Saving Throw Proficiencies</b>	Strength and Dexterity
<b>Skill Proficiencies</b>	<i>Choose 3: Animal Handling, Athletics, Insight, Investigation, Nature, Perception, Stealth, or Survival</i>
<b>Weapon Proficiencies</b>	Simple and Martial weapons
<b>Armor Training</b>	Light and Medium armor and Shields
<b>Starting Equipment</b>	<i>Choose A or B: (A) Studded Leather Armor, Scimitar, Shortsword, Longbow, 20 Arrows, Quiver, Druidic Focus (sprig of mistletoe), Explorer's Pack, and 7 GP; or (B) 150 GP</i>

Far from bustling cities, amid the trees of trackless forests and across wide plains, Rangers keep their unending watch in the wilderness. Rangers learn to track their quarry as a predator does, moving stealthily through the wilds and hiding themselves in brush and rubble.

Thanks to their connection with nature, Rangers can also cast spells that harness primal powers of the wilderness. A Ranger's talents and magic are honed with deadly focus to protect the world from the ravages of monsters and tyrants.

## Becoming a Ranger...

### As a Level 1 Character

- Gain all the traits in the [Core Ranger Traits table](#).
- Gain the Ranger's level 1 features, which are listed in the [Ranger Features table](#).

### As a Multiclass Character

- Gain the following traits from the [Core Ranger Traits table](#): Hit Point Die, proficiency with Martial weapons, proficiency in one skill of your choice from the Ranger's skill list, and training with Light and Medium armor and Shields.
- Gain the Ranger's level 1 features, which are listed in the [Ranger Features table](#). See the multiclassing rules in [chapter 2](#) to determine your available spell slots.

## Ranger Class Features

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

### Ranger Features

**-Spell Slots per Spell Level-**

Level	Proficiency Bonus	Class Features	Favored Enemy	Prepared Spells	1	2	3	4	5
1	+2	<a href="#">Spellcasting</a> , <a href="#">Favored Enemy</a> , <a href="#">Weapon Mastery</a>	2	2	2	—	—	—	—
2	+2	<a href="#">Deft Explorer</a> , <a href="#">Fighting Style</a>	2	3	2	—	—	—	—
3	+2	<a href="#">Ranger Subclass</a>	2	4	3	—	—	—	—
4	+2	<a href="#">Ability Score Improvement</a>	2	5	3	—	—	—	—
5	+3	<a href="#">Extra Attack</a>	3	6	4	2	—	—	—
6	+3	<a href="#">Roving</a>	3	6	4	2	—	—	—
7	+3	Subclass feature	3	7	4	3	—	—	—
8	+3	<a href="#">Ability Score Improvement</a>	3	7	4	3	—	—	—
9	+4	<a href="#">Expertise</a>	4	9	4	3	2	—	—

**—Spell Slots per Spell Level—**

Level	Proficiency Bonus	Class Features	Favored Enemy	Prepared Spells	1	2	3	4	5
10	+4	Tireless	4	9	4	3	2	—	—
11	+4	Subclass feature	4	10	4	3	3	—	—
12	+4	Ability Score Improvement	4	10	4	3	3	—	—
13	+5	Relentless Hunter	5	11	4	3	3	1	—
14	+5	Nature's Veil	5	11	4	3	3	1	—
15	+5	Subclass feature	5	12	4	3	3	2	—
16	+5	Ability Score Improvement	5	12	4	3	3	2	—
17	+6	Precise Hunter	6	14	4	3	3	3	1
18	+6	Feral Senses	6	14	4	3	3	3	1
19	+6	Epic Boon	6	15	4	3	3	3	2
20	+6	Foe Slayer	6	15	4	3	3	3	2

**Level 1: Spellcasting**

You have learned to channel the magical essence of nature to cast spells. See [chapter 7](#) for the rules on spellcasting. The information below details how you use those rules with Ranger spells, which appear in the [Ranger spell list](#) later in the class's description.

**Spell Slots.** The [Ranger 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 start, choose two level 1 Ranger spells. [Cure Wounds](#) and [Ensnaring Strike](#) are recommended.

The number of spells on your list increases as you gain Ranger levels, as shown in the Prepared Spells column of the [Ranger Features table](#). Whenever that number increases, choose additional Ranger spells until the number of spells on your list matches the number in the Ranger Features table. The chosen spells must be of a level for which you have spell slots. For example, if you're a level 5 Ranger, your list of prepared spells can include six Ranger spells of level 1 or 2 in any combination.

If another Ranger 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 Ranger spells for you.

**Changing Your Prepared Spells.** Whenever you finish a [Long Rest](#), you can replace one spell on your list with another Ranger spell for which you have spell slots.

**Spellcasting Ability.** Wisdom is your spellcasting ability for your Ranger spells.

**Spellcasting Focus.** You can use a [Druidic Focus](#) as a Spellcasting Focus for your Ranger spells.

**Level 1: Favored Enemy**

You always have the [Hunter's Mark](#) spell prepared. You can cast it twice without expending a spell slot, and you regain all expended uses of this ability when you finish a [Long Rest](#).

The number of times you can cast the spell without a spell slot increases when you reach certain Ranger levels, as shown in the Favored Enemy column of the [Ranger Features table](#).

**Level 1: Weapon Mastery**

Your training with weapons allows you to use the [mastery properties](#) of two kinds of weapons of your choice with which you have proficiency, such as Longbows and Short swords.

Whenever you finish a **Long Rest**, you can change the kinds of weapons you chose. For example, you could switch to using the mastery properties of Scimitars and Longswords.

## Level 2: Deft Explorer

Thanks to your travels, you gain the following benefits.

**Expertise.** Choose one of your skill proficiencies with which you lack **Expertise**. You gain Expertise in that skill.

**Languages.** You know two languages of your choice from the language tables in [chapter 2](#).

## Level 2: Fighting Style

You gain a Fighting Style feat of your choice (see [chapter 5](#)). Instead of choosing one of those feats, you can choose the option below.

**Druidic Warrior.** You learn two Druid cantrips of your choice (see the Druid class's section for a [list of Druid spells](#)). **Guidance** and **Starry Wisp** are recommended. The chosen cantrips count as Ranger spells for you, and Wisdom is your spellcasting ability for them. Whenever you gain a Ranger level, you can replace one of these cantrips with another Druid cantrip.

## Level 3: Ranger Subclass

You gain a Ranger subclass of your choice. The [Beast Master](#), [Fey Wanderer](#), [Gloom Stalker](#), and [Hunter](#) subclasses are detailed after this class's description. A subclass is a specialization that grants you features at certain Ranger levels. For the rest of your career, you gain each of your subclass's features that are of your Ranger 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 Ranger levels 8, 12, and 16.

## Level 5: Extra Attack

You can attack twice instead of once whenever you take the **Attack** action on your turn.



**Level 6: Roving**

Your Speed increases by 10 feet while you aren't wearing Heavy armor. You also have a Climb Speed and a Swim Speed equal to your Speed.

**Level 9: Expertise**

Choose two of your skill proficiencies with which you lack **Expertise**. You gain Expertise in those skills.

**Level 10: Tireless**

Primal forces now help fuel you on your journeys, granting you the following benefits.

**Temporary Hit Points.** As a **Magic** action, you can give yourself a number of **Temporary Hit Points** equal to 1d8 plus your Wisdom modifier (minimum of 1). You can use this action a number of times equal to your Wisdom modifier (minimum of once), and you regain all expended uses when you finish a **Long Rest**.

**Decrease Exhaustion.** Whenever you finish a **Short Rest**, your **Exhaustion** level, if any, decreases by 1.

**Level 13: Relentless Hunter**

Taking damage can't break your **Concentration** on **Hunter's Mark**.

**Level 14: Nature's Veil**

You invoke spirits of nature to magically hide yourself. As a Bonus Action, you can give yourself the **Invisible** condition until the end of your next turn.

You can use this feature a number of times equal to your Wisdom modifier (minimum of once), and you regain all expended uses when you finish a **Long Rest**.

**Level 17: Precise Hunter**

You have **Advantage** on attack rolls against the creature currently marked by your **Hunter's Mark**.

**Level 18: Feral Senses**

Your connection to the forces of nature grants you **Blindsight** with a range of 30 feet.

**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 Dimensional Travel** is recommended.

**Level 20: Foe Slayer**

The damage die of your **Hunter's Mark** is a d10 rather than a d6.

**Ranger Spell List**

This section presents the Ranger 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.

**Level 1 Ranger Spells**

Spell	School	Special
<i>Alarm</i>	Abjuration	R
<i>Animal Friendship</i>	Enchantment	—
<i>Cure Wounds</i>	Abjuration	—
<i>Detect Magic</i>	Divination	C, R
<i>Detect Poison and Disease</i>	Divination	C, R
<i>Ensnaring Strike</i>	Conjuration	C
<i>Entangle</i>	Conjuration	C
<i>Fog Cloud</i>	Conjuration	C

Spell	School	Special
<i>Goodberry</i>	Conjuration	—
<i>Hail of Thorns</i>	Conjuration	—
<i>Hunter's Mark</i>	Divination	C
<i>Jump</i>	Transmutation	—
<i>Longstrider</i>	Transmutation	—
<i>Speak with Animals</i>	Divination	R

**Level 2 Ranger Spells**

Spell	School	Special
<i>Aid</i>	Abjuration	—
<i>Animal Messenger</i>	Enchantment	R
<i>Barkskin</i>	Transmutation	—
<i>Beast Sense</i>	Divination	C, R
<i>Cordon of Arrows</i>	Transmutation	—
<i>Darkvision</i>	Transmutation	—
<i>Enhance Ability</i>	Transmutation	C
<i>Find Traps</i>	Divination	—
<i>Gust of Wind</i>	Evocation	C
<i>Lesser Restoration</i>	Abjuration	—
<i>Locate Animals or Plants</i>	Divination	R
<i>Locate Object</i>	Divination	C
<i>Magic Weapon</i>	Transmutation	—
<i>Pass without Trace</i>	Abjuration	C
<i>Protection from Poison</i>	Abjuration	—
<i>Silence</i>	Illusion	C, R
<i>Spike Growth</i>	Transmutation	C
<i>Summon Beast</i>	Conjuration	C, M

**Level 3 Ranger Spells**

Spell	School	Special
<i>Conjure Animals</i>	Conjuration	C
<i>Conjure Barrage</i>	Conjuration	—
<i>Daylight</i>	Evocation	—
<i>Dispel Magic</i>	Abjuration	—
<i>Elemental Weapon</i>	Transmutation	C
<i>Lightning Arrow</i>	Transmutation	—
<i>Meld into Stone</i>	Transmutation	R
<i>Nondetection</i>	Abjuration	M

Spell	School	Special
<i>Plant Growth</i>	Transmutation	—
<i>Protection from Energy</i>	Abjuration	C
<i>Revivify</i>	Necromancy	M
<i>Speak with Plants</i>	Transmutation	—
<i>Summon Fey</i>	Conjuration	C, M
<i>Water Breathing</i>	Transmutation	R
<i>Water Walk</i>	Transmutation	R
<i>Wind Wall</i>	Evocation	C

### Level 4 Ranger Spells

Spell	School	Special
<i>Conjure Woodland Beings</i>	Conjuration	C
<i>Dominate Beast</i>	Enchantment	C
<i>Freedom of Movement</i>	Abjuration	—
<i>Grasping Vine</i>	Conjuration	C
<i>Locate Creature</i>	Divination	C
<i>Stoneskin</i>	Transmutation	C, M
<i>Summon Elemental</i>	Conjuration	C, M

### Level 5 Ranger Spells

Spell	School	Special
<i>Commune with Nature</i>	Divination	R
<i>Conjure Volley</i>	Conjuration	—
<i>Greater Restoration</i>	Abjuration	M
<i>Steel Wind Strike</i>	Conjuration	M
<i>Swift Quiver</i>	Transmutation	C, M
<i>Tree Stride</i>	Conjuration	C

## Ranger Subclasses

A Ranger subclass is a specialization that grants you features at certain Ranger levels, as specified in the subclass. This section presents the [Beast Master](#), [Fey Wanderer](#), [Gloom Stalker](#), and [Hunter](#) subclasses.

### Beast Master

#### *Bond with a Primal Beast*

A Beast Master forms a mystical bond with a special animal, drawing on primal magic and a deep connection to the natural world.



BEAST MASTER SUBCLASS

### Level 3: Primal Companion

You magically summon a primal beast, which draws strength from your bond with nature. Choose its stat block: **Beast of the Land**, **Beast of the Sea**, or **Beast of the Sky**. You also determine the kind of animal it is, choosing a kind appropriate for the stat block. Whatever beast you choose, it bears primal markings indicating its supernatural origin.

The beast is **Friendly** to you and your allies and obeys your commands. It vanishes if you die.

**The Beast in Combat.** In combat, the beast acts during your turn. It can move and use its Reaction on its own, but the only action it takes is the **Dodge** action unless you take a Bonus Action to command it to take an action in its stat block or some other action. You can also sacrifice one of your attacks when you take the **Attack** action to command the beast to take the Beast's Strike action. If you have the **Incapacitated** condition, the beast acts on its own and isn't limited to the Dodge action.

**Restoring or Replacing the Beast.** If the beast has died within the last hour, you can take a **Magic** action to touch it and expend a spell slot. The beast returns to life after 1 minute with all its Hit Points restored.

Whenever you finish a **Long Rest**, you can summon a different primal beast, which appears in an unoccupied space within 5 feet of you. You choose its stat block and appearance. If you already have a beast from this feature, the old one vanishes when the new one appears.

## BEAST OF THE LAND

Medium Beast, Neutral

**AC** 13 plus your Wisdom modifier

**HP** 5 plus five times your Ranger level (the beast has a number of Hit Dice [d8s] equal to your Ranger level)

**Speed** 40 ft., Climb 40 ft.

	MOD	SAVE		MOD	SAVE
<b>STR</b>	14	+2	+2	<b>INT</b>	8
<b>DEX</b>	14	+2	+2	<b>WIS</b>	14
<b>CON</b>	15	+2	+2	<b>CHA</b>	11

**Senses** Darkvision 60 ft.; Passive Perception 12

**Languages** Understands the languages you know

**CR** None (XP 0; PB equals your Proficiency Bonus)

### Traits

**Primal Bond.** Add your Proficiency Bonus to any ability check or saving throw the beast makes.

### Actions

**Beast's Strike.** *Melee Attack Roll:* Bonus equals your spell attack modifier, reach 5 ft. *Hit:* 1d8 + 2 plus your Wisdom modifier Bludgeoning, Piercing, or Slashing damage (your choice when you summon the beast). If the beast moved at least 20 feet straight toward the target before the hit, the target takes an extra 1d6 damage of the same type, and the target has the **Prone** condition if it is a Large or smaller creature.

## BEAST OF THE SEA

Medium Beast, Neutral

**Speed** 5 ft., Swim 60 ft.

**AC** 13 plus your Wisdom modifier

**HP** 5 plus five times your Ranger level (the beast has a number of Hit Dice [d8s] equal to your Ranger level)

		MOD	SAVE		MOD	SAVE	Traits
<b>STR</b>	14	+2	+2	<b>INT</b>	8	-1	-1
<b>DEX</b>	14	+2	+2	<b>WIS</b>	14	+2	+2
<b>CON</b>	15	+2	+2	<b>CHA</b>	11	+0	+0
<b>Senses</b> Darkvision 90 ft.; Passive Perception 12							<b>Amphibious.</b> The beast can breathe air and water.
<b>Languages</b> Understands the languages you know							<b>Primal Bond.</b> Add your Proficiency Bonus to any ability check or saving throw the beast makes.
<b>CR</b> None (XP 0; PB equals your Proficiency Bonus)							<b>Actions</b>
							<b>Beast's Strike.</b> <i>Melee Attack Roll:</i> Bonus equals your spell attack modifier, reach 5 ft. <i>Hit:</i> 1d6 + 2 plus your Wisdom modifier Bludgeoning or Piercing damage (your choice when you summon the beast), and the target has the <b>Grappled</b> condition (escape DC equals your spell save DC).

## BEAST OF THE SKY

*Small Beast, Neutral*

**AC** 13 plus your Wisdom modifier

**HP** 4 plus four times your Ranger level (the beast has a number of Hit Dice [d6s] equal to your Ranger level)

**Speed** 10 ft., Fly 60 ft.

	MOD	SAVE		MOD	SAVE
<b>STR</b>	6	-2	-2	<b>INT</b>	8
<b>DEX</b>	16	+3	+3	<b>WIS</b>	14
<b>CON</b>	13	+1	+1	<b>CHA</b>	11

**Senses** Darkvision 60 ft.; Passive Perception 12

**Languages** Understands the languages you know

**CR** None (XP 0; PB equals your Proficiency Bonus)

### Traits

**Flyby.** The beast doesn't provoke **Opportunity Attacks** when it flies out of an enemy's reach.

**Primal Bond.** Add your Proficiency Bonus to any ability check or saving throw the beast makes.

### Actions

**Beast's Strike.** *Melee Attack Roll:* Bonus equals your spell attack modifier, reach 5 ft. *Hit:* 1d4 + 3 plus your Wisdom modifier Slashing damage.

## Level 7: Exceptional Training

When you take a Bonus Action to command your Primal Companion beast to take an action, you can also command it to take the **Dash**, **Disengage**, **Dodge**, or **Help** action using its Bonus Action.

In addition, whenever it hits with an attack roll and deals damage, it can deal your choice of Force damage or its normal damage type.

## Level 11: Bestial Fury

When you command your Primal Companion beast to take the Beast's Strike action, the beast can use it twice.

In addition, the first time each turn it hits a creature under the effect of your **Hunter's Mark** spell, the beast deals extra Force damage equal to the bonus damage of that spell.

## Level 15: Share Spells

When you cast a spell targeting yourself, you can also affect your Primal Companion beast with the spell if the beast is within 30 feet of you.

## Fey Wanderer

**Wield Fey Mirth and Fury**

A fey mystique surrounds you, thanks to the boon of an archfey or a location in the Feywild that transformed you. However you gained fey magic, you are now a Fey Wanderer. Your joyful laughter brightens the hearts of the downtrodden, and your martial prowess strikes terror in your foes, for great is the mirth of the fey and dreadful is their fury.

**Level 3: Dreadful Strikes**

You can augment your weapon strikes with mind-scarring magic drawn from the murky hollows of the Feywild. When you hit a creature with a weapon, you can deal an extra 1d4 Psychic damage to the target, which can take this extra damage only once per turn. The extra damage increases to 1d6 when you reach Ranger level 11.

**Level 3: Fey Wanderer Spells**

When you reach a Ranger level specified in the Fey Wanderer Spells table, you thereafter always have the listed spells prepared.

**Fey Wanderer Spells**

Ranger Level	Spell
3	<i>Charm Person</i>
5	<i>Misty Step</i>
9	<i>Summon Fey</i>
13	<i>Dimension Door</i>
17	<i>Mislead</i>

You also possess a fey blessing. Choose it from the Feywild Gifts table or determine it randomly.

**FEY WANDERER SUBCLASS****Feywild Gifts**

1d6	Gift
1	Illusory butterflies flutter around you while you take a Short or Long Rest.
2	Flowers bloom from your hair each dawn.
3	You faintly smell of cinnamon, lavender, nutmeg, or another comforting herb or spice.
4	Your shadow dances while no one is looking directly at it.
5	Horns or antlers sprout from your head.
6	Your skin and hair change color each dawn.

**Level 3: Otherworldly Glamour**

Whenever you make a Charisma check, you gain a bonus to the check equal to your Wisdom modifier (minimum of +1).

You also gain proficiency in one of these skills of your choice: **Deception**, **Performance**, or **Persuasion**.

**Level 7: Beguiling Twist**

The magic of the Feywild guards your mind. You have **Advantage** on saving throws to avoid or end the **Charmed** or **Frightened** condition.

In addition, whenever you or a creature you can see within 120 feet of you succeeds on a saving throw to avoid or end the Charmed or Frightened condition, you can take a Reaction to force a different creature you can see within 120 feet of yourself to make a Wisdom save against your spell save DC. On a failed save, the target is Charmed or Frightened (your choice) for 1 minute. The target repeats the save at the end of each of its turns, ending the effect on itself on a success.

### Level 11: Fey Reinforcements

You can cast **Summon Fey** without a Material component. You can also cast it once without a spell slot, and you regain the ability to cast it in this way when you finish a **Long Rest**.

Whenever you start casting the spell, 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.

### Level 15: Misty Wanderer

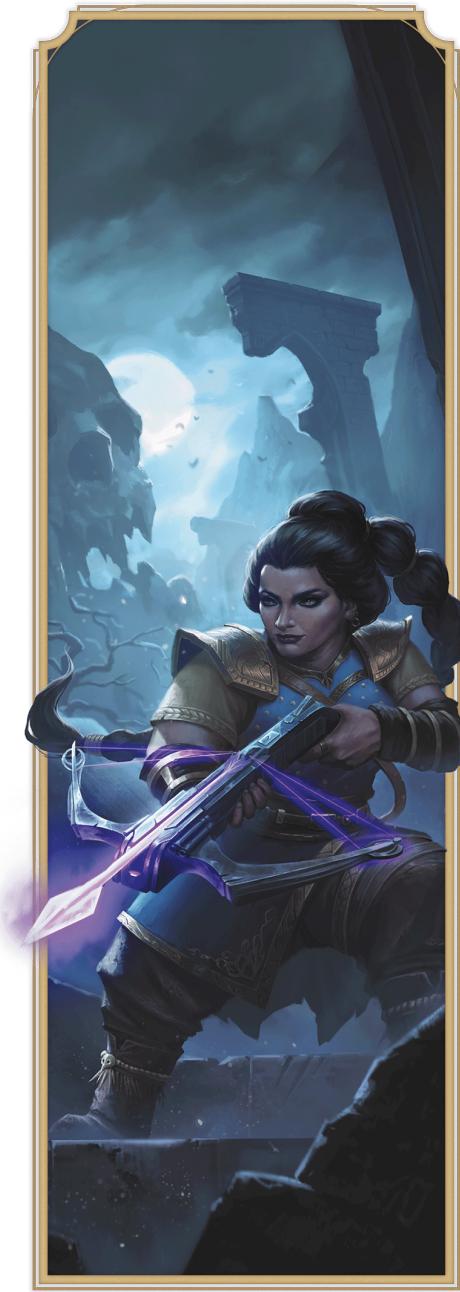
You can cast **Misty Step** without expending a spell slot. You can do so a number of times equal to your Wisdom modifier (minimum of once), and you regain all expended uses when you finish a **Long Rest**.

In addition, whenever you cast *Misty Step*, you can bring along one willing creature you can see within 5 feet of yourself. That creature teleports to an unoccupied space of your choice within 5 feet of your destination space.

## Gloom Stalker

*Draw on Shadow Magic to Fight Your Foes*

Gloom Stalkers are at home in the darkest places, wielding magic drawn from the Shadowfell to combat enemies that lurk in darkness.

**GLOOM STALKER SUBCLASS**

You are also adept at evading creatures that rely on Darkvision. While entirely in **Darkness**, you have the **Invisible** condition to any creature that relies on Darkvision to see you in that Darkness.

### **Level 7: Iron Mind**

You have honed your ability to resist mind-altering powers. You gain proficiency in Wisdom saving throws. If you already have this proficiency, you instead gain proficiency in Intelligence or Charisma saving throws (your choice).

### **Level 11: Stalker's Flurry**

The Psychic damage of your Dreadful Strike becomes 2d8. In addition, when you use the Dreadful Strike effect of your Dread Ambusher feature, you can cause one of the following additional effects.

**Sudden Strike.** You can make another attack with the same weapon against a different creature that is within 5 feet of the original target and that is within the weapon's range.

**Mass Fear.** The target and each creature within 10 feet of it must make a Wisdom saving throw against your spell save DC. On a failed save, a creature has the **Frightened** condition until the start of your next turn.

### **Level 3: Dread Ambusher**

You have mastered the art of creating fearsome ambushes, granting you the following benefits.

**Ambusher's Leap.** At the start of your first turn of each combat, your Speed increases by 10 feet until the end of that turn.

**Dreadful Strike.** When you attack a creature and hit it with a weapon, you can deal an extra 2d6 Psychic damage. You can use this benefit only once per turn, you can use it a number of times equal to your Wisdom modifier (minimum of once), and you regain all expended uses when you finish a **Long Rest**.

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

### **Level 3: Gloom Stalker Spells**

When you reach a Ranger level specified in the Gloom Stalker Spells table, you thereafter always have the listed spells prepared.

#### **Gloom Stalker Spells**

Ranger Level	Spells
3	<i>Disguise Self</i>
5	<i>Rope Trick</i>
9	<i>Fear</i>
13	<i>Greater Invisibility</i>
17	<i>Seeming</i>

### **Level 3: Umbral Sight**

You gain **Darkvision** with a range of 60 feet. If you already have Darkvision when you gain this feature, its range increases by 60 feet.

## Level 15: Shadowy Dodge

When a creature makes an attack roll against you, you can take a Reaction to impose **Disadvantage** on that roll. Whether the attack hits or misses, you can then teleport up to 30 feet to an unoccupied space you can see.

## Hunter

ARTIST: KATERINA LADON

**HUNTER SUBCLASS**

### *Protect Nature and People from Destruction*

You stalk prey in the wilds and elsewhere, using your abilities as a Hunter to protect nature and people everywhere from forces that would destroy them.

## Level 3: Hunter's Lore

You can call on the forces of nature to reveal certain strengths and weaknesses of your prey. While a creature is marked by your **Hunter's Mark**, you know whether that creature has any Immunities, Resistances, or Vulnerabilities, and if the creature has any, you know what they are.

## Level 3: Hunter's Prey

You gain one of the following feature options of your choice. Whenever you finish a **Short** or **Long Rest**, you can replace the chosen option with the other one.

**Colossus Slayer.** Your tenacity can wear down even the most resilient foes. When you hit a creature with a weapon, the weapon deals an extra 1d8 damage to the target if it's missing any of its Hit Points. You can deal this extra damage only once per turn.

**Horde Breaker.** Once on each of your turns when you make an attack with a weapon, you can make another attack with the same weapon against a different creature that is within 5 feet of the original target, that is within the weapon's range, and that you haven't attacked this turn.

## Level 7: Defensive Tactics

You gain one of the following feature options of your choice. Whenever you finish a **Short** or **Long Rest**, you can replace the chosen option with the other one.

**Escape the Horde.** **Opportunity Attacks** have **Disadvantage** against you.

**Multiattack Defense.** When a creature hits you with an attack roll, that creature has **Disadvantage** on all other attack rolls against you this turn.

## Level 11: Superior Hunter's Prey

Once per turn when you deal damage to a creature marked by your **Hunter's Mark**, you can also deal that spell's extra damage to a different creature that you can see within 30 feet of the first creature.

## Level 15: Superior Hunter's Defense

When you take damage, you can take a Reaction to give yourself Resistance to that damage and any other damage of the same type until the end of the current turn.

# Rogue



A DEXTEROUS EXPERT IN STEALTH AND SUBTERFUGE

#### Core Rogue Traits

<b>Primary Ability</b>	Dexterity
Hit Point Die	D8 per Rogue level
Saving Throw Proficiencies	Dexterity and Intelligence
Skill Proficiencies	<i>Choose 4: Acrobatics, Athletics, Deception, Insight, Intimidation, Investigation, Perception, Persuasion, Sleight of Hand, or Stealth</i>
Weapon Proficiencies	Simple weapons and Martial weapons that have the <b>Finesse</b> or <b>Light</b> property
Tool Proficiencies	Thieves' Tools

Armor Training	Light armor
Starting Equipment	<i>Choose A or B: (A) Leather Armor, 2 Daggers, Shortsword, Shortbow, 20 Arrows, Quiver, Thieves' Tools, Burglar's Pack, and 8 GP; or (B) 100 GP</i>

Rogues rely on cunning, stealth, and their foes' vulnerabilities to get the upper hand in any situation. They have a knack for finding the solution to just about any problem. A few even learn magical tricks to supplement their other abilities. Many Rogues focus on stealth and deception, while others refine skills that help them in a dungeon environment, such as climbing, finding and disarming traps, and opening locks.

In combat, Rogues prioritize subtle strikes over brute strength. They would rather make one precise strike than wear an opponent down with a barrage of blows.

Some Rogues began their careers as criminals, while others used their cunning to fight crime. Whatever a Rogue's relation to the law, no common criminal or officer of the law can match the subtle brilliance of the greatest Rogues.

## Becoming a Rogue...

### As a Level 1 Character

- Gain all the traits in the [Core Rogue Traits table](#).
- Gain the Rogue's level 1 features, which are listed in the [Rogue Features table](#).

### As a Multiclass Character

- Gain the following traits from the [Core Rogue Traits table](#): Hit Point Die, proficiency in one skill of your choice from the Rogue's skill list, proficiency with Thieves' Tools, and training with Light armor.
- Gain the Rogue's level 1 features, which are listed in the [Rogue Features table](#).

## Rogue Class Features

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

### Rogue Features

Level	Proficiency Bonus	Class Features	Sneak Attack
1	+2	<a href="#">Expertise</a> , <a href="#">Sneak Attack</a> , <a href="#">Thieves' Cant</a> , <a href="#">Weapon Mastery</a>	1d6
2	+2	<a href="#">Cunning Action</a>	1d6
3	+2	<a href="#">Rogue Subclass</a> , <a href="#">Steady Aim</a>	2d6
4	+2	<a href="#">Ability Score Improvement</a>	2d6
5	+3	<a href="#">Cunning Strike</a> , <a href="#">Uncanny Dodge</a>	3d6
6	+3	<a href="#">Expertise</a>	3d6
7	+3	<a href="#">Evasion</a> , <a href="#">Reliable Talent</a>	4d6
8	+3	<a href="#">Ability Score Improvement</a>	4d6
9	+4	Subclass feature	5d6
10	+4	<a href="#">Ability Score Improvement</a>	5d6
11	+4	<a href="#">Improved Cunning Strike</a>	6d6
12	+4	<a href="#">Ability Score Improvement</a>	6d6
13	+5	Subclass feature	7d6
14	+5	<a href="#">Devious Strikes</a>	7d6
15	+5	<a href="#">Slippery Mind</a>	8d6
16	+5	<a href="#">Ability Score Improvement</a>	8d6

Level	Proficiency Bonus	Class Features	Sneak Attack
17	+6	Subclass feature	9d6
18	+6	<a href="#">Elusive</a>	9d6
19	+6	<a href="#">Epic Boon</a>	10d6
20	+6	<a href="#">Stroke of Luck</a>	10d6

## Level 1: Expertise

You gain **Expertise** in two of your skill proficiencies of your choice. **Sleight of Hand** and **Stealth** are recommended if you have proficiency in them.

At Rogue level 6, you gain Expertise in two more of your skill proficiencies of your choice.

## Level 1: Sneak Attack

You know how to strike subtly and exploit a foe's distraction. Once per turn, you can deal an extra 1d6 damage to one creature you hit with an attack roll if you have **Advantage** on the roll and the attack uses a **Finesse** or a **Ranged** weapon. The extra damage's type is the same as the weapon's type.

You don't need **Advantage** on the attack roll if at least one of your allies is within 5 feet of the target, the ally doesn't have the **Incapacitated** condition, and you don't have **Disadvantage** on the attack roll.

The extra damage increases as you gain Rogue levels, as shown in the Sneak Attack column of the [Rogue Features table](#).

## Level 1: Thieves' Cant

You picked up various languages in the communities where you plied your roguish talents. You know Thieves' Cant and one other language of your choice, which you choose from the language tables in [chapter 2](#).

## Level 1: Weapon Mastery

Your training with weapons allows you to use the **mastery properties** of two kinds of weapons of your choice with which you have proficiency, such as Daggers and Shortbows.

Whenever you finish a **Long Rest**, you can change the kinds of weapons you chose. For example, you could switch to using the mastery properties of Scimitars and Shortswords.

## Level 2: Cunning Action

Your quick thinking and agility allow you to move and act quickly. On your turn, you can take one of the following actions as a Bonus Action: **Dash**, **Disengage**, or **Hide**.

## Level 3: Rogue Subclass

You gain a Rogue subclass of your choice. The [Arcane Trickster](#), [Assassin](#), [Soulknife](#), and [Thief](#) subclasses are detailed after this class's description. A subclass is a specialization that grants you features at certain Rogue levels. For the rest of your career, you gain each of your subclass's features that are of your Rogue level or lower.

## Level 3: Steady Aim

As a Bonus Action, you give yourself **Advantage** on your next attack roll on the current turn. You can use this feature only if you haven't moved during this turn, and after you use it, your Speed is 0 until the end of the current turn.

## 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 Rogue levels 8, 10, 12, and 16.

## Level 5: Cunning Strike

You've developed cunning ways to use your Sneak Attack. When you deal Sneak Attack damage, you can add one of the following Cunning Strike effects. Each effect has a die cost, which is the number of Sneak Attack damage dice you must forgo to add the effect. You remove the die before rolling, ar

effect occurs immediately after the attack's damage is dealt. For example, if you add the Poison effect, remove 1d6 from the Sneak Attack's damage before rolling.

If a Cunning Strike effect requires a saving throw, the DC equals 8 plus your Dexterity modifier and Proficiency Bonus.

**Poison (Cost: 1d6).** You add a toxin to your strike, forcing the target to make a Constitution saving throw. On a failed save, the target has the **Poisoned** condition for 1 minute. At the end of each of its turns, the Poisoned target repeats the save, ending the effect on itself on a success.

To use this effect, you must have a **Poisoner's Kit** on your person.

**Trip (Cost: 1d6).** If the target is Large or smaller, it must succeed on a Dexterity saving throw or have the **Prone** condition.

**Withdraw (Cost: 1d6).** Immediately after the attack, you move up to half your Speed without provoking **Opportunity Attacks**.

ARTIST: BRYAN SOLA



## Level 5: Uncanny Dodge

When an attacker that you can see hits you with an attack roll, you can take a Reaction to halve the attack's damage against you (round down).

## Level 7: Evasion

You can nimbly dodge out of the way of certain dangers. When you're subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw and only half damage if you fail. You can't use this feature if you have the **Incapacitated** condition.

## Level 7: Reliable Talent

Whenever you make an ability check that uses one of your skill or tool proficiencies, you can treat a d20 roll of 9 or lower as a 10.

## Level 11: Improved Cunning Strike

You can use up to two Cunning Strike effects when you deal Sneak Attack damage, paying the die cost for each effect.

## Level 14: Devious Strikes

You've practiced new ways to use your Sneak Attack deviously. The following effects are now among your Cunning Strike options.

**Daze (Cost: 2d6).** The target must succeed on a Constitution saving throw, or on its next turn, it can do only one of the following: move or take an action or a Bonus Action.

**Knock Out (Cost: 6d6).** The target must succeed on a Constitution saving throw, or it has the **Unconscious** condition for 1 minute or until it takes any damage. The Unconscious target repeats the save at the end of each of its turns, ending the effect on itself on a success.

**Obscure (Cost: 3d6).** The target must succeed on a Dexterity saving throw, or it has the **Blinded** condition until the end of its next turn.

## Level 15: Slippery Mind

Your cunning mind is exceptionally difficult to control. You gain proficiency in Wisdom and Charisma saving throws.

## Level 18: Elusive

You're so evasive that attackers rarely gain the upper hand against you. No attack roll can have **Advantage** against you unless you have the **Incapacitated** condition.

## 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 the Night Spirit** is recommended.

## Level 20: Stroke of Luck

You have a marvelous knack for succeeding when you need to. If you fail a **D20 Test**, you can turn the roll into a 20.

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

# Rogue Subclasses

A Rogue subclass is a specialization that grants you features at certain Rogue levels, as specified in the subclass. This section presents the [Arcane Trickster](#), [Assassin](#), [Soulknife](#), and [Thief](#) subclasses.

## Arcane Trickster

### *Enhance Stealth with Arcane Spells*

Some Rogues enhance their fine-honed skills of stealth and agility with spells, learning magical tricks to aid them in their trade. Some Arcane Tricksters use their talents as pickpockets and burglars, while others are pranksters.

## Level 3: Spellcasting

You have learned to cast spells. See [chapter 7](#) for the rules on spellcasting. The information below details how you use those rules as an Arcane Trickster.

**Cantrips.** You know three cantrips: **Mage Hand** and two other cantrips of your choice from the [Wizard spell list](#) (see that class's section for its list). **Mind Sliver** and **Minor Illusion** are recommended.

Whenever you gain a Rogue level, you can replace one of your cantrips, except **Mage Hand**, with another Wizard cantrip of your choice.

When you reach Rogue level 10, you learn another Wizard cantrip of your choice.

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

ARTIST: NATHANIEL HIMAWAN



ARCANE TRICKSTER SUBCLASS

## Arcane Trickster Spellcasting

**—Spell Slots per Spell Level—**

Rogue Level	Prepared Spells	1	2	3	4
3	3	2	—	—	—
4	4	3	—	—	—
5	4	3	—	—	—
6	4	3	—	—	—
7	5	4	2	—	—
8	6	4	2	—	—
9	6	4	2	—	—
10	7	4	3	—	—
11	8	4	3	—	—
12	8	4	3	—	—
13	9	4	3	2	—
14	10	4	3	2	—
15	10	4	3	2	—
16	11	4	3	3	—
17	11	4	3	3	—
18	11	4	3	3	—
19	12	4	3	3	1
20	13	4	3	3	1

**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 three level 1 Wizard spells. *Charm Person*, *Disguise Self*, and *Fog Cloud* are recommended.

The number of spells on your list increases as you gain Rogue levels, as shown in the Prepared Spells column of the Arcane Trickster Spellcasting table. Whenever that number increases, choose additional Wizard spells until the number of spells on your list matches the number in the Arcane Trickster Spellcasting table. The chosen spells must be of a level for which you have spell slots. For example, if you're a level 7 Rogue, your list of prepared spells can include five Wizard spells of level 1 or 2 in any combination.

**Changing Your Prepared Spells.** Whenever you gain a Rogue level, you can replace one spell on your list with another Wizard spell for which you have spell slots.

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

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

### Level 3: Mage Hand Legerdemain

When you cast *Mage Hand*, you can cast it as a Bonus Action, and you can make the spectral hand **Invisible**. You can control the hand as a Bonus Action, and through it, you can make Dexterity (**Sleight of Hand**) checks.

### Level 9: Magical Ambush

If you have the **Invisible** condition when you cast a spell on a creature, it has **Disadvantage** on any saving throw it makes against the spell on the same turn.

### Level 13: Versatile Trickster

You gain the ability to distract targets with your *Mage Hand*. When you use the Trip option of your Cunning Strike on a creature, you can also use that option on another creature within 5 feet of the spectral hand.

## Level 17: Spell Thief

You gain the ability to magically steal the knowledge of how to cast a spell from another spellcaster.

Immediately after a creature casts a spell that targets you or includes you in its area of effect, you can take a Reaction to force the creature to make an Intelligence saving throw. The DC equals your spell save DC. On a failed save, you negate the spell's effect against you, and you steal the knowledge of the spell if it is at least level 1 and of a level you can cast (it doesn't need to be a Wizard spell). For the next 8 hours, you have the spell prepared. The creature can't cast it until the 8 hours have passed.

Once you steal a spell with this feature, you can't use this feature again until you finish a **Long Rest**.

ARTIST: BILLY CHRISTIAN



## Assassin

*Practice the Grim Art of Death*

An Assassin's training focuses on using stealth, poison, and disguise to eliminate foes with deadly efficiency. While some Rogues who follow this path are hired killers, spies, or bounty hunters, the capabilities of this subclass are equally useful for adventurers facing a variety of monstrous enemies.

ARTIST: IGNATIUS BUDI



**ASSASSIN SUBCLASS**

### Level 3: Assassinate

You're adept at ambushing a target, granting you the following benefits.

**Initiative.** You have **Advantage** on Initiative rolls.

**Surprising Strikes.** During the first round of each combat, you have **Advantage** on attack rolls against any creature that hasn't taken a turn. If your Sneak Attack hits any target during that round, the target takes extra damage of the weapon's type equal to your Rogue level.

### Level 3: Assassin's Tools

You gain a **Disguise Kit** and a **Poisoner's Kit**, and you have proficiency with them.

### Level 9: Infiltration Expertise

You are expert at the following techniques that aid your infiltrations.

**Masterful Mimicry.** You can unerringly mimic another person's speech, handwriting, or both if you have spent at least 1 hour studying them.

**Roving Aim.** Your Speed isn't reduced to 0 by using Steady Aim.

### Level 13: Envenom Weapons

When you use the Poison option of your Cunning Strike, the target also takes 2d6 Poison damage whenever it fails the saving throw. This damage ignores Resistance to Poison damage.

### Level 17: Death Strike

When you hit with your Sneak Attack on the first round of a combat, the target must succeed on a Constitution saving throw (DC 8 plus your Dexterity modifier and Proficiency Bonus), or the attack's damage is doubled against the target.

## Soulknife

### *Strike Foes with Psionic Blades*

A Soulknife strikes with the mind, cutting through barriers both physical and psychic. These Rogues discover psionic power within themselves and channel it to do their roguish work. As a Soulknife, your psionic abilities might have haunted you since childhood, revealing their full potential only as you experienced the stress of adventure. Or you might have sought out an order of psychic adepts and spent years learning how to manifest your power.

### Level 3: Psionic Power

You harbor a wellspring of psionic energy within yourself. It is represented by your Psionic Energy Dice, which fuel certain powers you have from this subclass. The Soulknife Energy Dice table shows the number of these dice you have when you reach certain Rogue levels, and the table shows the die size.

### Soulknife Energy Dice

Rogue Level	Die Size	Number
3	D6	4
5	D8	6
9	D8	8
11	D10	8
13	D10	10
17	D12	12



**SOULKNIFE SUBCLASS**

Any features in this subclass that use a Psionic Energy Die use only the dice from this subclass. Some of your powers expend a Psionic Energy Die, as specified in a power's description, and you can't use a power if it requires you to use a die when your Psionic Energy Dice are all expended.

You regain one of your expended Psionic Energy Dice when you finish a **Short Rest**, and you regain all of them when you finish a **Long Rest**.

**Psi-Bolstered Knack.** If you fail an ability check using a skill or tool with which you have proficiency, you can roll one Psionic Energy Die and add the number rolled to the check, potentially turning failure into success. The die is expended only if the roll then succeeds.

**Psychic Whispers.** You can establish telepathic communication between yourself and others. As a **Magic** action, choose one or more creatures you can see, up to a number of creatures equal to your Proficiency Bonus, and then roll one Psionic Energy Die. For a number of hours equal to the number rolled, the chosen creatures can speak telepathically with you, and you can speak telepathically with them. To send or receive a message (no action required), you and the other creature must be within 1 mile of each other. A creature can end the telepathic connection at any time (no action required).

The first time you use this power after each **Long Rest**, you don't expend the Psionic Energy Die. All other times you use the power, you expend the die.

### Level 3: Psychic Blades

You can manifest shimmering blades of psychic energy. Whenever you take the **Attack** action or make an **Opportunity Attack**, you can manifest a Psychic Blade in your free hand and make the attack with that blade. The magic blade has the following traits:

**Weapon Category:** Simple Melee

**Damage on a Hit:** 1d6 Psychic plus the ability modifier used for the attack roll

**Properties:** **Finesse, Thrown** (range 60/120 feet)

**Mastery:** **Vex** (you can use this property, and it doesn't count against the number of properties you can use with [Weapon Mastery](#))

The blade vanishes immediately after it hits or misses its target, and it leaves no mark if it deals damage.

After you attack with the blade on your turn, you can make a melee or ranged attack with a second psychic blade as a Bonus Action on the same turn if your other hand is free to create it. The damage die of this bonus attack is 1d4 instead of 1d6.

## Level 9: Soul Blades

You can now use the following powers with your Psychic Blades.

**Homing Strikes.** If you make an attack roll with your Psychic Blade and miss the target, you can roll one Psionic Energy Die and add the number rolled to the attack roll. If this causes the attack to hit, the die is expended.

**Psychic Teleportation.** As a Bonus Action, you manifest a Psychic Blade, expend one Psionic Energy Die and roll it, and throw the blade at an unoccupied space you can see up to a number of feet away equal to 10 times the number rolled. You then teleport to that space, and the blade vanishes.

## Level 13: Psychic Veil

You can weave a veil of psychic static to mask yourself. As a **Magic** action, you gain the **Invisible** condition for 1 hour or until you dismiss this effect (no action required). This invisibility ends early immediately after you deal damage to a creature or you force a creature to make a saving throw.

Once you use this feature, you can't do so again until you finish a **Long Rest** unless you expend a Psionic Energy Die (no action required) to restore your use of it.

## Level 17: Rend Mind

You can sweep your Psychic Blades through a creature's mind. When you use your Psychic Blades to deal Sneak Attack damage to a creature, you can force that target to make a Wisdom saving throw (DC 8 plus your Dexterity modifier and Proficiency Bonus). If the save fails, the target has the **Stunned** condition for 1 minute. The Stunned target repeats the save at the end of each of its turns, ending the effect on itself on a success.

Once you use this feature, you can't do so again until you finish a **Long Rest** unless you expend three Psionic Energy Dice (no action required) to restore your use of it.

ARTIST: EVYN FONG



## Thief

*Hunt for Treasure as a Classic Adventurer*

A mix of burglar, treasure hunter, and explorer, you are the epitome of an adventurer. In addition to improving your agility and stealth, you gain abilities useful for delving into ruins and getting maximum benefit from the magic items you find there.

ARTIST: JODIE MUIR



THIEF SUBCLASS

**Level 3: Fast Hands**

As a Bonus Action, you can do one of the following.

**Sleight of Hand.** Make a Dexterity (**Sleight of Hand**) check to pick a lock or disarm a trap with Thieves' Tools or to pick a pocket.

**Use an Object.** Take the **Utilize** action, or take the **Magic** action to use a magic item that requires that action.

**Level 3: Second-Story Work**

You've trained to get into especially hard-to-reach places, granting you these benefits.

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

**Jumper.** You can determine your jump distance using your Dexterity rather than your Strength.

**Level 9: Supreme Sneak**

You gain the following Cunning Strike option.

**Stealth Attack (Cost: 1d6).** If you have the **Hide** action's **Invisible** condition, this attack doesn't end that condition on you if you end the turn behind **Three-Quarters Cover** or **Total Cover**.

## Level 13: Use Magic Device

You've learned how to maximize use of magic items, granting you the following benefits.

**Attunement.** You can attune to up to four magic items at once.

**Charges.** Whenever you use a magic item property that expends charges, roll 1d6. On a roll of 6, you use the property without expending the charges.

**Scrolls.** You can use any *Spell Scroll*, using Intelligence as your spellcasting ability for the spell. If the spell is a cantrip or a level 1 spell, you can cast it reliably. If the scroll contains a higher-level spell, you must first succeed on an Intelligence (*Arcana*) check (DC 10 plus the spell's level). On a successful check, you cast the spell from the scroll. On a failed check, the scroll disintegrates.

## Level 17: Thief's Reflexes

You are adept at laying ambushes and quickly escaping danger. You can take two turns during the first round of any combat. You take your first turn at your normal **Initiative** and your second turn at your Initiative minus 10.

## Sorcerer



A DAZZLING MAGE FILLED WITH INNATE MAGIC

### Core Sorcerer Traits

<b>Primary Ability</b>	Charisma
<b>Hit Point Die</b>	D6 per Sorcerer level
<b>Saving Throw Proficiencies</b>	Constitution and Charisma
<b>Skill Proficiencies</b>	<i>Choose 2: Arcana, Deception, Insight, Intimidation, Persuasion, or Religion</i>
<b>Weapon Proficiencies</b>	Simple weapons
<b>Armor Training</b>	None
<b>Starting Equipment</b>	<i>Choose A or B:(A) Spear, 2 Daggers, Arcane Focus (crystal), Dungeoneer's Pack, and 28 GP; or (B) 50 GP</i>

Sorcerers wield innate magic that is stamped into their being. Some Sorcerers can't name the origin of their power, while others trace it to strange events in their personal or family history. The blessing of a dragon or a dryad at a baby's birth or the strike of lightning from a clear sky might spark a Sorcerer's gift. So too might the gift of a deity, exposure to the strange magic of another plane of existence, or a glimpse into the inner workings of reality. Whatever the origin, the result is an indelible mark on the Sorcerer, a churning magic that can be passed down through generations.

Sorcerers don't learn magic; the raw, roiling power of magic is part of them. The essential art of a Sorcerer is learning to harness and channel that innate magic, allowing the Sorcerer to discover new and staggering ways to unleash their power. As Sorcerers master their innate magic, they grow more attuned to its origin, developing distinct powers that reflect its source.

Sorcerers are rare. Some family lines produce exactly one Sorcerer in every generation, but most of the time, the talents of sorcery appear as a fluke. People who have this magical power soon discover that it doesn't like to stay quiet. A Sorcerer's magic wants to be wielded.

## Becoming a Sorcerer...

### As a Level 1 Character

- Gain all the traits in the [Core Sorcerer Traits table](#).
- Gain the Sorcerer's level 1 features, which are listed in the [Sorcerer Features table](#).

### As a Multiclass Character

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

## Sorcerer Class Features

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

### Sorcerer Features

—Spell Slots per Spell Level—

Level	Proficiency Bonus	Class Features	Sorcery Points	Cantrips	Prepared Spells	1	2	3	4	5	6	7	8	9
1	+2	<a href="#">Spellcasting, Innate Sorcery</a>	—	4	2	2	—	—	—	—	—	—	—	—
2	+2	<a href="#">Font of Magic, Metamagic</a>	2	4	4	3	—	—	—	—	—	—	—	—
3	+2	<a href="#">Sorcerer Subclass</a>	3	4	6	4	2	—	—	—	—	—	—	—
4	+2	<a href="#">Ability Score Improvement</a>	4	5	7	4	3	—	—	—	—	—	—	—
5	+3	<a href="#">Sorcerous Restoration</a>	5	5	9	4	3	2	—	—	—	—	—	—
6	+3	Subclass feature	6	5	10	4	3	3	—	—	—	—	—	—
7	+3	<a href="#">Sorcery Incarnate</a>	7	5	11	4	3	3	1	—	—	—	—	—
8	+3	<a href="#">Ability Score Improvement</a>	8	5	12	4	3	3	2	—	—	—	—	—
9	+4	—	9	5	14	4	3	3	3	1	—	—	—	—
10	+4	<a href="#">Metamagic</a>	10	6	15	4	3	3	3	2	—	—	—	—
11	+4	—	11	6	16	4	3	3	3	2	1	—	—	—
12	+4	<a href="#">Ability Score Improvement</a>	12	6	16	4	3	3	3	2	1	—	—	—
13	+5	—	13	6	17	4	3	3	3	2	1	1	—	—
14	+5	Subclass feature	14	6	17	4	3	3	3	2	1	1	—	—
15	+5	—	15	6	18	4	3	3	3	2	1	1	1	—
16	+5	<a href="#">Ability Score Improvement</a>	16	6	18	4	3	3	3	2	1	1	1	—

**—Spell Slots per Spell Level—**

Level	Proficiency Bonus	Class Features	Sorcery Points	Cantrips	Prepared Spells	1	2	3	4	5	6	7	8	9
17	+6	<a href="#">Metamagic</a>	17	6	19	4	3	3	3	2	1	1	1	1
18	+6	Subclass feature	18	6	20	4	3	3	3	3	1	1	1	1
19	+6	<a href="#">Epic Boon</a>	19	6	21	4	3	3	3	3	2	1	1	1
20	+6	<a href="#">Arcane Apotheosis</a>	20	6	22	4	3	3	3	3	2	2	1	1

## Level 1: Spellcasting

Drawing from your innate magic, you can cast spells. See [chapter 7](#) for the rules on spellcasting. The information below details how you use those rules with Sorcerer spells, which appear in the [Sorcerer spell list](#) later in the class's description.

**Cantrips.** You know four Sorcerer cantrips of your choice. [Light](#), [Prestidigitation](#), [Shocking Grasp](#), and [Sorcerous Burst](#) are recommended. Whenever you gain a Sorcerer level, you can replace one of your cantrips from this feature with another Sorcerer cantrip of your choice.

When you reach Sorcerer levels 4 and 10, you learn another Sorcerer cantrip of your choice, as shown in the Cantrips column of the [Sorcerer Features table](#).

**Spell Slots.** The Sorcerer 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 start, choose two level 1 Sorcerer spells. [Burning Hands](#) and [Detect Magic](#) are recommended.

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

If another Sorcerer 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 Sorcerer spells for you.

**Changing Your Prepared Spells.** Whenever you gain a Sorcerer level, you can replace one spell on your list with another Sorcerer spell for which you have spell slots.

**Spellcasting Ability.** Charisma is your spellcasting ability for your Sorcerer spells.

**Spellcasting Focus.** You can use an [Arcane Focus](#) as a Spellcasting Focus for your Sorcerer spells.

## Level 1: Innate Sorcery

An event in your past left an indelible mark on you, infusing you with simmering magic. As a Bonus Action, you can unleash that magic for 1 minute, during which you gain the following benefits:

- The spell save DC of your Sorcerer spells increases by 1.
- You have [Advantage](#) on the attack rolls of Sorcerer spells you cast.

You can use this feature twice, and you regain all expended uses of it when you finish a [Long Rest](#).

## Level 2: Font of Magic

You can tap into the wellspring of magic within yourself. This wellspring is represented by Sorcery Points, which allow you to create a variety of magical effects.

You have 2 Sorcery Points, and you gain more as you reach higher levels, as shown in the Sorcery Points column of the [Sorcerer Features table](#). You can't have more Sorcery Points than the number shown in the table for your level. You regain all expended Sorcery Points when you finish a [Long Rest](#).

You can use your Sorcery Points to fuel the options below, along with other features, such as Metamagic, that use those points.

**Converting Spell Slots to Sorcery Points.** You can expend a spell slot to gain a number of Sorcery Points equal to the slot's level (no action required).

**Creating Spell Slots.** As a Bonus Action, you can transform unexpended Sorcery Points into one spell slot. The Creating Spell Slots table shows the cost of creating a spell slot of a given level, and it lists the minimum Sorcerer level you must be to create a slot. You can create a spell slot no higher than level 5.

Any spell slot you create with this feature vanishes when you finish a [Long Rest](#).

#### Creating Spell Slots

Spell Slot Level	Sorcery Point Cost	Min. Sorcerer Level
1	2	2
2	3	3
3	5	5
4	6	7
5	7	9

#### Level 2: Metamagic

Because your magic flows from within, you can alter your spells to suit your needs; you gain two Metamagic options of your choice from “[Metamagic Options](#)” later in this class’s description. You use the chosen options to temporarily modify spells you cast. To use an option, you must spend the number of Sorcery Points that it costs.

You can use only one Metamagic option on a spell when you cast it unless otherwise noted in one of those options.

Whenever you gain a Sorcerer level, you can replace one of your Metamagic options with one you don’t know. You gain two more options at Sorcerer level 10 and two more at Sorcerer level 17.

#### Level 3: Sorcerer Subclass

You gain a Sorcerer subclass of your choice. The [Aberrant Sorcery](#), [Clockwork Sorcery](#), [Draconic Sorcery](#), and [Wild Magic Sorcery](#) subclasses are detailed after this class’s description. A subclass is a specialization that grants you features at certain Sorcerer levels. For the rest of your career, you gain each of your subclass’s features that are of your Sorcerer 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 Sorcerer levels 8, 12, and 16.

#### Level 5: Sorcerous Restoration

When you finish a [Short Rest](#), you can regain expended Sorcery Points, but no more than a number equal to half your Sorcerer level (round down). Once you use this feature, you can’t do so again until you finish a [Long Rest](#).

#### Level 7: Sorcery Incarnate

If you have no uses of Innate Sorcery left, you can use it if you spend 2 Sorcery Points when you take the Bonus Action to activate it.

In addition, while your Innate Sorcery feature is active, you can use up to two of your [Metamagic options](#) on each spell you cast.

#### 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 Dimensional Travel](#) is recommended.

#### Level 20: Arcane Apotheosis

While your Innate Sorcery feature is active, you can use one Metamagic option on each of your turns without spending Sorcery Points on it.



## Metamagic Options

The following options are available to your [Metamagic feature](#). The options are presented in alphabetical order.

### Careful Spell

*Cost: 1 Sorcery Point*

When you cast a spell that forces other creatures to make a saving throw, you can protect some of those creatures from the spell's full force. To do so, spend 1 Sorcery Point and choose a number of those creatures up to your Charisma modifier (minimum of one creature). A chosen creature automatically succeeds on its saving throw against the spell, and it takes no damage if it would normally take half damage on a successful save.

### Distant Spell

*Cost: 1 Sorcery Point*

When you cast a spell that has a range of at least 5 feet, you can spend 1 Sorcery Point to double the spell's range. Or when you cast a spell that has a range of Touch, you can spend 1 Sorcery Point to make the spell's range 30 feet.

### Empowered Spell

*Cost: 1 Sorcery Point*

When you roll damage for a spell, you can spend 1 Sorcery Point to reroll a number of the damage dice up to your Charisma modifier (minimum of one), and you must use the new rolls.

You can use Empowered Spell even if you've already used a different Metamagic option during the casting of the spell.

### **Extended Spell**

*Cost: 1 Sorcery Point*

When you cast a spell that has a duration of 1 minute or longer, you can spend 1 Sorcery Point to double its duration to a maximum duration of 24 hours.

If the affected spell requires **Concentration**, you have **Advantage** on any saving throw you make to maintain that Concentration.

### **Heightened Spell**

*Cost: 2 Sorcery Points*

When you cast a spell that forces a creature to make a saving throw, you can spend 2 Sorcery Points to give one target of the spell **Disadvantage** on saves against the spell.

### **Quickened Spell**

*Cost: 2 Sorcery Points*

When you cast a spell that has a casting time of an action, you can spend 2 Sorcery Points to change the casting time to a Bonus Action for this casting.

You can't modify a spell in this way if you've already cast a level 1+ spell on the current turn, nor can you cast a level 1+ spell on this turn after modifying a spell in this way.

### **Seeking Spell**

*Cost: 1 Sorcery Point*

If you make an attack roll for a spell and miss, you can spend 1 Sorcery Point to reroll the d20, and you must use the new roll.

You can use Seeking Spell even if you've already used a different Metamagic option during the casting of the spell.

### **Subtle Spell**

*Cost: 1 Sorcery Point*

When you cast a spell, you can spend 1 Sorcery Point to cast it without any Verbal, Somatic, or Material components, except Material components that are consumed by the spell or that have a cost specified in the spell.

### **Transmuted Spell**

*Cost: 1 Sorcery Point*

When you cast a spell that deals a type of damage from the following list, you can spend 1 Sorcery Point to change that damage type to one of the other listed types: Acid, Cold, Fire, Lightning, Poison, Thunder.

### **Twinned Spell**

*Cost: 1 Sorcery Point*

When you cast a spell, such as **Charm Person**, that can be cast with a higher-level spell slot to target an additional creature, you can spend 1 Sorcery Point to increase the spell's effective level by 1.

## Sorcerer Spell List

This section presents the Sorcerer 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 Sorcerer Spells)

Spell	School	Special
<i>Acid Splash</i>	Evocation	—

Spell	School	Special
<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>Sorcerous Burst</i>	Evocation	—
<i>Thunderclap</i>	Evocation	—
<i>True Strike</i>	Divination	—

### Level 1 Sorcerer Spells

Spell	School	Special
<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>Fog Cloud</i>	Conjuration	C
<i>Grease</i>	Conjuration	—
<i>Ice Knife</i>	Conjuration	—
<i>Jump</i>	Transmutation	—
<i>Mage Armor</i>	Abjuration	—
<i>Magic Missile</i>	Evocation	—
<i>Ray of Sickness</i>	Necromancy	—

Spell	School	Special
<i>Shield</i>	Abjuration	—
<i>Silent Image</i>	Illusion	C
<i>Sleep</i>	Enchantment	C
<i>Thunderwave</i>	Evocation	—
<i>Witch Bolt</i>	Evocation	C

**Level 2 Sorcerer Spells**

Spell	School	Special
<i>Alter Self</i>	Transmutation	C
<i>Arcane Vigor</i>	Abjuration	—
<i>Blindness/Deafness</i>	Transmutation	—
<i>Blur</i>	Illusion	C
<i>Cloud of Daggers</i>	Conjuration	C
<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>Flame Blade</i>	Evocation	C
<i>Flaming Sphere</i>	Evocation	C
<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>Magic Weapon</i>	Transmutation	—
<i>Mind Spike</i>	Divination	C
<i>Mirror Image</i>	Illusion	—
<i>Misty Step</i>	Conjuration	—
<i>Phantasmal Force</i>	Illusion	C
<i>Scorching Ray</i>	Evocation	—
<i>See Invisibility</i>	Divination	—
<i>Shatter</i>	Evocation	—
<i>Spider Climb</i>	Transmutation	C
<i>Suggestion</i>	Enchantment	C
<i>Web</i>	Conjuration	C

**Level 3 Sorcerer Spells**

Spell	School	Special
<i>Blink</i>	Transmutation	—
<i>Clairvoyance</i>	Divination	C, M
<i>Counterspell</i>	Abjuration	—
<i>Daylight</i>	Evocation	—
<i>Dispel Magic</i>	Abjuration	—
<i>Fear</i>	Illusion	C
<i>Fireball</i>	Evocation	—
<i>Fly</i>	Transmutation	C
<i>Gaseous Form</i>	Transmutation	C
<i>Haste</i>	Transmutation	C
<i>Hypnotic Pattern</i>	Illusion	C
<i>Lightning Bolt</i>	Evocation	—
<i>Major Image</i>	Illusion	C
<i>Protection from Energy</i>	Abjuration	C
<i>Sleet Storm</i>	Conjuration	C
<i>Slow</i>	Transmutation	C
<i>Stinking Cloud</i>	Conjuration	C
<i>Tongues</i>	Divination	—
<i>Vampiric Touch</i>	Necromancy	C
<i>Water Breathing</i>	Transmutation	R
<i>Water Walk</i>	Transmutation	R

**Level 4 Sorcerer Spells**

Spell	School	Special
<i>Banishment</i>	Abjuration	C
<i>Blight</i>	Necromancy	—
<i>Charm Monster</i>	Enchantment	—
<i>Confusion</i>	Enchantment	C
<i>Dimension Door</i>	Conjuration	—
<i>Dominate Beast</i>	Enchantment	C
<i>Fire Shield</i>	Evocation	—
<i>Greater Invisibility</i>	Illusion	C
<i>Ice Storm</i>	Evocation	—
<i>Polymorph</i>	Transmutation	C
<i>Stoneskin</i>	Transmutation	C, M
<i>Vitriolic Sphere</i>	Evocation	—
<i>Wall of Fire</i>	Evocation	C

**Level 5 Sorcerer Spells**

Spell	School	Special
<i>Animate Objects</i>	Transmutation	C
<i>Bigby's Hand</i>	Evocation	C
<i>Cloudkill</i>	Conjuration	C
<i>Cone of Cold</i>	Evocation	—
<i>Creation</i>	Illusion	—
<i>Dominate Person</i>	Enchantment	C
<i>Hold Monster</i>	Enchantment	C
<i>Insect Plague</i>	Conjuration	C
<i>Seeming</i>	Illusion	—
<i>Synaptic Static</i>	Enchantment	—
<i>Telekinesis</i>	Transmutation	C
<i>Teleportation Circle</i>	Conjuration	M
<i>Wall of Stone</i>	Evocation	C

**Level 6 Sorcerer Spells**

Spell	School	Special
<i>Arcane Gate</i>	Conjuration	C
<i>Chain Lightning</i>	Evocation	—
<i>Circle of Death</i>	Necromancy	M
<i>Disintegrate</i>	Transmutation	—
<i>Eyebite</i>	Necromancy	C
<i>Flesh to Stone</i>	Transmutation	C
<i>Globe of Invulnerability</i>	Abjuration	C
<i>Mass Suggestion</i>	Enchantment	—
<i>Move Earth</i>	Transmutation	C
<i>Otiluke's Freezing Sphere</i>	Evocation	—
<i>Sunbeam</i>	Evocation	C
<i>True Seeing</i>	Divination	M

**Level 7 Sorcerer Spells**

Spell	School	Special
<i>Delayed Blast Fireball</i>	Evocation	C
<i>Etherealness</i>	Conjuration	—
<i>Finger of Death</i>	Necromancy	—
<i>Fire Storm</i>	Evocation	—
<i>Plane Shift</i>	Conjuration	M
<i>Prismatic Spray</i>	Evocation	—

Spell	School	Special
<i>Reverse Gravity</i>	Transmutation	C
<i>Teleport</i>	Conjuration	—

### Level 8 Sorcerer Spells

Spell	School	Special
<i>Demiplane</i>	Conjuration	—
<i>Dominate Monster</i>	Enchantment	C
<i>Earthquake</i>	Transmutation	C
<i>Incendiary Cloud</i>	Conjuration	C
<i>Power Word Stun</i>	Enchantment	—
<i>Sunburst</i>	Evocation	—

### Level 9 Sorcerer Spells

Spell	School	Special
<i>Gate</i>	Conjuration	C, M
<i>Meteor Swarm</i>	Evocation	—
<i>Power Word Kill</i>	Enchantment	—
<i>Time Stop</i>	Transmutation	—
<i>Wish</i>	Conjuration	—

## Sorcerer Subclasses

A Sorcerer subclass is a specialization that grants you features at certain Sorcerer levels, as specified in the subclass. This section presents the [Aberrant Sorcery](#), [Clockwork Sorcery](#), [Draconic Sorcery](#), and [Wild Magic Sorcery](#) subclasses.

### Aberrant Sorcery

### Wield Unnatural Psionic Power

An alien influence has wrapped its tendrils around your mind, giving you psionic power. You can now touch other minds with that power and alter the world around you. Will this power shine from you as a hopeful beacon to others? Or will you be a terror to those who feel the stab of your mind?

Perhaps a psychic wind from the Astral Plane carried psionic energy to you, or you were exposed to the Far Realm's warping influence. Alternatively, you were implanted with a mind flayer tadpole, but your transformation into a mind flayer never occurred; now the tadpole's psionic power is yours. However you acquired this power, your mind is aflame with it.

### Level 3: Psionic Spells

When you reach a Sorcerer level specified in the Psionic Spells table, you thereafter always have the listed spells prepared.

### Psionic Spells

Sorcerer Level	Spells
3	<i>Arms of Hadar, Calm Emotions, Detect Thoughts, Dissonant Whispers, Mind Sliver</i>
5	<i>Hunger of Hadar, Sending</i>
7	<i>Evard's Black Tentacles, Summon Aberration</i>
9	<i>Rary's Telepathic Bond, Telekinesis</i>



ABERRANT SORCERY SUBCLASS

### Level 3: Telepathic Speech

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 Sorcerer level. It ends early if you use this ability to form a connection with a different creature.

### Level 6: Psionic Sorcery

When you cast any level 1+ spell from your Psionic Spells feature, you can cast it by expending a spell slot as normal or by spending a number of Sorcery Points equal to the spell's level. If you cast the spell using Sorcery Points, it requires no Verbal or Somatic components, and it requires no Material components unless they are consumed by the spell or have a cost specified in it.

### Level 6: Psychic Defenses

You have Resistance to Psychic damage, and you have **Advantage** on saving throws to avoid or end the **Charmed** or **Frightened** condition.

### Level 14: Revelation in Flesh

You can unleash the aberrant truth hidden within yourself. As a Bonus Action, you can spend 1 Sorcery Point or more to magically alter your body for 10 minutes. For each Sorcery Point you spend, you gain one of the following benefits of your choice, the effects of which last until the alteration ends.

**Aquatic Adaptation.** You gain a Swim Speed equal to twice your Speed, and you can breathe underwater. Gills grow from your neck or flare behind your ears, and your fingers become webbed or you grow wriggling cilia.

**Glistening Flight.** You gain a Fly Speed equal to your Speed, and you can hover. As you fly, your skin glistens with mucus or otherworldly light.

**See the Invisible.** You can see any **Invisible** creature within 60 feet of yourself that isn't behind **Total Cover**. Your eyes also turn black or become writhing sensory tendrils.

**Wormlike Movement.** Your body, along with any equipment you are wearing or carrying, becomes slimy and pliable. You can move through any space as narrow as 1 inch, and you can spend 5 feet of movement to escape from nonmagical restraints or the **Grappled** condition.

## Level 18: Warping Implosion

You can unleash a space-warping anomaly. As a **Magic** action, you teleport to an unoccupied space you can see within 120 feet of yourself. Immediately after you disappear, each creature within 30 feet of the space you left must make a Strength saving throw against your spell save DC. On a failed save, a creature takes 3d10 Force damage and is pulled straight toward the space you left, ending in an unoccupied space as close to your former space as possible. On a successful save, the creature takes half as much damage only.

Once you use this feature, you can't do so again until you finish a **Long Rest** unless you spend 5 Sorcery Points (no action required) to restore your use of it.

## Clockwork Sorcery

### Channel Cosmic Forces of Order

The cosmic force of order has suffused you with magic. That power arises from Mechanus or a realm like it—a plane of existence shaped entirely by clockwork efficiency. You or someone from your lineage might have become entangled in the machinations of modrons, the orderly beings who inhabit Mechanus. Perhaps your ancestor even took part in the Great Modron March. Whatever its origin within you, the power of order can seem strange to others, but for you, it's part of a vast and glorious system.

### Level 3: Clockwork Spells

When you reach a Sorcerer level specified in the Clockwork Spells table, you thereafter always have the listed spells prepared.

### Clockwork Spells

Sorcerer Level	Spells
3	<i>Aid, Alarm, Lesser Restoration, Protection from Evil and Good</i>
5	<i>Dispel Magic, Protection from Energy</i>
7	<i>Freedom of Movement, Summon Construct</i>
9	<i>Greater Restoration, Wall of Force</i>

In addition, consult the Manifestations of Order table and choose or randomly determine a way your connection to order manifests while you are casting any of your Sorcerer spells.



CLOCKWORK SORCERY SUBCLASS

### Manifestations of Order

1d6	Manifestation
1	Spectral cogwheels hover behind you.
2	The hands of a clock spin in your eyes.

1d6	Manifestation
3	Your skin glows with a brassy sheen.
4	Floating equations and geometric objects overlay your body.
5	Your Spellcasting Focus temporarily takes the form of a Tiny clockwork mechanism.
6	The ticking of gears or ringing of a clock can be heard by you and those affected by your magic.

### Level 3: Restore Balance

Your connection to the plane of absolute order allows you to equalize chaotic moments. When a creature you can see within 60 feet of yourself is about to roll a d20 with **Advantage** or **Disadvantage**, you can take a Reaction to prevent the roll from being affected by Advantage and Disadvantage.

You can use this feature a number of times equal to your Charisma modifier (minimum of once), and you regain all expended uses when you finish a **Long Rest**.

### Level 6: Bastion of Law

You can tap into the grand equation of existence to imbue a creature with a shimmering shield of order. As a **Magic** action, you can expend 1 to 5 Sorcery Points to create a magical ward around yourself or another creature you can see within 30 feet of yourself. The ward is represented by a number of d8s equal to the number of Sorcery Points spent to create it. When the warded creature takes damage, it can expend a number of those dice, roll them, and reduce the damage taken by the total rolled on those dice.

The ward lasts until you finish a **Long Rest** or until you use this feature again.

### Level 14: Trance of Order

You gain the ability to align your consciousness with the endless calculations of Mechanus. As a Bonus Action, you can enter this state for 1 minute. For the duration, attack rolls against you can't benefit from **Advantage**, and whenever you make a **D20 Test**, you can treat a roll of 9 or lower on the d20 as a 10.

Once you use this feature, you can't use it again until you finish a **Long Rest** unless you spend 5 Sorcery Points (no action required) to restore your use of it.

### Level 18: Clockwork Cavalcade

You momentarily summon spirits of order to expunge disorder around you. As a **Magic** action, you summon the spirits in a 30-foot **Cube** originating from you. The spirits look like modrons or other Constructs of your choice. The spirits are intangible and invulnerable, and they create the effects below within the Cube before vanishing. Once you use this action, you can't use it again until you finish a **Long Rest** unless you spend 7 Sorcery Points (no action required) to restore your use of it.

**Heal.** The spirits restore up to 100 Hit Points, divided as you choose among any number of creatures of your choice in the Cube.

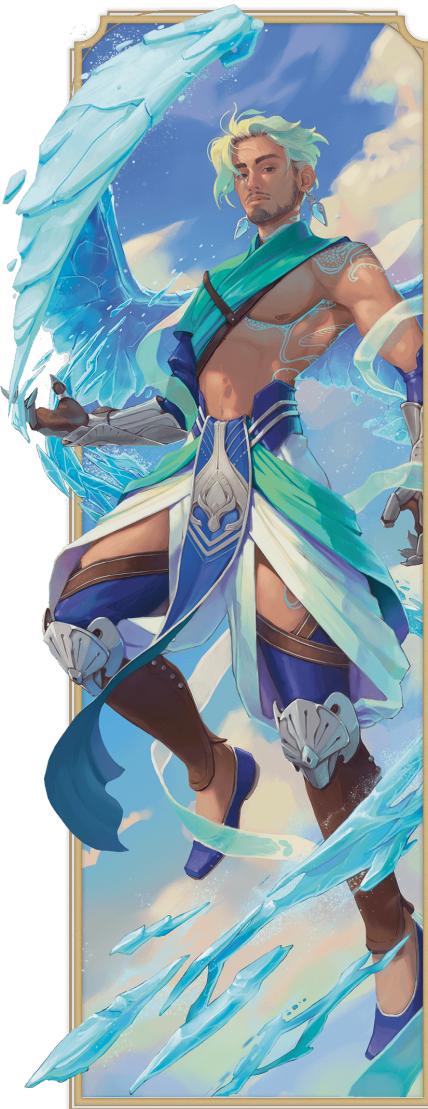
**Repair.** Any damaged objects entirely in the Cube are repaired instantly.

**Dispel.** Every spell of level 6 and lower ends on creatures and objects of your choice in the Cube.

## Draconic Sorcery

### Breathe the Magic of Dragons

Your innate magic comes from the gift of a dragon. Perhaps an ancient dragon facing death bequeathed some of its magical power to you or your ancestor. You might have absorbed magic from a site infused with dragons' power. Or perhaps you handled a treasure taken from a dragon's hoard that was steeped in draconic power. Or you might have a dragon for an ancestor.



DRACONIC SORCERY SUBCLASS

### Level 3: Draconic Resilience

The magic in your body manifests physical traits of your draconic gift. Your Hit Point maximum increases by 3, and it increases by 1 whenever you gain another Sorcerer level.

Parts of you are also covered by dragon-like scales. While you aren't wearing armor, your base Armor Class equals 10 plus your Dexterity and Charisma modifiers.

### Level 3: Draconic Spells

When you reach a Sorcerer level specified in the Draconic Spells table, you thereafter always have the listed spells prepared.

#### Draconic Spells

Sorcerer Level	Spells
3	<i>Alter Self, Chromatic Orb, Command, Dragon's Breath</i>
5	<i>Fear, Fly</i>
7	<i>Arcane Eye, Charm Monster</i>
9	<i>Legend Lore, Summon Dragon</i>

### Level 6: Elemental Affinity

Your draconic magic has an affinity with a damage type associated with dragons.

Choose one of those types: Acid, Cold, Fire, Lightning, or Poison.

You have Resistance to that damage type, and when you cast a spell that deals damage of that type, you can add your Charisma modifier to one damage roll of that spell.

### Level 14: Dragon Wings

As a Bonus Action, you can cause draconic wings to appear on your back. The wings last for 1 hour or until you dismiss them (no action required). For the duration, you have a Fly Speed of 60 feet.

Once you use this feature, you can't use it again until you finish a **Long Rest** unless you spend 3 Sorcery Points (no action required) to restore your use of it.

### Level 18: Dragon Companion

You can cast **Summon Dragon** without a Material component. You can also cast it once without a spell slot, and you regain the ability to cast it in this way when you finish a **Long Rest**.

Whenever you start casting the spell, 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.

## Wild Magic Sorcery

### *Unleash Chaotic Magic*

Your innate magic stems from the forces of chaos that underlie the order of creation. You or an ancestor might have endured exposure to raw magic, perhaps through a planar portal leading to Limbo or the Elemental Planes. Perhaps you were blessed by a fey being or marked by a demon. Or your magic could be a fluke with no apparent cause. Whatever its source, this magic churns within you, waiting for any outlet.

### Level 3: Wild Magic Surge

Your spellcasting can unleash surges of untamed magic. Once per turn, you can roll 1d20 immediately after you cast a Sorcerer spell with a spell slot. If you roll a 20, roll on the [Wild Magic Surge table](#) to create a magical effect.

If the magical effect is a spell, it is too wild to be affected by your Metamagic.

### Level 3: Tides of Chaos

You can manipulate chaos itself to give yourself **Advantage** on one **D20 Test** before you roll the d20. Once you do so, you must cast a Sorcerer spell with a spell slot or finish a **Long Rest** before you can use this feature again.

If you do cast a Sorcerer spell with a spell slot before you finish a Long Rest, you automatically roll on the [Wild Magic Surge table](#).



**WILD MAGIC SORCERY SUBCLASS**

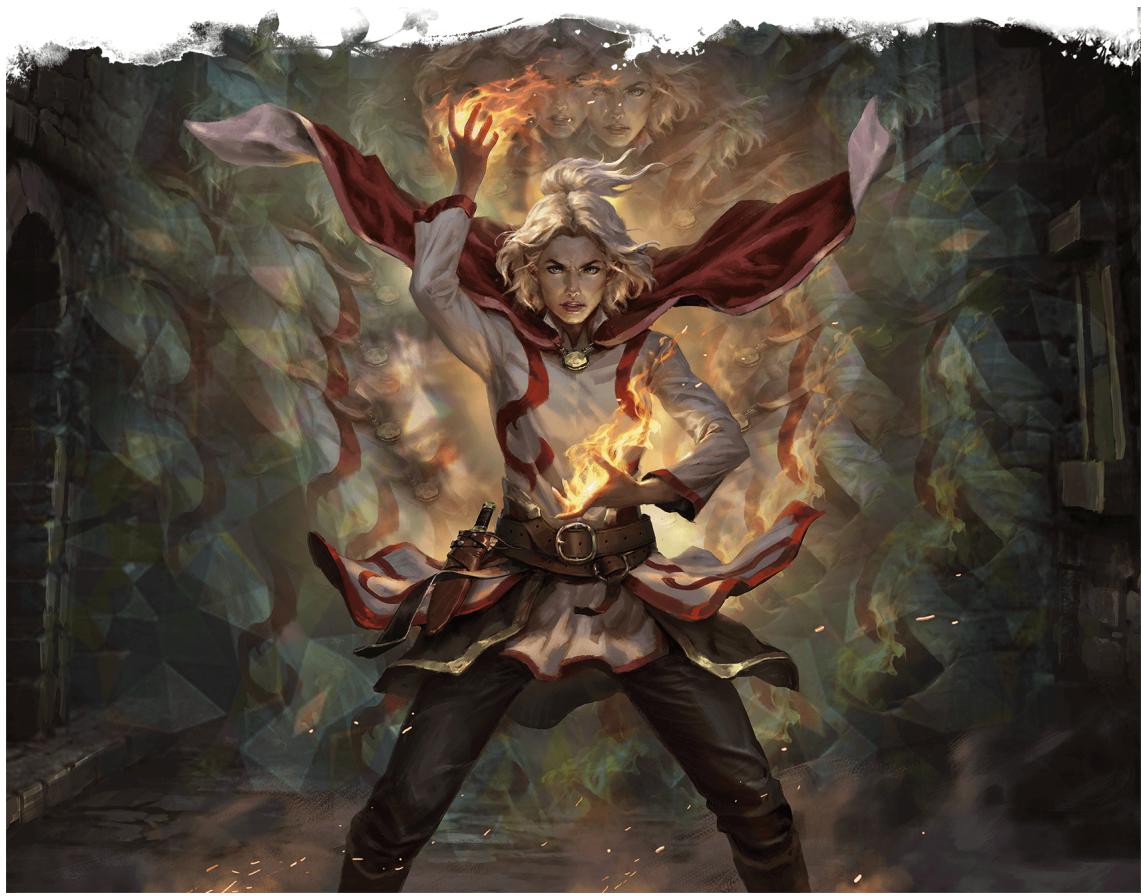
### Level 6: Bend Luck

You have the ability to twist fate using your wild magic. Immediately after another creature you can see rolls the d20 for a **D20 Test**, you can take a Reaction and spend 1 Sorcery Point to roll 1d4 and apply the number rolled as a bonus or penalty (your choice) to the d20 roll.

### Level 14: Controlled Chaos

You gain a modicum of control over the surges of your wild magic. Whenever you roll on the [Wild Magic Surge table](#), you can roll twice and use either number.

ARTIST: WISNU TAN



*THE SORCERER DELINA MANIPULATES WILD MAGIC TO CREATE UNPREDICTABLE WONDERS*

### Level 18: Tamed Surge

Immediately after you cast a Sorcerer spell with a spell slot, you can create an effect of your choice from the Wild Magic Surge table instead of rolling on that table. You can choose any effect in the table except for the final row, and if the chosen effect involves a roll, you must make it.

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

#### Wild Magic Surge

1d100	Effect
01–04	Roll on this table at the start of each of your turns for the next minute, ignoring this result on subsequent rolls.
05–08	A creature that is <b>Friendly</b> toward you appears in a random unoccupied space within 60 feet of you. The creature is under the DM's control and disappears 1 minute later. Roll 1d4 to determine the creature: on a 1, a <b>Modron Duodrone</b> appears; on a 2, a <b>Flumph</b> appears; on a 3, a <b>Modron Monodrone</b> appears; on a 4, a <b>Unicorn</b> appears. See the <i>Monster Manual</i> for the creature's stat block.
09–12	For the next minute, you regain 5 Hit Points at the start of each of your turns.
13–16	Creatures have <b>Disadvantage</b> on saving throws against the next spell you cast in the next minute that involves a saving throw.
17–20	You are subjected to an effect that lasts for 1 minute unless its description says otherwise. Roll 1d8 to determine the effect: on a 1, you're surrounded by faint, ethereal music only you and creatures within 5 feet of you can hear; on a 2, your size increases by one size category; on a 3, you grow a long beard made of feathers that remains until you sneeze, at which point the feathers explode from your face and vanish; on a 4, you must shout when you speak; on a 5, illusory butterflies flutter in the air within 10 feet of you; on a 6, an eye appears on your forehead, granting you <b>Advantage</b> on Wisdom ( <b>Perception</b> ) checks; on an 7, pink bubbles float out of your mouth whenever you speak; on an 8, your skin turns a vibrant shade of blue for 24 hours or until the effect is ended by a <b>Remove Curse</b> spell.
21–24	For the next minute, all your spells with a casting time of an action have a casting time of a Bonus Action.
25–28	You are transported to the Astral Plane until the end of your next turn. You then return to the space you previously occupied or the nearest unoccupied space if that space is occupied.
29–32	The next time you cast a spell that deals damage within the next minute, don't roll the spell's damage dice for the damage. Instead use the high number possible for each damage die.

1d100	Effect
33–36	You have Resistance to all damage for the next minute.
37–40	You turn into a potted plant until the start of your next turn. While you're a plant, you have the <b>Incapacitated</b> condition and have Vulnerability to all damage. If you drop to 0 Hit Points, your pot breaks, and your form reverts.
41–44	For the next minute, you can teleport up to 20 feet as a Bonus Action on each of your turns.
45–48	You and up to three creatures you choose within 30 feet of you have the <b>Invisible</b> condition for 1 minute. This invisibility ends on a creature immediately after it makes an attack roll, deals damage, or casts a spell.
49–52	A spectral shield hovers near you for the next minute, granting you a +2 bonus to AC and immunity to <i>Magic Missile</i> .
53–56	You can take one extra action on this turn.
57–60	You cast a random spell. If the spell normally requires <b>Concentration</b> , it doesn't require Concentration in this case; the spell lasts for its full duration. Roll 1d10 to determine the spell: on a 1, <i>Confusion</i> ; on a 2, <i>Fireball</i> ; on a 3, <i>Fog Cloud</i> ; on a 4, <i>Fly</i> (cast on a random creature within 60 feet of you); on a 5, <i>Grease</i> ; on a 6, <i>Levitate</i> (cast on yourself); on a 7, <i>Magic Missile</i> (cast as a level 5 spell); on an 8, <i>Mirror Image</i> ; on a 9, <i>Polymorph</i> (cast on yourself), and if you fail the saving throw, you turn into a <i>Goat</i> (see appendix B); on a 10, <i>See Invisibility</i> .
61–64	For the next minute, any flammable, nonmagical object you touch that isn't being worn or carried by another creature bursts into flame, takes 1d4 Fire damage, and is burning.
65–68	If you die within the next hour, you immediately revive as if by the <i>Reincarnate</i> spell.
69–72	You have the <b>Frightened</b> condition until the end of your next turn. The DM determines the source of your fear.
73–76	You teleport up to 60 feet to an unoccupied space you can see.
77–80	A random creature within 60 feet of you has the <b>Poisoned</b> condition for 1d4 hours.
81–84	You radiate <b>Bright Light</b> in a 30-foot radius for the next minute. Any creature that ends its turn within 5 feet of you has the <b>Blinded</b> condition until the end of its next turn.
85–88	Up to three creatures of your choice that you can see within 30 feet of you take 1d10 Necrotic damage. You regain Hit Points equal to the sum of the Necrotic damage dealt.
89–92	Up to three creatures of your choice that you can see within 30 feet of you take 4d10 Lightning damage.
93–96	You and all creatures within 30 feet of you have Vulnerability to Piercing damage for the next minute.
97–00	Roll 1d6: on a 1, you regain 2d10 Hit Points; on a 2, one ally of your choice within 300 feet of you regains 2d10 Hit Points; on a 3, you regain your lowest-level expended spell slot; on a 4, one ally of your choice within 300 feet of you regains their lowest-level expended spell slot; on a 5, you regain all your expended Sorcery Points; on a 6, all the effects of row 17–20 affect you simultaneously.

## Warlock



*AN OCCULTIST EMPOWERED BY OTHERWORLDLY PACTS*

#### Core Warlock Traits

Primary Ability	Charisma
Hit Point Die	D8 per Warlock level
Saving Throw Proficiencies	Wisdom and Charisma
Skill Proficiencies	<i>Choose 2: Arcana, Deception, History, Intimidation, Investigation, Nature, or Religion</i>
Weapon Proficiencies	Simple weapons
Armor Training	Light armor

Starting Equipment	<i>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</i>
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Warlocks 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.

### Warlock Features

Level	Proficiency Bonus	Class Features	Eldritch Invocations	Cantrips	Prepared Spells	Spell Slots	Slot Level
1	+2	<a href="#">Eldritch Invocations</a> , <a href="#">Pact Magic</a>	1	2	2	1	1
2	+2	<a href="#">Magical Cunning</a>	3	2	3	2	1
3	+2	<a href="#">Warlock Subclass</a>	3	2	4	2	2
4	+2	<a href="#">Ability Score Improvement</a>	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	<a href="#">Ability Score Improvement</a>	6	3	9	2	4
9	+4	<a href="#">Contact Patron</a>	7	3	10	2	5
10	+4	Subclass feature	7	4	10	2	5
11	+4	<a href="#">Mystic Arcanum</a> (level 6 spell)	7	4	11	3	5
12	+4	<a href="#">Ability Score Improvement</a>	8	4	11	3	5
13	+5	<a href="#">Mystic Arcanum</a> (level 7 spell)	8	4	12	3	5
14	+5	Subclass feature	8	4	12	3	5
15	+5	<a href="#">Mystic Arcanum</a> (level 8 spell)	9	4	13	3	5
16	+5	<a href="#">Ability Score Improvement</a>	9	4	13	3	5

Level	Proficiency Bonus	Class Features	Eldritch Invocations	Cantrips	Prepared Spells	Spell Slots	Slot Level
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

## 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](#).

**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](#).

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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

*Perequisite: 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	<i>C</i>
<i>Chill Touch</i>	Necromancy	—
<i>Eldritch Blast</i>	Evocation	—
<i>Friends</i>	Enchantment	<i>C</i>
<i>Mage Hand</i>	Conjuration	—
<i>Mind Sliver</i>	Enchantment	—
<i>Minor Illusion</i>	Illusion	—
<i>Poison Spray</i>	Necromancy	—
<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	<i>C</i>
<i>Charm Person</i>	Enchantment	—
<i>Comprehend Languages</i>	Divination	<i>R</i>
<i>Detect Magic</i>	Divination	<i>C, R</i>
<i>Expeditious Retreat</i>	Transmutation	<i>C</i>
<i>Hellish Rebuke</i>	Evocation	—
<i>Hex</i>	Enchantment	<i>C</i>
<i>Illusory Script</i>	Illusion	<i>R, M</i>
<i>Protection from Evil and Good</i>	Abjuration	<i>C, M</i>
<i>Speak with Animals</i>	Divination	<i>R</i>
<i>Tasha's Hideous Laughter</i>	Enchantment	<i>C</i>
<i>Unseen Servant</i>	Conjuration	<i>R</i>

Spell	School	Special
<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
<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

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

**Level 8 Warlock Spells**

Spell	School	Special
<i>Befuddlement</i>	Enchantment	—
<i>Demiplane</i>	Conjuration	—
<i>Dominate Monster</i>	Enchantment	C
<i>Glibness</i>	Enchantment	—
<i>Power Word Stun</i>	Enchantment	—

## Level 9 Warlock Spells

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



ARCHFEY PATRON SUBCLASS

## 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.

## 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**.



CELESTIAL PATRON SUBCLASS

### 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.

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FIEND PATRON SUBCLASS

### 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	<i>Burning Hands, Command, Scorching Ray, Suggestion</i>
5	<i>Fireball, Stinking Cloud</i>
7	<i>Fire Shield, Wall of Fire</i>
9	<i>Geas, Insect Plague</i>

### 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 PATRON SUBCLASS

### 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>	<i>Choose 2: Arcana, History, Insight, Investigation, Medicine, Nature, or Religion</i>
<b>Weapon Proficiencies</b>	Simple weapons
<b>Armor Training</b>	None

<b>Starting Equipment</b>	<i>Choose A or B: (A) 2 Daggers, Arcane Focus (Quarterstaff), Robe, Spellbook, Scholar's Pack, and 5 GP; or (B) 5 GP</i>
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Wizards 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.

### Wizard Features

—Spell Slots per Spell Level—

Level	Proficiency Bonus	Class Features	Cantrips	Prepared Spells	1	2	3	4	5	6	7	8	9
1	+2	<a href="#">Spellcasting</a> , <a href="#">Ritual Adept</a> , <a href="#">Arcane Recovery</a>	3	4	2	—	—	—	—	—	—	—	—
2	+2	<a href="#">Scholar</a>	3	5	3	—	—	—	—	—	—	—	—
3	+2	<a href="#">Wizard Subclass</a>	3	6	4	2	—	—	—	—	—	—	—
4	+2	<a href="#">Ability Score Improvement</a>	4	7	4	3	—	—	—	—	—	—	—
5	+3	<a href="#">Memorize Spell</a>	4	9	4	3	2	—	—	—	—	—	—
6	+3	Subclass feature	4	10	4	3	3	—	—	—	—	—	—
7	+3	—	4	11	4	3	3	1	—	—	—	—	—
8	+3	<a href="#">Ability Score Improvement</a>	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	<a href="#">Ability Score Improvement</a>	5	16	4	3	3	3	2	1	—	—	—

**--Spell Slots per Spell Level--**

Level	Proficiency Bonus	Class Features	Cantrips	Prepared Spells	1	2	3	4	5	6	7	8	9
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	<a href="#">Ability Score Improvement</a>	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	<a href="#">Spell Mastery</a>	5	23	4	3	3	3	3	1	1	1	1
19	+6	<a href="#">Epic Boon</a>	5	24	4	3	3	3	3	2	1	1	1
20	+6	<a href="#">Signature Spells</a>	5	25	4	3	3	3	3	2	2	1	1

**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.

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.

#### 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 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.

## 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.



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

## 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.

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	—
<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

Spell	School	Special
<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
<i>Magic Weapon</i>	Transmutation	—
<i>Melf's Acid Arrow</i>	Evocation	—
<i>Mind Spike</i>	Divination	C
<i>Mirror Image</i>	Illusion	—
<i>Misty Step</i>	Conjuration	—
<i>Nystul's Magic Aura</i>	Illusion	—
<i>Phantasmal Force</i>	Illusion	C
<i>Ray of Enfeeblement</i>	Necromancy	C
<i>Rope Trick</i>	Transmutation	—
<i>Scorching Ray</i>	Evocation	—
<i>See Invisibility</i>	Divination	—
<i>Shatter</i>	Evocation	—
<i>Spider Climb</i>	Transmutation	C
<i>Suggestion</i>	Enchantment	C
<i>Web</i>	Conjuration	C

**Level 3 Wizard Spells**

Spell	School	Special
<i>Animate Dead</i>	Necromancy	—

Spell	School	Special
<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	—
<i>Magic Circle</i>	Abjuration	M
<i>Major Image</i>	Illusion	C
<i>Nondetection</i>	Abjuration	M
<i>Phantom Steed</i>	Illusion	R
<i>Protection from Energy</i>	Abjuration	C
<i>Remove Curse</i>	Abjuration	—
<i>Sending</i>	Divination	—
<i>Sleet Storm</i>	Conjuration	C
<i>Slow</i>	Transmutation	C
<i>Speak with Dead</i>	Necromancy	—
<i>Stinking Cloud</i>	Conjuration	C
<i>Summon Fey</i>	Conjuration	C, M
<i>Summon Undead</i>	Necromancy	C, M
<i>Tongues</i>	Divination	—
<i>Vampiric Touch</i>	Necromancy	C
<i>Water Breathing</i>	Transmutation	R

**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

Spell	School	Special
<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	—
<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

ARTIST: JANE KATSUBO



### 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

Spell	School	Special
<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	—
<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

Spell	School	Special
<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

ARTIST: MICHELE GIORGI



THE WIZARD LEOMUND STUDIES SPELLBOOKS TO PREPARE HIS MAGIC

### 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

Spell	School	Special
<i>Prismatic Spray</i>	Evocation	—
<i>Project Image</i>	Illusion	C, M
<i>Reverse Gravity</i>	Transmutation	C
<i>Sequester</i>	Transmutation	M
<i>Simulacrum</i>	Illusion	M
<i>Symbol</i>	Abjuration	M
<i>Teleport</i>	Conjuration	—

**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>	Conjuration	—
<i>Dominate Monster</i>	Enchantment	C
<i>Incendiary Cloud</i>	Conjuration	C
<i>Maze</i>	Conjuration	C
<i>Mind Blank</i>	Abjuration	—
<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>	Conjuration	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>	Conjuration	—

## 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.



ABJURER SUBCLASS

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.

ARTIST: JODIE MUIR



DIVINER SUBCLASS

## 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

ARTIST: CAROLINE GARIBA



**EVOKER SUBCLASS***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.



ILLUSIONIST SUBCLASS

### 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 wa

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## 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.

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