



CH. 2: CREATING A CHARACTER

CH. 3: CHARACTER CLASSES (CONTINUED)

Chapter 3: Character Classes

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**THE HEROES MERCION, MOLLIVER, STRONGHEART, AND RINGLERUN
PROTECT A PORTAL TO ANOTHER PLANE FROM DIABOLICAL INVADERS**

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...

[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.

Barbarian



A FIERCE WARRIOR OF PRIMAL RAGE

Core Barbarian Traits

Primary Ability	Strength
Hit Point Die	D12 per Barbarian level
Saving Throw Proficiencies	Strength and Constitution
Skill Proficiencies	<i>Choose 2: Animal Handling, Athletics, Intimidation, Nature, Perception, or Survival</i>
Weapon Proficiencies	Simple and Martial weapons
Armor Training	Light and Medium armor and Shields

Starting Equipment

Choose A or B: (A) Greataxe, 4 Handaxes, Explorer's Pack, and 15 GP; or (B) 75 GP

Barbarians are mighty warriors who are powered by primal forces of the multiverse that manifest as a Rage. More than a mere emotion—and not limited to anger—this Rage is an incarnation of a predator's ferocity, a storm's fury, and a sea's turmoil.

Some Barbarians personify their Rage as a fierce spirit or revered forebear. Others see it as a connection to the pain and anguish of the world, as an impersonal tangle of wild magic, or as an expression of their own deepest self. For every Barbarian, their Rage is a power that fuels not just battle prowess, but also uncanny reflexes and heightened senses.

Barbarians often serve as protectors and leaders in their communities. They charge headlong into danger so those under their protection don't have to. Their courage in the face of danger makes Barbarians perfectly suited for adventure.

Becoming a Barbarian...

As a Level 1 Character

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

As a Multiclass Character

- Gain the following traits from the [Core Barbarian Traits table](#): Hit Point Die, proficiency with Martial weapons, and training with Shields.
- Gain the Barbarian's level 1 features, which are listed in the [Barbarian Features table](#).

Barbarian Class Features

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

Barbarian Features

Level	Proficiency Bonus	Class Features	Rages	Rage Damage	Weapon Mastery
1	+2	Rage, Unarmored Defense, Weapon Mastery	2	+2	2
2	+2	Danger Sense, Reckless Attack	2	+2	2
3	+2	Barbarian Subclass, Primal Knowledge	3	+2	2
4	+2	Ability Score Improvement	3	+2	3
5	+3	Extra Attack, Fast Movement	3	+2	3
6	+3	Subclass feature	4	+2	3
7	+3	Feral Instinct, Instinctive Pounce	4	+2	3
8	+3	Ability Score Improvement	4	+2	3
9	+4	Brutal Strike	4	+3	3
10	+4	Subclass feature	4	+3	4
11	+4	Relentless Rage	4	+3	4
12	+4	Ability Score Improvement	5	+3	4
13	+5	Improved Brutal Strike	5	+3	4
14	+5	Subclass feature	5	+3	4
15	+5	Persistent Rage	5	+3	4
16	+5	Ability Score Improvement	5	+4	4
17	+6	Improved Brutal Strike	6	+4	

Level	Proficiency Bonus	Class Features	Rages	Rage Damage	Weapon Mastery
18	+6	Indomitable Might	6	+4	4
19	+6	Epic Boon	6	+4	4
20	+6	Primal Champion	6	+4	4

Level 1: Rage

You can imbue yourself with a primal power called Rage, a force that grants you extraordinary might and resilience. You can enter it as a Bonus Action if you aren't wearing Heavy armor.

You can enter your Rage the number of times shown for your Barbarian level in the Rages column of the Barbarian Features table. You regain one expended use when you finish a **Short Rest**, and you regain all expended uses when you finish a **Long Rest**.

While active, your Rage follows the rules below.

Damage Resistance. You have Resistance to Bludgeoning, Piercing, and Slashing damage.

Rage Damage. When you make an attack using Strength—with either a weapon or an **Unarmed Strike**—and deal damage to the target, you gain a bonus to the damage that increases as you gain levels as a Barbarian, as shown in the Rage Damage column of the Barbarian Features table.

Strength Advantage. You have Advantage on Strength checks and Strength saving throws.

No Concentration or Spells. You can't maintain **Concentration**, and you can't cast spells.

Duration. The Rage lasts until the end of your next turn, and it ends early if you don Heavy armor or have the **Incapacitated** condition. If your Rage is still active on your next turn, you can extend the Rage for another round by doing one of the following:

- Make an attack roll against an enemy.
- Force an enemy to make a saving throw.
- Take a Bonus Action to extend your Rage.

Each time the Rage is extended, it lasts until the end of your next turn. You can maintain a Rage for up to 10 minutes.

Level 1: Unarmored Defense

While you aren't wearing any armor, your base **Armor Class** equals 10 plus your Dexterity and Constitution modifiers. You can use a Shield and still gain this benefit.



Level 1: Weapon Mastery

Your training with weapons allows you to use the [mastery properties](#) of two kinds of Simple or Martial Melee weapons of your choice, such as Greataxes and Handaxes. Whenever you finish a [Long Rest](#), you can practice weapon drills and change one of those weapon choices.

When you reach certain Barbarian levels, you gain the ability to use the mastery properties of more kinds of weapons, as shown in the Weapon Mastery column of the [Barbarian Features table](#).

Level 2: Danger Sense

You gain an uncanny sense of when things aren't as they should be, giving you an edge when you dodge perils. You have [Advantage](#) on Dexterity saving throws unless you have the [Incapacitated](#) condition.

Level 2: Reckless Attack

You can throw aside all concern for defense to attack with increased ferocity. When you make your first attack roll on your turn, you can decide to attack recklessly. Doing so gives you [Advantage](#) on attack rolls using Strength until the start of your next turn, but attack rolls against you have Advantage during that time.

Level 3: Barbarian Subclass

You gain a Barbarian subclass of your choice. The [Path of the Berserker](#), [Path of the Wild Heart](#), [Path of the World Tree](#), and [Path of the Zealot](#) subclasses are detailed after this class's description. A subclass is a specialization that grants you features at certain Barbarian levels. For the rest of your career, you gain each of your subclass's features that are of your Barbarian level or lower.

Level 3: Primal Knowledge

You gain proficiency in another skill of your choice from the skill list available to Barbarians at [Level 1](#).

In addition, while your Rage is active, you can channel primal power when you attempt certain tasks; whenever you make an ability check using one of the following skills, you can make it as a Strength check even if it normally uses a different ability: [Acrobatics](#), [Intimidation](#), [Perception](#), [Stealth](#), or [Survival](#). When you use this ability, your Strength represents primal power coursing through you, honing your agility, bearing, and senses.

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 Barbarian 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: Fast Movement

Your speed increases by 10 feet while you aren't wearing Heavy armor.

Level 7: Feral Instinct

Your instincts are so honed that you have [Advantage](#) on [Initiative](#) rolls.

Level 7: Instinctive Pounce

As part of the Bonus Action you take to enter your Rage, you can move up to half your Speed.

Level 9: Brutal Strike

If you use Reckless Attack, you can forgo any [Advantage](#) on one Strength-based attack roll of your choice on your turn. The chosen attack roll mustn't have [Disadvantage](#). If the chosen attack roll hits, the target takes an extra 1d10 damage of the same type dealt by the weapon or [Unarmed Strike](#), and you can cause one Brutal Strike effect of your choice. You have the following effect options.

Forceful Blow. The target is pushed 15 feet straight away from you. You can then move up to half your Speed straight toward the target without provoking [Opportunity Attacks](#).

Hamstring Blow. The target's Speed is reduced by 15 feet until the start of your next turn. A target can be affected by only one Hamstring Blow at a time—the most recent one.

Level 11: Relentless Rage

Your Rage can keep you fighting despite grievous wounds. If you drop to 0 Hit Points while your Rage is active and don't die outright, you can make a DC 10 Constitution saving throw. If you succeed, your Hit Points instead change to a number equal to twice your Barbarian level.

Each time you use this feature after the first, the DC increases by 5. When you finish a **Short** or **Long Rest**, the DC resets to 10.

Level 13: Improved Brutal Strike

You have honed new ways to attack furiously. The following effects are now among your Brutal Strike options.

Staggering Blow. The target has **Disadvantage** on the next saving throw it makes, and it can't make **Opportunity Attacks** until the start of your next turn.

Sundering Blow. Before the start of your next turn, the next attack roll made by another creature against the target gains a +5 bonus to the roll. An attack roll can gain only one Sundering Blow bonus.

Level 15: Persistent Rage

When you roll **Initiative**, you can regain all expended uses of Rage. After you regain uses of Rage in this way, you can't do so again until you finish a **Long Rest**.

In addition, your Rage is so fierce that it now lasts for 10 minutes without you needing to do anything to extend it from round to round. Your Rage ends early if you have the **Unconscious** condition (not just the **Incapacitated** condition) or don Heavy armor.

Level 17: Improved Brutal Strike

The extra damage of your Brutal Strike increases to 2d10. In addition, you can use two different Brutal Strike effects whenever you use your Brutal Strike feature.

Level 18: Indomitable Might

If your total for a Strength check or Strength saving throw is less than your Strength score, you can use that score in place of the total.

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 Irresistible Offense** is recommended.

Level 20: Primal Champion

You embody primal power. Your Strength and Constitution scores increase by 4, to a maximum of 25.

Barbarian Subclasses

A Barbarian subclass is a specialization that grants you features at certain Barbarian levels, as specified in the subclass. This section presents the [Path of the Berserker](#), [Path of the Wild Heart](#), [Path of the World Tree](#), and [Path of the Zealot](#) subclasses.

Path of the Berserker



PATH OF THE BERSERKER SUBCLASS

Channel Rage into Violent Fury

Barbarians who walk the Path of the Berserker direct their Rage primarily toward violence. Their path is one of untrammeled fury, and they thrill in the chaos of battle as they allow their Rage to seize and empower them.

Level 3: Frenzy

If you use Reckless Attack while your Rage is active, you deal extra damage to the first target you hit on your turn with a Strength-based attack. To determine the extra damage, roll a number of d6s equal to your Rage Damage bonus, and add them together. The damage has the same type as the weapon or **Unarmed Strike** used for the attack.

Level 6: Mindless Rage

You have Immunity to the **Charmed** and **Frightened** conditions while your Rage is active. If you're Charmed or Frightened when you enter your Rage, the condition ends on you.

Level 10: Retaliation

When you take damage from a creature that is within 5 feet of you, you can take a Reaction to make one melee attack against that creature, using a weapon or an **Unarmed Strike**.

Level 14: Intimidating Presence

As a Bonus Action, you can strike terror into others with your menacing presence and primal power. When you do so, each creature of your choice in a 30-foot **Emanation** originating from you must make a Wisdom saving throw (DC 8 plus your Strength modifier and Proficiency Bonus). On a failed save, a creature has the **Frightened** condition for 1 minute. At the end of each of the Frightened creature's turns, the creature repeats the save, ending the effect on itself on a success.

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

Path of the Wild Heart

Walk in Community with the Animal World

Barbarians who follow the Path of the Wild Heart view themselves as kin to animals. These Barbarians learn magical means to communicate with animals, and their Rage heightens their connection to animals as it fills them with supernatural might.

ARTIST: ALDITHA SIREGAR



PATH OF THE WILD HEART SUBCLASS**Level 3: Animal Speaker**

You can cast the *Beast Sense* and *Speak with Animals* spells but only as Rituals. Wisdom is your spellcasting ability for them.

Level 3: Rage of the Wilds

Your Rage taps into the primal power of animals. Whenever you activate your Rage, you gain one of the following options of your choice.

Bear. While your Rage is active, you have Resistance to every damage type except Force, Necrotic, Psychic, and Radiant.

Eagle. When you activate your Rage, you can take the **Disengage** and **Dash** actions as part of that Bonus Action. While your Rage is active, you can take a Bonus Action to take both of those actions.

Wolf. While your Rage is active, your allies have **Advantage** on attack rolls against any enemy of yours within 5 feet of you.

Level 6: Aspect of the Wilds

You gain one of the following options of your choice. Whenever you finish a **Long Rest**, you can change your choice.

Owl. You have **Darkvision** with a range of 60 feet. If you already have Darkvision, its range increases by 60 feet.

Panther. You have a Climb Speed equal to your Speed.

Salmon. You have a Swim Speed equal to your Speed.

Level 10: Nature Speaker

You can cast the *Commune with Nature* spell but only as a Ritual. Wisdom is your spellcasting ability for it.

Level 14: Power of the Wilds

Whenever you activate your Rage, you gain one of the following options of your choice.

Falcon. While your Rage is active, you have a Fly Speed equal to your Speed if you aren't wearing any armor.

Lion. While your Rage is active, any of your enemies within 5 feet of you have **Disadvantage** on attack rolls against targets other than you or another Barbarian who has this option active.

Ram. While your Rage is active, you can cause a Large or smaller creature to have the **Prone** condition when you hit it with a melee attack.

Path of the World Tree

**PATH OF THE WORLD TREE SUBCLASS**

Trace the Roots and Branches of the Multiverse

Barbarians who follow the Path of the World Tree connect with the cosmic tree Yggdrasil through their Rage. This tree grows among the Outer Planes, connecting them to each other and the Material Plane. These Barbarians draw on the tree's magic for vitality and as a means of dimensional travel.

Level 3: Vitality of the Tree

Your Rage taps into the life force of the World Tree. You gain the following benefits.

Vitality Surge. When you activate your Rage, you gain a number of **Temporary Hit Points** equal to your Barbarian level.

Life-Giving Force. At the start of each of your turns while your Rage is active, you can choose another creature within 10 feet of yourself to gain

Temporary Hit Points. To determine the number of Temporary Hit Points, roll a number of d6s equal to your Rage Damage bonus, and add them together. If any of these Temporary Hit Points remain when your Rage ends, they vanish.

Level 6: Branches of the Tree

Whenever a creature you can see starts its turn within 30 feet of you while your Rage is active, you can take a Reaction to summon spectral branches of the World Tree around it. The target must succeed on a Strength saving throw (DC 8 plus your Strength modifier and Proficiency Bonus) or be teleported to an unoccupied space you can see within 5 feet of yourself or in the nearest unoccupied space you can see. After the target teleports, you can reduce its Speed to 0 until the end of the current turn.

Level 10: Battering Roots

During your turn, your reach is 10 feet greater with any Melee weapon that has the **Heavy** or **Versatile** property, as tendrils of the World Tree extend from you. When you hit with such a weapon on your turn, you can activate the **Push** or **Topple** mastery property in addition to a different mastery property you're using with that weapon.

Level 14: Travel along the Tree

When you activate your Rage and as a Bonus Action while your Rage is active, you can teleport up to 60 feet to an unoccupied space you can see.

In addition, once per Rage, you can increase the range of that teleport to 150 feet. When you do so, you can also bring up to six willing creatures who are within 10 feet of you. Each creature teleports to an unoccupied space of your choice within 10 feet of your destination space.

Path of the Zealot

Rage in Ecstatic Union with a God

Barbarians who walk the Path of the Zealot receive boons from a god or pantheon. These Barbarians experience their Rage as an ecstatic episode of divine union that infuses them with power. They are often allies to the priests and other followers of their god or pantheon.

ARTIST: IGNATIUS BUDI



PATH OF THE ZEALOT SUBCLASS

Level 3: Divine Fury

You can channel divine power into your strikes. On each of your turns while your Rage is active, the first creature you hit with a weapon or an **Unarmed Strike** takes extra damage equal to $1d6 + \text{half your Barbarian level}$ (round down). The extra damage is Necrotic or Radiant; you choose the type each time you deal the damage.

Level 3: Warrior of the Gods

A divine entity helps ensure you can continue the fight. You have a pool of four d12s that you can spend to heal yourself. As a Bonus Action, you can expend dice from the pool, roll them, and regain a number of Hit Points equal to the roll's total.

Your pool regains all expended dice when you finish a **Long Rest**.

The pool's maximum number of dice increases by one when you reach Barbarian levels 6 (5 dice), 12 (6 dice), and 17 (7 dice).

Level 6: Fanatical Focus

Once per active Rage, if you fail a saving throw, you can reroll it with a bonus equal to your Rage Damage bonus, and you must use the new roll.

Level 10: Zealous Presence

As a Bonus Action, you unleash a battle cry infused with divine energy. Up to ten other creatures of your choice within 60 feet of you gain **Advantage** on attack rolls and saving throws until the start of your next turn.

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

Level 14: Rage of the Gods

When you activate your Rage, you can assume the form of a divine warrior. This form lasts for 1 minute or until you drop to 0 Hit Points. Once you use this feature, you can't do so again until you finish a **Long Rest**.

While in this form, you gain the benefits below.

Flight. You have a Fly Speed equal to your Speed and can hover.

Resistance. You have Resistance to Necrotic, Psychic, and Radiant damage.

Revivification. When a creature within 30 feet of you would drop to 0 Hit Points, you can take a Reaction to expend a use of your Rage to instead change the target's Hit Points to a number equal to your Barbarian level.

Bard



AN INSPIRING PERFORMER OF MUSIC, DANCE, AND MAGIC

Core Bard Traits

Primary Ability	Charisma
Hit Point Die	D8 per Bard level
Saving Throw Proficiencies	Dexterity and Charisma
Skill Proficiencies	Choose any 3 skills (see chapter 1)
Weapon Proficiencies	Simple weapons
Tool Proficiencies	Choose 3 Musical Instruments (see chapter 6)
Armor Training	Light armor

Starting Equipment	Choose A or B: (A) Leather Armor, 2 Daggers, Musical Instrument of your choice, Entertainer's Pack , and 19 GP; or (B) 90 GP
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Invoking magic through music, dance, and verse, Bards are expert at inspiring others, soothing hurts, disheartening foes, and creating illusions. Bards believe the multiverse was spoken into existence and that remnants of its Words of Creation still resound and glimmer on every plane of existence. Bardic magic attempts to harness those words, which transcend any language.

Anything can inspire a new song or tale, so Bards are fascinated by almost everything. They become masters of many things, including performing music, working magic, and making jests.

A Bard's life is spent traveling, gathering lore, telling stories, and living on the gratitude of audiences, much like any other entertainer. But Bards' depth of knowledge and mastery of magic sets them apart.

Becoming a Bard...

As a Level 1 Bard

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

As a Multiclass Bard

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

Bard Class Features

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

Bard Features

—Spell Slots per Spell Level—

Level	Proficiency Bonus	Class Features	Bardic Die	Cantrips	Prepared Spells	1	2	3	4	5	6	7	8	9
1	+2	Bardic Inspiration, Spellcasting	D6	2	4	2	—	—	—	—	—	—	—	—
2	+2	Expertise, Jack of All Trades	D6	2	5	3	—	—	—	—	—	—	—	—
3	+2	Bard Subclass	D6	2	6	4	2	—	—	—	—	—	—	—
4	+2	Ability Score Improvement	D6	3	7	4	3	—	—	—	—	—	—	—
5	+3	Font of Inspiration	D8	3	9	4	3	2	—	—	—	—	—	—
6	+3	Subclass feature	D8	3	10	4	3	3	—	—	—	—	—	—
7	+3	Countercharm	D8	3	11	4	3	3	1	—	—	—	—	—
8	+3	Ability Score Improvement	D8	3	12	4	3	3	2	—	—	—	—	—

—Spell Slots per Spell Level—

Level	Proficiency Bonus	Class Features	Bardic Die	Cantrips	Prepared Spells	1	2	3	4	5	6	7	8	9
9	+4	Expertise	D8	3	14	4	3	3	3	1	—	—	—	—
10	+4	Magical Secrets	D10	4	15	4	3	3	3	2	—	—	—	—
11	+4	—	D10	4	16	4	3	3	3	2	1	—	—	—
12	+4	Ability Score Improvement	D10	4	16	4	3	3	3	2	1	—	—	—
13	+5	—	D10	4	17	4	3	3	3	2	1	1	—	—
14	+5	Subclass feature	D10	4	17	4	3	3	3	2	1	1	—	—
15	+5	—	D12	4	18	4	3	3	3	2	1	1	1	—
16	+5	Ability Score Improvement	D12	4	18	4	3	3	3	2	1	1	1	—
17	+6	—	D12	4	19	4	3	3	3	2	1	1	1	1
18	+6	Superior Inspiration	D12	4	20	4	3	3	3	3	1	1	1	1
19	+6	Epic Boon	D12	4	21	4	3	3	3	3	2	1	1	1
20	+6	Words of Creation	D12	4	22	4	3	3	3	3	2	2	1	1

Level 1: Bardic Inspiration

You can supernaturally inspire others through words, music, or dance. This inspiration is represented by your Bardic Inspiration die, which is a d6.

Using Bardic Inspiration. As a Bonus Action, you can inspire another creature within 60 feet of yourself who can see or hear you. That creature gains one of your Bardic Inspiration dice. A creature can have only one Bardic Inspiration die at a time.

Once within the next hour when the creature fails a **D20 Test**, the creature can roll the Bardic Inspiration die and add the number rolled to the d20, potentially turning the failure into a success. A Bardic Inspiration die is expended when it's rolled.

Number of Uses. You can confer a Bardic Inspiration die a number of times equal to your Charisma modifier (minimum of once), and you regain all expended uses when you finish a **Long Rest**.

At Higher Levels. Your Bardic Inspiration die changes when you reach certain Bard levels, as shown in the Bardic Die column of the Bard Features table. The die becomes a d8 at level 5, a d10 at level 10, and a d12 at level 15.

Level 1: Spellcasting

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

Cantrips. You know two cantrips of your choice from the Bard spell list. *Dancing Lights* and *Vicious Mockery* are recommended.

Whenever you gain a Bard level, you can replace one of your cantrips with another cantrip of your choice from the Bard spell list.

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

Spell Slots. The Bard 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 four level 1 spells from the Bard spell list. *Charm Person*, *Color Spray*, *Dissonant Whispers*, and *Healing Word* are recommended.

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

If another Bard 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 Bard spells for you.

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

Spellcasting Ability. Charisma is your spellcasting ability for your Bard spells.

Spellcasting Focus. You can use a [Musical Instrument](#) as a Spellcasting Focus for your Bard spells.

Level 2: Expertise

You gain **Expertise** (see the [rules glossary](#)) in two of your skill proficiencies of your choice. **Performance** and **Persuasion** are recommended if you have proficiency in them.

At Bard level 9, you gain Expertise in two more of your skill proficiencies of your choice.

Level 2: Jack of All Trades

You can add half your Proficiency Bonus (round down) to any ability check you make that uses a skill proficiency you lack and that doesn't otherwise use your Proficiency Bonus.

For example, if you make a Strength ([Athletics](#)) check and lack [Athletics](#) proficiency, you can add half your Proficiency Bonus to the check.

A BARD'S REPERTOIRE

Does your Bard beat a drum while chanting the deeds of ancient heroes? Strum a lute while crooning romantic tunes? Perform arias of stirring power? Recite dramatic monologues from classic tragedies? Use the rhythm of a folk dance to coordinate the movement of allies in battle? Compose naughty limericks?

When you play a Bard, consider the style of artistic performance you favor, the moods you might invoke, and the themes that inspire your own creations. Are your poems inspired by moments of natural beauty, or are they brooding reflections on loss? Do you prefer lofty hymns or rowdy tavern songs? Are you drawn to laments for the fallen or celebrations of joy? Do you dance merry jigs or perform elaborate interpretive choreography? Do you focus on one style of performance or strive to master them all?

Level 3: Bard Subclass

You gain a Bard subclass of your choice. The [College of Dance](#), [College of Glamour](#), [College of Lore](#), and [College of Valor](#) subclasses are detailed after this class's description. A subclass is a specialization that grants you features at certain Bard levels. For the rest of your career, you gain each of your subclass's features that are of your Bard 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 Bard levels 8, 12, and 16.



A BARD SHAPES INSPIRATION AND IMAGINATION INTO MAGIC

Level 5: Font of Inspiration

You now regain all your expended uses of Bardic Inspiration when you finish a **Short or Long Rest**.

In addition, you can expend a spell slot (no action required) to regain one expended use of Bardic Inspiration.

Level 7: Countercharm

You can use musical notes or words of power to disrupt mind-influencing effects. If you or a creature within 30 feet of you fails a saving throw against an effect that applies the **Charmed** or **Frightened** condition, you can take a Reaction to cause the save to be rerolled, and the new roll has **Advantage**.

Level 10: Magical Secrets

You've learned secrets from various magical traditions. Whenever you reach a Bard level (including this level) and the Prepared Spells number in the Bard Features table increases, you can choose any of your new prepared spells from the **Bard**, **Cleric**, **Druid**, and **Wizard** spell lists, and the chosen spells count as Bard spells for you (see a class's section for its spell list). In addition, whenever you replace a spell prepared for this class, you can replace it with a spell from those lists.

Level 18: Superior Inspiration

When you roll Initiative, you regain expended uses of Bardic Inspiration until you have two if you have fewer than that.

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: Words of Creation

You have mastered two of the Words of Creation: the words of life and death. You therefore always have the [Power Word Heal](#) and [Power Word Kill](#) spells prepared. When you cast either spell, you can target a second creature with it if that creature is within 10 feet of the first target.

Bard Spell List

This section presents the Bard 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 Bard Spells)

Spell	School	Special
<i>Blade Ward</i>	Abjuration	C
<i>Dancing Lights</i>	Illusion	C
<i>Friends</i>	Enchantment	C
<i>Light</i>	Evocation	—
<i>Mage Hand</i>	Conjuration	—
<i>Mending</i>	Transmutation	—
<i>Message</i>	Transmutation	—
<i>Minor Illusion</i>	Illusion	—
<i>Prestidigitation</i>	Transmutation	—
<i>Starry Wisp</i>	Evocation	—
<i>Thunderclap</i>	Evocation	—
<i>True Strike</i>	Divination	—
<i>Vicious Mockery</i>	Enchantment	—

Level 1 Bard Spells

Spell	School	Special
<i>Animal Friendship</i>	Enchantment	—
<i>Bane</i>	Enchantment	C
<i>Charm Person</i>	Enchantment	—
<i>Color Spray</i>	Illusion	—
<i>Command</i>	Enchantment	—
<i>Comprehend Languages</i>	Divination	R
<i>Cure Wounds</i>	Abjuration	—
<i>Detect Magic</i>	Divination	C, R
<i>Disguise Self</i>	Illusion	—
<i>Dissonant Whispers</i>	Enchantment	—
<i>Faerie Fire</i>	Evocation	C
<i>Feather Fall</i>	Transmutation	—

Spell	School	Special
<i>Healing Word</i>	Abjuration	—
<i>Heroism</i>	Enchantment	C
<i>Identify</i>	Divination	R, M
<i>Illusory Script</i>	Illusion	R, M
<i>Longstrider</i>	Transmutation	—
<i>Silent Image</i>	Illusion	C
<i>Sleep</i>	Enchantment	C
<i>Speak with Animals</i>	Divination	R
<i>Tasha's Hideous Laughter</i>	Enchantment	C
<i>Thunderwave</i>	Evocation	—
<i>Unseen Servant</i>	Conjuration	R

Level 2 Bard Spells

Spell	School	Special
<i>Aid</i>	Abjuration	—
<i>Animal Messenger</i>	Enchantment	R
<i>Blindness/Deafness</i>	Transmutation	—
<i>Calm Emotions</i>	Enchantment	C
<i>Cloud of Daggers</i>	Conjuration	C
<i>Crown of Madness</i>	Enchantment	C
<i>Detect Thoughts</i>	Divination	C
<i>Enhance Ability</i>	Transmutation	C
<i>Enlarge/Reduce</i>	Transmutation	C
<i>Enthrall</i>	Enchantment	C
<i>Heat Metal</i>	Transmutation	C
<i>Hold Person</i>	Enchantment	C
<i>Invisibility</i>	Illusion	C
<i>Knock</i>	Transmutation	—
<i>Lesser Restoration</i>	Abjuration	—
<i>Locate Animals or Plants</i>	Divination	R
<i>Locate Object</i>	Divination	C
<i>Magic Mouth</i>	Illusion	R, M
<i>Mirror Image</i>	Illusion	—
<i>Phantasmal Force</i>	Illusion	C
<i>See Invisibility</i>	Divination	—
<i>Shatter</i>	Evocation	—
<i>Silence</i>	Illusion	C, R
<i>Suggestion</i>	Enchantment	C
<i>Zone of Truth</i>	Enchantment	—

Level 3 Bard Spells

Spell	School	Special
<i>Bestow Curse</i>	Necromancy	C
<i>Clairvoyance</i>	Divination	C, M
<i>Dispel Magic</i>	Abjuration	—
<i>Fear</i>	Illusion	C
<i>Feign Death</i>	Necromancy	R
<i>Glyph of Warding</i>	Abjuration	M
<i>Hypnotic Pattern</i>	Illusion	C
<i>Leomund's Tiny Hut</i>	Evocation	R
<i>Major Image</i>	Illusion	C
<i>Mass Healing Word</i>	Abjuration	—
<i>Nondetection</i>	Abjuration	M
<i>Plant Growth</i>	Transmutation	—
<i>Sending</i>	Divination	—
<i>Slow</i>	Transmutation	C
<i>Speak with Dead</i>	Necromancy	—
<i>Speak with Plants</i>	Transmutation	—
<i>Stinking Cloud</i>	Conjuration	C
<i>Tongues</i>	Divination	—

Level 4 Bard Spells

Spell	School	Special
<i>Charm Monster</i>	Enchantment	—
<i>Compulsion</i>	Enchantment	C
<i>Confusion</i>	Enchantment	C
<i>Dimension Door</i>	Conjuration	—
<i>Fount of Moonlight</i>	Evocation	C
<i>Freedom of Movement</i>	Abjuration	—
<i>Greater Invisibility</i>	Illusion	C
<i>Hallucinatory Terrain</i>	Illusion	—
<i>Locate Creature</i>	Divination	C
<i>Phantasmal Killer</i>	Illusion	C
<i>Polymorph</i>	Transmutation	C

Level 5 Bard Spells

Spell	School	Special
<i>Animate Objects</i>	Transmutation	C
<i>Awaken</i>	Transmutation	M

Spell	School	Special
<i>Dominate Person</i>	Enchantment	C
<i>Dream</i>	Illusion	—
<i>Geas</i>	Enchantment	—
<i>Greater Restoration</i>	Abjuration	M
<i>Hold Monster</i>	Enchantment	C
<i>Legend Lore</i>	Divination	M
<i>Mass Cure Wounds</i>	Abjuration	—
<i>Mislead</i>	Illusion	C
<i>Modify Memory</i>	Enchantment	C
<i>Planar Binding</i>	Abjuration	M
<i>Raise Dead</i>	Necromancy	M
<i>Rary's Telepathic Bond</i>	Divination	R
<i>Scrying</i>	Divination	C, M
<i>Seeming</i>	Illusion	—
<i>Synaptic Static</i>	Enchantment	—
<i>Teleportation Circle</i>	Conjuration	M
<i>Yolande's Regal Presence</i>	Enchantment	C

Level 6 Bard Spells

Spell	School	Special
<i>Eyebite</i>	Necromancy	C
<i>Find the Path</i>	Divination	C, M
<i>Guards and Wards</i>	Abjuration	M
<i>Heroes' Feast</i>	Conjuration	M
<i>Mass Suggestion</i>	Enchantment	—
<i>Otto's Irresistible Dance</i>	Enchantment	C
<i>Programmed Illusion</i>	Illusion	M
<i>True Seeing</i>	Divination	M

Level 7 Bard Spells

Spell	School	Special
<i>Etherealness</i>	Conjuration	—
<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>Power Word Fortify</i>	Enchantment	—
<i>Prismatic Spray</i>	Evocation	—

Spell	School	Special
<i>Project Image</i>	Illusion	C, M
<i>Regenerate</i>	Transmutation	—
<i>Resurrection</i>	Necromancy	M
<i>Symbol</i>	Abjuration	M
<i>Teleport</i>	Conjuration	—

Level 8 Bard Spells

Spell	School	Special
<i>Antipathy/Sympathy</i>	Enchantment	—
<i>Befuddlement</i>	Enchantment	—
<i>Dominate Monster</i>	Enchantment	C
<i>Glibness</i>	Enchantment	—
<i>Mind Blank</i>	Abjuration	—
<i>Power Word Stun</i>	Enchantment	—

Level 9 Bard Spells

Spell	School	Special
<i>Foresight</i>	Divination	—
<i>Power Word Heal</i>	Enchantment	—
<i>Power Word Kill</i>	Enchantment	—
<i>Prismatic Wall</i>	Abjuration	—
<i>True Polymorph</i>	Transmutation	C

Bard Subclasses

A Bard subclass is a specialization that grants you features at certain Bard levels, as specified in the subclass. Bards form loose associations, which they call colleges, to preserve their traditions. This section presents the [College of Dance](#), [College of Glamour](#), [College of Lore](#), and [College of Valor](#) subclasses.

College of Dance



COLLEGE OF DANCE SUBCLASS

Move in Harmony with the Cosmos

Bards of the College of Dance know that the Words of Creation can't be contained within speech or song; the words are uttered by the movements of celestial bodies and flow through the motions of the smallest creatures. These Bards practice a way of being in harmony with the whirling cosmos that emphasizes agility, speed, and grace.

Level 3: Dazzling Footwork

While you aren't wearing armor or wielding a Shield, you gain the following benefits.

Dance Virtuoso. You have **Advantage** on any Charisma (**Performance**) check you make that involves you dancing.

Unarmored Defense. Your base **Armor Class** equals 10 plus your Dexterity and Charisma modifiers.

Agile Strikes. When you expend a use of your Bardic Inspiration as part of an action, a Bonus Action, or a Reaction, you can make one **Unarmed Strike** as part of that action, Bonus Action, or Reaction.

Bardic Damage. You can use Dexterity instead of Strength for the attack rolls of your **Unarmed Strikes**. When you deal damage with an Unarmed Strike, you can deal Bludgeoning damage equal to a roll of your Bardic Inspiration die plus your Dexterity modifier, instead of the strike's normal damage. This roll doesn't expend the die.

Level 6: Inspiring Movement

When an enemy you can see ends its turn within 5 feet of you, you can take a Reaction and expend one use of your Bardic Inspiration to move up to half your Speed. Then one ally of your choice within 30 feet of you can also move up to half their Speed using their Reaction.

None of this feature's movement provokes **Opportunity Attacks**.

Level 6: Tandem Footwork

When you roll **Initiative**, you can expend one use of your Bardic Inspiration if you don't have the **Incapacitated** condition. When you do so, roll your Bardic Inspiration die; you and each ally within 30 feet of you who can see or hear you gains a bonus to Initiative equal to the number rolled.

Level 14: Leading Evasion

When you are 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. If any creatures within 5 feet of you are making the same Dexterity saving throw, you can share this benefit with them for that save.

You can't use this feature if you have the **Incapacitated** condition.

College of Glamour

Weave Beguiling Fey Magic

The College of Glamour traces its origins to the beguiling magic of the Feywild. Bards who study this magic weave threads of beauty and terror into their songs and stories, and the mightiest among them can cloak themselves in otherworldly majesty. Their performances stir up wistful longing for forgotten innocence, evoke unconscious memories of long-held fears, and tug at the emotions of even the most hard-hearted listeners.



COLLEGE OF GLAMOUR SUBCLASS

Level 3: Beguiling Magic

You always have the *Charm Person* and *Mirror Image* spells prepared.

In addition, immediately after you cast an Enchantment or Illusion spell using a spell slot, you can cause a creature you can see within 60 feet of yourself to make a Wisdom saving throw against your spell save DC. On a failed save, the target has the **Charmed** or **Frightened** condition (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.

Once you use this benefit, you can't use it again until you finish a **Long Rest**. You can also restore your use of it by expending one use of your Bardic Inspiration (no action required).

Level 3: Mantle of Inspiration

You can weave fey magic into a song or dance to fill others with vigor. As a Bonus Action, you can expend a use of Bardic Inspiration, rolling a Bardic Inspiration die. When you do so, choose a number of other creatures within 60 feet of yourself, up to a number equal to your Charisma modifier (minimum of one creature). Each of those creatures gains a number of **Temporary Hit Points** equal to two times the number rolled on the Bardic Inspiration die, and then each can use its Reaction to move up to its Speed without provoking **Opportunity Attacks**.

Level 6: Mantle of Majesty

You always have the *Command* spell prepared.

As a Bonus Action, you cast *Command* without expending a spell slot, and you take on an unearthly appearance for 1 minute or until your **Concentration** ends. During this time, you can cast *Command* as a Bonus Action without expending a spell slot.

Any creature **Charmed** by you automatically fails its saving throw against the *Command* you cast with this feature.

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 3+ spell slot (no action required).

Level 14: Unbreakable Majesty

As a Bonus Action, you can assume a magically majestic presence for 1 minute or until you have the **Incapacitated** condition. For the duration, whenever any creature hits you with an attack roll for the first time on a turn, the attacker must succeed on a Charisma saving throw against your spell save DC, or the attack misses instead, as the creature recoils from your majesty.

Once you assume this majestic presence, you can't do so again until you finish a **Short** or **Long Rest**.

College of Lore

ARTIST: MIKE PAPE



COLLEGE OF LORE SUBCLASS

Plumb the Depths of Magical Knowledge

Bards of the College of Lore collect spells and secrets from diverse sources, such as scholarly tomes, mystical rites, and peasant tales. The college's members gather in libraries and universities to share their lore with one another. They also meet at festivals or affairs of state, where they can expose corruption, unravel lies, and poke fun at self-important figures of authority.

Level 3: Bonus Proficiencies

You gain proficiency with three skills of your choice.

Level 3: Cutting Words

You learn to use your wit to supernaturally distract, confuse, and otherwise sap the confidence and competence of others. When a creature that you can see within 60 feet of yourself makes a damage roll or succeeds on an ability check or attack roll, you can take a Reaction to expend one use of your Bardic Inspiration; roll your Bardic Inspiration die, and subtract the number rolled from the creature's roll, reducing the damage or potentially turning the success into a failure.

Level 6: Magical Discoveries

You learn two spells of your choice. These spells can come from the [Cleric](#), [Druid](#), or [Wizard](#) spell list or any combination thereof (see a class's section for its spell list). A spell you choose must be a cantrip or a spell for which you have spell slots, as shown in the [Bard Features table](#).

You always have the chosen spells prepared, and whenever you gain a Bard level, you can replace one of the spells with another spell that meets these requirements.

Level 14: Peerless Skill

When you make an ability check or attack roll and fail, you can expend one use of Bardic Inspiration; roll the Bardic Inspiration die, and add the number rolled to the d20, potentially turning a failure into a success. On a failure, the Bardic Inspiration isn't expended.

College of Valor

Sing the Deeds of Ancient Heroes



COLLEGE OF VALOR SUBCLASS

Bards of the College of Valor are daring storytellers whose tales preserve the memory of the great heroes of the past. These Bards sing the deeds of the mighty in vaulted halls or to crowds gathered around great bonfires. They travel to witness great events firsthand and to ensure that the memory of these events doesn't pass away. With their songs, they inspire new generations to reach the same heights of accomplishment as the heroes of old.

Level 3: Combat Inspiration

You can use your wit to turn the tide of battle. A creature that has a Bardic Inspiration die from you can use it for one of the following effects.

Defense. When the creature is hit by an attack roll, that creature can use its Reaction to roll the Bardic Inspiration die and add the number rolled to its AC against that attack, potentially causing the attack to miss.

Offense. Immediately after the creature hits a target with an attack roll, the creature can roll the Bardic Inspiration die and add the number rolled to the attack's damage against the target.

Level 3: Martial Training

You gain proficiency with Martial weapons and training with Medium armor and Shields.

In addition, you can use a Simple or Martial weapon as a Spellcasting Focus to cast spells from your Bard spell list.

Level 6: Extra Attack

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

In addition, you can cast one of your cantrips that has a casting time of an action in place of one of those attacks.

Level 14: Battle Magic

After you cast a spell that has a casting time of an action, you can make one attack with a weapon as a Bonus Action.

Cleric

ARTIST: MICHAEL BROUSSARD



A MIRACULOUS PRIEST OF DIVINE POWER

Core Cleric Traits

Primary Ability	Wisdom
Hit Point Die	D8 per Cleric level

Saving Throw Proficiencies	Wisdom and Charisma
Skill Proficiencies	<i>Choose 2: History, Insight, Medicine, Persuasion, or Religion</i>
Weapon Proficiencies	Simple weapons
Armor Training	Light and Medium armor and Shields
Starting Equipment	<i>Choose A or B: (A) Chain Shirt, Shield, Mace, Holy Symbol, Priest's Pack, and 7 GP; or (B) 110 GP</i>

Clerics draw power from the realms of the gods and harness it to work miracles. Blessed by a deity, a pantheon, or another immortal entity, a Cleric can reach out to the divine magic of the Outer Planes—where gods dwell—and channel it to bolster people and battle foes.

Because their power is a divine gift, Clerics typically associate themselves with temples dedicated to the deity or other immortal force that unlocked their magic. Harnessing divine magic doesn't rely on specific training, yet Clerics might learn prayers and rites that help them draw on power from the Outer Planes.

Not every member of a temple or shrine is a Cleric. Some priests are called to a simple life of temple service, carrying out their devotion through prayer and rituals, not through magic. Many mortals claim to speak for the gods, but few can marshal the power of those gods the way a Cleric can.

Becoming a Cleric...

As a Level 1 Cleric

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

As a Multiclass Cleric

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

Cleric Class Features

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

Cleric Features

---Spell Slots per Spell Level---

Level	Proficiency Bonus	Class Features	Channel Divinity	Cantrips	Prepared Spells	1	2	3	4	5	6	7	8	9
1	+2	Spellcasting, Divine Order	—	3	4	2	—	—	—	—	—	—	—	—
2	+2	Channel Divinity	2	3	5	3	—	—	—	—	—	—	—	—
3	+2	Cleric Subclass	2	3	6	4	2	—	—	—	—	—	—	—
4	+2	Ability Score Improvement	2	4	7	4	3	—	—	—	—	—	—	—
5	+3	Sear Undead	2	4	9	4	3	2	—	—	—	—	—	—
6	+3	Subclass feature	3	4	10	4	3	3	—	—	—	—	—	—
7	+3	Blessed Strikes	3	4	11	4	3	3	1	—	—	—	—	—

—Spell Slots per Spell Level—

Level	Proficiency Bonus	Class Features	Channel Divinity	Cantrips	Prepared Spells	1	2	3	4	5	6	7	8	9
8	+3	Ability Score Improvement	3	4	12	4	3	3	2	—	—	—	—	—
9	+4	—	3	4	14	4	3	3	3	1	—	—	—	—
10	+4	Divine Intervention	3	5	15	4	3	3	3	2	—	—	—	—
11	+4	—	3	5	16	4	3	3	3	2	1	—	—	—
12	+4	Ability Score Improvement	3	5	16	4	3	3	3	2	1	—	—	—
13	+5	—	3	5	17	4	3	3	3	2	1	1	—	—
14	+5	Improved Blessed Strikes	3	5	17	4	3	3	3	2	1	1	—	—
15	+5	—	3	5	18	4	3	3	3	2	1	1	1	—
16	+5	Ability Score Improvement	3	5	18	4	3	3	3	2	1	1	1	—
17	+6	Subclass feature	3	5	19	4	3	3	3	2	1	1	1	1
18	+6	—	4	5	20	4	3	3	3	3	1	1	1	1
19	+6	Epic Boon	4	5	21	4	3	3	3	3	2	1	1	1
20	+6	Greater Divine Intervention	4	5	22	4	3	3	3	3	2	2	1	1

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 Cleric spells, which appear on the [Cleric spell list](#) later in the class's description.

Cantrips. You know three cantrips of your choice from the Cleric spell list. [Guidance](#), [Sacred Flame](#), and [Thaumaturgy](#) are recommended.

Whenever you gain a Cleric level, you can replace one of your cantrips with another cantrip of your choice from the Cleric spell list.

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

Spell Slots. The Cleric 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 four level 1 spells from the Cleric spell list. [Bless](#), [Cure Wounds](#), [Guiding Bolt](#), and [Shield of Faith](#) are recommended.

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

If another Cleric 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 Cleric 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 other Cleric spells for which you have spell slots.

Spellcasting Ability. Wisdom is your spellcasting ability for your Cleric spells.

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

Level 1: Divine Order

You have dedicated yourself to one of the following sacred roles of your choice.

Protector. Trained for battle, you gain proficiency with Martial weapons and training with Heavy armor.

Thaumaturge. You know one extra cantrip from the [Cleric spell list](#). In addition, your mystical connection to the divine gives you a bonus to your Intelligence ([Arcana](#) or [Religion](#)) checks. The bonus equals your Wisdom modifier (minimum of +1).

Level 2: Channel Divinity

You can channel divine energy directly from the Outer Planes to fuel magical effects. You start with two such effects: Divine Spark and Turn Undead, each of which is described below. Each time you use this class's Channel Divinity, choose which Channel Divinity effect from this class to create. You gain additional effect options at higher Cleric levels.

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 additional uses when you reach certain Cleric levels, as shown in the Channel Divinity column of the [Cleric Features table](#).

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

Divine Spark. As a **Magic** action, you point your Holy Symbol at another creature you can see within 30 feet of yourself and focus divine energy at it. Roll 1d8 and add your Wisdom modifier. You either restore Hit Points to the creature equal to that total or force the creature to make a Constitution saving throw. On a failed save, the creature takes Necrotic or Radiant damage (your choice) equal to that total. On a successful save, the creature takes half as much damage (round down).

You roll an additional d8 when you reach Cleric levels 7 (2d8), 13 (3d8), and 18 (4d8).

Turn Undead. As a **Magic** action, you present your Holy Symbol and censure Undead creatures. Each Undead of your choice within 30 feet of you must make a Wisdom saving throw. If the creature fails its save, it has the **Frightened** and **Incapacitated** conditions for 1 minute. For that duration, it tries to move as far from you as it can on its turns. This effect ends early on the creature if it takes any damage, if you have the **Incapacitated** condition, or if you die.

Level 3: Cleric Subclass

You gain a Cleric subclass of your choice. The [Life Domain](#), [Light Domain](#), [Trickery Domain](#), and [War Domain](#) subclasses are detailed after this class's description. A subclass is a specialization that grants you features at certain Cleric levels. For the rest of your career, you gain each of your subclass's features that are of your Cleric 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 Cleric levels 8, 12, and 16.

Level 5: Sear Undead

Whenever you use Turn Undead, you can roll a number of d8s equal to your Wisdom modifier (minimum of 1d8) and add the rolls together. Each Undead that fails its saving throw against that use of Turn Undead takes Radiant damage equal to the roll's total. This damage doesn't end the turn effect.

Level 7: Blessed Strikes

Divine power infuses you in battle. You gain one of the following options of your choice (if you get either option from a Cleric subclass in an older book, use only the option you choose for this feature).

Divine Strike. Once on each of your turns when you hit a creature with an attack roll using a weapon, you can cause the target to take an extra 1d8 Necrotic or Radiant damage (your choice).

Potent Spellcasting. Add your Wisdom modifier to the damage you deal with any Cleric cantrip.

Level 10: Divine Intervention

You can call on your deity or pantheon to intervene on your behalf. As a **Magic** action, choose any Cleric spell of level 5 or lower that doesn't require a Reaction to cast. As part of the same action, you cast that spell without expending a spell slot or needing Material components. You can't use this feature again until you finish a **Long Rest**.

ARTIST: IRINA NORDSOL



A CLERIC PRAYS FOR THE DAY'S SPELLS

Level 14: Improved Blessed Strikes

The option you chose for Blessed Strikes grows more powerful.

Divine Strike. The extra damage of your Divine Strike increases to 2d8.

Potent Spellcasting. When you cast a Cleric cantrip and deal damage to a creature with it, you can give vitality to yourself or another creature within 60 feet of yourself, granting a number of **Temporary Hit Points** equal to twice your Wisdom modifier.

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: Greater Divine Intervention

You can call on even more powerful divine intervention. When you use your Divine Intervention feature, you can choose [Wish](#) when you select a spell. If you do so, you can't use Divine Intervention again until you finish 2d4 **Long Rests**.

Cleric Spell List

This section presents the Cleric 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 Cleric Spells)

Spell	School	Special
<i>Guidance</i>	Divination	C
<i>Light</i>	Evocation	—
<i>Mending</i>	Transmutation	—
<i>Resistance</i>	Abjuration	C
<i>Sacred Flame</i>	Evocation	—

Spell	School	Special
<i>Spare the Dying</i>	Necromancy	—
<i>Thaumaturgy</i>	Transmutation	—
<i>Toll the Dead</i>	Necromancy	—
<i>Word of Radiance</i>	Evocation	—

Level 1 Cleric Spells

Spell	School	Special
<i>Bane</i>	Enchantment	C
<i>Bless</i>	Enchantment	C, M
<i>Command</i>	Enchantment	—
<i>Create or Destroy Water</i>	Transmutation	—
<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>Guiding Bolt</i>	Evocation	—
<i>Healing Word</i>	Abjuration	—
<i>Inflict Wounds</i>	Necromancy	—
<i>Protection from Evil and Good</i>	Abjuration	C, M
<i>Purify Food and Drink</i>	Transmutation	R
<i>Sanctuary</i>	Abjuration	—
<i>Shield of Faith</i>	Abjuration	C

Level 2 Cleric Spells

Spell	School	Special
<i>Aid</i>	Abjuration	—
<i>Augury</i>	Divination	R, M
<i>Blindness/Deafness</i>	Transmutation	—
<i>Calm Emotions</i>	Enchantment	C
<i>Continual Flame</i>	Evocation	M
<i>Enhance Ability</i>	Transmutation	C
<i>Find Traps</i>	Divination	—
<i>Gentle Repose</i>	Necromancy	R, M
<i>Hold Person</i>	Enchantment	C
<i>Lesser Restoration</i>	Abjuration	—
<i>Locate Object</i>	Divination	C
<i>Prayer of Healing</i>	Abjuration	—
<i>Protection from Poison</i>	Abjuration	—

Spell	School	Special
<i>Silence</i>	Illusion	C, R
<i>Spiritual Weapon</i>	Evocation	C
<i>Warding Bond</i>	Abjuration	M
<i>Zone of Truth</i>	Enchantment	—

Level 3 Cleric Spells

Spell	School	Special
<i>Animate Dead</i>	Necromancy	—
<i>Aura of Vitality</i>	Abjuration	C
<i>Beacon of Hope</i>	Abjuration	C
<i>Bestow Curse</i>	Necromancy	C
<i>Clairvoyance</i>	Divination	C, M
<i>Create Food and Water</i>	Conjuration	—
<i>Daylight</i>	Evocation	—
<i>Dispel Magic</i>	Abjuration	—
<i>Feign Death</i>	Necromancy	R
<i>Glyph of Warding</i>	Abjuration	M
<i>Magic Circle</i>	Abjuration	M
<i>Mass Healing Word</i>	Abjuration	—
<i>Meld into Stone</i>	Transmutation	R
<i>Protection from Energy</i>	Abjuration	C
<i>Remove Curse</i>	Abjuration	—
<i>Revivify</i>	Necromancy	M
<i>Sending</i>	Divination	—
<i>Speak with Dead</i>	Necromancy	—
<i>Spirit Guardians</i>	Conjuration	C
<i>Tongues</i>	Divination	—
<i>Water Walk</i>	Transmutation	R

Level 4 Cleric Spells

Spell	School	Special
<i>Aura of Life</i>	Abjuration	C
<i>Aura of Purity</i>	Abjuration	C
<i>Banishment</i>	Abjuration	C
<i>Control Water</i>	Transmutation	C
<i>Death Ward</i>	Abjuration	—
<i>Divination</i>	Divination	R, M
<i>Freedom of Movement</i>	Abjuration	—

Spell	School	Special
<i>Guardian of Faith</i>	Conjuration	—
<i>Locate Creature</i>	Divination	C
<i>Stone Shape</i>	Transmutation	—

Level 5 Cleric Spells

Spell	School	Special
<i>Circle of Power</i>	Abjuration	C
<i>Commune</i>	Divination	R
<i>Contagion</i>	Necromancy	—
<i>Dispel Evil and Good</i>	Abjuration	C
<i>Flame Strike</i>	Evocation	—
<i>Geas</i>	Enchantment	—
<i>Greater Restoration</i>	Abjuration	M
<i>Hallow</i>	Abjuration	M
<i>Insect Plague</i>	Conjuration	C
<i>Legend Lore</i>	Divination	M
<i>Mass Cure Wounds</i>	Abjuration	—
<i>Planar Binding</i>	Abjuration	M
<i>Raise Dead</i>	Necromancy	M
<i>Scrying</i>	Divination	C, M
<i>Summon Celestial</i>	Conjuration	C, M

Level 6 Cleric Spells

Spell	School	Special
<i>Blade Barrier</i>	Evocation	C
<i>Create Undead</i>	Necromancy	M
<i>Find the Path</i>	Divination	C, M
<i>Forbiddance</i>	Abjuration	R, M
<i>Harm</i>	Necromancy	—
<i>Heal</i>	Abjuration	—
<i>Heroes' Feast</i>	Conjuration	M
<i>Planar Ally</i>	Conjuration	—
<i>Sunbeam</i>	Evocation	C
<i>True Seeing</i>	Divination	M
<i>Word of Recall</i>	Conjuration	—

Level 7 Cleric Spells

Spell	School	Special
<i>Conjure Celestial</i>	Conjuration	C
<i>Divine Word</i>	Evocation	—
<i>Etherealness</i>	Conjuration	—
<i>Fire Storm</i>	Evocation	—
<i>Plane Shift</i>	Conjuration	M
<i>Power Word Fortify</i>	Enchantment	—
<i>Regenerate</i>	Transmutation	—
<i>Resurrection</i>	Necromancy	M
<i>Symbol</i>	Abjuration	M

Level 8 Cleric Spells

Spell	School	Special
<i>Antimagic Field</i>	Abjuration	C
<i>Control Weather</i>	Transmutation	C
<i>Earthquake</i>	Transmutation	C
<i>Holy Aura</i>	Abjuration	C, M
<i>Sunburst</i>	Evocation	—

Level 9 Cleric Spells

Spell	School	Special
<i>Astral Projection</i>	Necromancy	M
<i>Gate</i>	Conjuration	C, M
<i>Mass Heal</i>	Abjuration	—
<i>Power Word Heal</i>	Enchantment	—
<i>True Resurrection</i>	Necromancy	M

Cleric Subclasses

A Cleric subclass is a specialization that grants you features at certain Cleric levels, as specified in the subclass. Each Cleric subclass is named after a domain of existence that is favored by a god, pantheon, or religious order. This section presents the [Life Domain](#), [Light Domain](#), [Trickery Domain](#), and [War Domain](#) subclasses.

Life Domain

Soothe the Hurts of the World

The Life Domain focuses on the positive energy that helps sustain all life in the multiverse. Clerics who tap into this domain are masters of healing, using that life force to cure many hurts.

Existence itself relies on the positive energy associated with this domain, so a Cleric of almost any religious tradition might choose it. This domain is particularly associated with agricultural deities, gods of healing or endurance, and gods of home and community. Religious orders of healing also seek the magic of this domain.

Level 3: Disciple of Life

When a spell you cast with a spell slot restores Hit Points to a creature, that creature regains additional Hit Points on the turn you cast the spell. The additional Hit Points equal 2 plus the spell slot's level.

Level 3: Life Domain Spells

Your connection to this divine domain ensures you always have certain spells ready. When you reach a Cleric level specified in the Life Domain Spells table, you thereafter always have the listed spells prepared.



LIFE DOMAIN SUBCLASS

Life Domain Spells

Cleric Level	Prepared Spells
3	<i>Aid, Bless, Cure Wounds, Lesser Restoration</i>
5	<i>Mass Healing Word, Revivify</i>
7	<i>Aura of Life, Death Ward</i>
9	<i>Greater Restoration, Mass Cure Wounds</i>

Level 3: Preserve Life

As a **Magic** action, you present your Holy Symbol and expend a use of your Channel Divinity to evoke healing energy that can restore a number of Hit Points equal to five times your Cleric level. Choose **Bloodied** creatures within 30 feet of yourself (which can include you), and divide those Hit Points among them. This feature can restore a creature to no more than half its Hit Point maximum.

Level 6: Blessed Healer

The healing spells you cast on others heal you as well. Immediately after you cast a spell with a spell slot that restores Hit Points to one or more creatures other than yourself, you regain Hit Points equal to 2 plus the spell slot's level.

Level 17: Supreme Healing

When you would normally roll one or more dice to restore Hit Points to a creature with a spell or Channel Divinity, don't roll those dice for the healing; instead use the highest number possible for each die. For example, instead of restoring 2d6 Hit Points to a creature with a spell, you restore 12.

Light Domain***Bring Light to Banish Darkness***

The Light Domain emphasizes the divine power to bring about blazing fire and revelation. Clerics who wield this power are enlightened souls infused with radiance and the power of their deities' discerning vision, charged with chasing away lies and burning away darkness.

ARTIST: JODIE MUIR



LIGHT DOMAIN SUBCLASS

The Light Domain is associated with gods of truth, vigilance, beauty, insight, and renewal. Some of these gods are identified with the sun or as charioteers who guide the sun across the sky. Others are sentinels who pierce deception. Some are deities of beauty and artistry who teach that art is a vehicle for the soul's improvement.

Level 3: Light Domain Spells

Your connection to this divine domain ensures you always have certain spells ready. When you reach a Cleric level specified in the Light Domain Spells table, you thereafter always have the listed spells prepared.

Light Domain Spells

Cleric Level	Prepared Spells
3	<i>Burning Hands, Faerie Fire, Scorching Ray, See Invisibility</i>
5	<i>Daylight, Fireball</i>
7	<i>Arcane Eye, Wall of Fire</i>
9	<i>Flame Strike, Scrying</i>

Level 3: Radiance of the Dawn

As a **Magic** action, you present your Holy Symbol and expend a use of your Channel Divinity to emit a flash of light in a 30-foot **Emanation** originating from yourself. Any magical **Darkness**—such as that created by the **Darkness** spell—in that area is dispelled. Additionally, each creature of your choice in that area must make a Constitution saving throw, taking Radiant damage equal to 2d10 plus your Cleric level on a failed save or half as much damage on a successful one.

Level 3: Warding Flare

When a creature that you can see within 30 feet of yourself makes an attack roll, you can take a Reaction to impose **Disadvantage** on the attack roll, causing light to flare before it hits or misses.

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

Level 6: Improved Warding Flare

You regain all expended uses of your Warding Flare when you finish a **Short** or **Long Rest**.

In addition, whenever you use Warding Flare, you can give the target of the triggering attack a number of **Temporary Hit Points** equal to 2d6 plus your Wisdom modifier.

Level 17: Corona of Light

As a **Magic** action, you cause yourself to emit an aura of sunlight that lasts for 1 minute or until you dismiss it (no action required). You emit **Bright Light** in a 60-foot radius and **Dim Light** for an additional 30 feet. Your enemies in the Bright Light have **Disadvantage** on saving throws against your Radiance of the Dawn and any spell that deals Fire or Radiant damage.

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**.

Trickery Domain

Make Mischief and Challenge Authority

The Trickery Domain offers magic of deception, illusion, and stealth. Clerics who wield this magic are a disruptive force in the world, puncturing pride, mocking tyrants, freeing captives, and flouting hollow traditions. They prefer subterfuge and pranks to direct confrontation.

ARTIST: POLAR ENGINE



TRICKERY DOMAIN SUBCLASS

Gods of trickery are mischief-makers and instigators who stand as a constant challenge to the accepted order among both gods and mortals. They embody the forces of change and social upheaval, and they're patrons of thieves, scoundrels, gamblers, rebels, and liberators. Religious orders that operate in secret, especially those that seek to undermine oppressive governments or hierarchies, also draw on the power of the Trickery Domain.

Level 3: Blessing of the Trickster

As a **Magic** action, you can choose yourself or a willing creature within 30 feet of yourself to have **Advantage** on Dexterity (**Stealth**) checks. This blessing lasts until you finish a **Long Rest** or you use this feature again.

Level 3: Trickery Domain Spells

Your connection to this divine domain ensures you always have certain spells ready. When you reach a Cleric level specified in the Trickery Domain Spells table, you thereafter always have the listed spells prepared.

Trickery Domain Spells

Cleric Level	Prepared Spells
3	<i>Charm Person, Disguise Self, Invisibility, Pass without Trace</i>
5	<i>Hypnotic Pattern, Nonetection</i>
7	<i>Confusion, Dimension Door</i>
9	<i>Dominate Person, Modify Memory</i>

Level 3: Invoke Duplicity

As a Bonus Action, you can expend one use of your Channel Divinity to create a perfect visual illusion of yourself in an unoccupied space you can see within 30 feet of yourself. The illusion is intangible and doesn't occupy its space. It lasts for 1 minute, but it ends early if you dismiss it (no action required) or have the **Incapacitated** condition. The illusion is animated and mimics your expressions and gestures. While it persists, you gain the following benefits.

Cast Spells. You can cast spells as though you were in the illusion's space, but you must use your own senses.

Distract. When both you and your illusion are within 5 feet of a creature that can see the illusion, you have **Advantage** on attack rolls against that creature, given how distracting the illusion is to the target.

Move. As a Bonus Action, you can move the illusion up to 30 feet to an unoccupied space you can see that is within 120 feet of yourself.

Level 6: Trickster's Transposition

Whenever you take the Bonus Action to create or move the illusion of your Invoke Duplicity, you can teleport, swapping places with the illusion.

Level 17: Improved Duplication

The illusion of your Invoke Duplicity has grown more powerful in the following ways.

Shared Distraction. When you and your allies make attack rolls against a creature within 5 feet of the illusion, the attack rolls have **Advantage**.

Healing Illusion. When the illusion ends, you or a creature of your choice within 5 feet of it regains a number of Hit Points equal to your Cleric level.

War Domain

Inspire Valor and Smite Foes

War has many manifestations. It can make heroes of ordinary people. It can be desperate and horrific, with acts of cruelty and cowardice eclipsing instances of excellence and courage. Clerics who tap into the magic of the War Domain excel in battle, inspiring others to fight the good fight or offering acts of violence as prayers.

Gods of the War Domain watch over warriors and reward them for their great deeds.

They include champions of honor and chivalry as well as gods of destruction and pillage. Other war gods take a more neutral stance, promoting war in all its manifestations and supporting warriors in any circumstance.

Level 3: Guided Strike

When you or a creature within 30 feet of you misses with an attack roll, you can expend one use of your Channel Divinity and give that roll a +10 bonus, potentially causing it to hit. When you use this feature to benefit another creature's attack roll, you must take a Reaction to do so.

Level 3: War Domain Spells

Your connection to this divine domain ensures you always have certain spells ready.

When you reach a Cleric level specified in the War Domain Spells table, you thereafter always have the listed spells prepared.

War Domain Spells

Cleric Level	Prepared Spells
3	<i>Guiding Bolt, Magic Weapon, Shield of Faith, Spiritual Weapon</i>
5	<i>Crusader's Mantle, Spirit Guardians</i>
7	<i>Fire Shield, Freedom of Movement</i>
9	<i>Hold Monster, Steel Wind Strike</i>



WAR DOMAIN SUBCLASS

Level 3: War Priest

As a Bonus Action, you can make one attack with a weapon or an **Unarmed Strike**. You can use this Bonus Action a number of times equal to your Wisdom modifier (minimum of once). You regain all expended uses when you finish a **Short** or **Long Rest**.

Level 6: War God's Blessing

You can expend a use of your Channel Divinity to cast **Shield of Faith** or **Spiritual Weapon** rather than expending a spell slot. When you cast either spell in this way, the spell doesn't require **Concentration**. Instead the spell lasts for 1 minute, but it ends early if you cast that spell again, have the **Incapacitated** condition, or die.

Level 17: Avatar of Battle

You gain Resistance to Bludgeoning, Piercing, and Slashing damage.

Druid

ARTIST: ALEXANDER MOKHOV

*A NATURE PRIEST OF PRIMAL POWER***Core Druid Traits**

Primary Ability	Wisdom
Hit Point Die	D8 per Druid level
Saving Throw Proficiencies	Intelligence and Wisdom

Skill Proficiencies	<i>Choose 2: Arcana, Animal Handling, Insight, Medicine, Nature, Perception, Religion, or Survival</i>
Weapon Proficiencies	Simple weapons
Tool Proficiencies	Herbalism Kit
Armor Training	Light armor and Shields
Starting Equipment	<i>Choose A or B: (A) Leather Armor, Shield, Sickle, Druidic Focus (Quarterstaff), Explorer's Pack, Herbalism Kit, and 9 GP; or (B) 50 GP</i>

Druids belong to ancient orders that call on the forces of nature. Harnessing the magic of animals, plants, and the four elements, Druids heal, transform into animals, and wield elemental destruction.

Revering nature above all, individual Druids gain their magic from nature, a nature deity, or both, and they typically unite with other Druids to perform rites that mark the passage of the seasons and other natural cycles.

Druids are concerned with the delicate ecological balance that sustains plant and animal life and with the need for people to live in harmony with nature. Druids often guard sacred sites or watch over regions of unspoiled nature, but when a significant danger arises, Druids take a more active role as adventurers who combat the threat.

Becoming a Druid...

As a Level 1 Druid

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

As a Multiclass Druid

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

Druid Class Features

As a Druid, you gain the following class features when you reach the specified Druid levels. These features are listed in the [Druid Features table](#).

Druid Features

—Spell Slots per Spell Level—

Level	Proficiency Bonus	Class Features	Wild Shape	Cantrips	Prepared Spells	1	2	3	4	5	6	7	8	9
1	+2	Spellcasting , Druidic , Primal Order	—	2	4	2	—	—	—	—	—	—	—	—
2	+2	Wild Shape , Wild Companion	2	2	5	3	—	—	—	—	—	—	—	—
3	+2	Druid Subclass	2	2	6	4	2	—	—	—	—	—	—	—
4	+2	Ability Score Improvement	2	3	7	4	3	—	—	—	—	—	—	—
5	+3	Wild Resurgence	2	3	9	4	3	2	—	—	—	—	—	—

--Spell Slots per Spell Level--

Level	Proficiency Bonus	Class Features	Wild Shape	Cantrips	Prepared Spells	1	2	3	4	5	6	7	8	9
6	+3	Subclass feature	3	3	10	4	3	3	—	—	—	—	—	—
7	+3	Elemental Fury	3	3	11	4	3	3	1	—	—	—	—	—
8	+3	Ability Score Improvement	3	3	12	4	3	3	2	—	—	—	—	—
9	+4	—	3	3	14	4	3	3	3	1	—	—	—	—
10	+4	Subclass feature	3	4	15	4	3	3	3	2	—	—	—	—
11	+4	—	3	4	16	4	3	3	3	2	1	—	—	—
12	+4	Ability Score Improvement	3	4	16	4	3	3	3	2	1	—	—	—
13	+5	—	3	4	17	4	3	3	3	2	1	1	—	—
14	+5	Subclass feature	3	4	17	4	3	3	3	2	1	1	—	—
15	+5	Improved Elemental Fury	3	4	18	4	3	3	3	2	1	1	1	—
16	+5	Ability Score Improvement	3	4	18	4	3	3	3	2	1	1	1	—
17	+6	—	4	4	19	4	3	3	3	2	1	1	1	1
18	+6	Beast Spells	4	4	20	4	3	3	3	3	1	1	1	1
19	+6	Epic Boon	4	4	21	4	3	3	3	3	2	1	1	1
20	+6	Archdruid	4	4	22	4	3	3	3	3	2	2	1	1

Level 1: Spellcasting

You have learned to cast spells through studying the mystical forces of nature. See [Chapter 7](#) for the rules on spellcasting. The information below details how you use those rules with Druid spells, which appear on the [Druid spell list](#) later in the class's description.

Cantrips. You know two cantrips of your choice from the Druid spell list. [Druidcraft](#) and [Produce Flame](#) are recommended.

Whenever you gain a Druid level, you can replace one of your cantrips with another cantrip of your choice from the Druid spell list.

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

Spell Slots. The Druid 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 four level 1 spells from the Druid spell list. [Animal Friendship](#), [Cure Wounds](#), [Faerie Fire](#), and [Thunderwave](#) are recommended.

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

If another Druid 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 Druid 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 with other Druid spells for which you have spell slots.

Spellcasting Ability. Wisdom is your spellcasting ability for your Druid spells.

Spellcasting Focus. You can use a **Druidic Focus** as a Spellcasting Focus for your Druid spells.

Level 1: Druidic

You know Druidic, the secret language of Druids. While learning this ancient tongue, you also unlocked the magic of communicating with animals; you always have the **Speak with Animals** spell prepared.

You can use Druidic to leave hidden messages. You and others who know Druidic automatically spot such a message. Others spot the message's presence with a successful DC 15 Intelligence (**Investigation**) check but can't decipher it without magic.

Level 1: Primal Order

You have dedicated yourself to one of the following sacred roles of your choice.

Magician. You know one extra cantrip from the **Druid spell list**. In addition, your mystical connection to nature gives you a bonus to your Intelligence (**Arcana** or **Nature**) checks. The bonus equals your Wisdom modifier (minimum bonus of +1).

Warden. Trained for battle, you gain proficiency with Martial weapons and training with Medium armor.

Level 2: Wild Shape

The power of nature allows you to assume the form of an animal. As a Bonus Action, you shape-shift into a Beast form that you have learned for this feature (see "Known Forms" below). You stay in that form for a number of hours equal to half your Druid level or until you use Wild Shape again, have the **Incapacitated** condition, or die. You can also leave the form early as a Bonus Action.

Number of Uses. You can use Wild Shape twice. You regain one expended use when you finish a **Short Rest**, and you regain all expended uses when you finish a **Long Rest**.

You gain additional uses when you reach certain Druid levels, as shown in the Wild Shape column of the **Druid Features table**.

Known Forms. You know four Beast forms for this feature, chosen from among Beast stat blocks that have a maximum Challenge Rating of 1/4 and that lack a Fly Speed (see [appendix B](#) for stat block options). The **Rat**, **Riding Horse**, **Spider**, and **Wolf** are recommended. Whenever you finish a **Long Rest**, you can replace one of your known forms with another eligible form.

When you reach certain Druid levels, your number of known forms and the maximum Challenge Rating for those forms increases, as shown in the Beast Shapes table. In addition, starting at level 8, you can adopt a form that has a Fly Speed.

When choosing known forms, you may look in the [Monster Manual](#) or elsewhere for eligible Beasts if the Dungeon Master permits you to do so.

Beast Shapes

Druid Level	Known Forms	Max CR	Fly Speed
2	4	1/4	No
4	6	1/2	No
8	8	1	Yes

Rules While Shape-Shifted. While in a form, you retain your personality, memories, and ability to speak, and the following rules apply:

Temporary Hit Points. When you assume a Wild Shape form, you gain a number of **Temporary Hit Points** equal to your Druid level.

Game Statistics. Your game statistics are replaced by the Beast's stat block, but you retain your creature type; Hit Points; Hit Point Dice; Intelligence, Wisdom, and Charisma scores; class features; languages; and feats. You also retain your skill and saving throw proficiencies and use your Proficiencies.

Bonus for them, in addition to gaining the proficiencies of the creature. If a skill or saving throw modifier in the Beast's stat block is higher than yours, use the one in the stat block.

No Spellcasting. You can't cast spells, but shape-shifting doesn't break your **Concentration** or otherwise interfere with a spell you've already cast.

Objects. Your ability to handle objects is determined by the form's limbs rather than your own. In addition, you choose whether your equipment falls in your space, merges into your new form, or is worn by it. Worn equipment functions as normal, but the DM decides whether it's practical for the new form to wear a piece of equipment based on the creature's size and shape. Your equipment doesn't change size or shape to match the new form, and any equipment that the new form can't wear must either fall to the ground or merge with the form. Equipment that merges with the form has no effect while you're in that form.

Level 2: Wild Companion

You can summon a nature spirit that assumes an animal form to aid you. As a **Magic** action, you can expend a spell slot or a use of Wild Shape to cast the **Find Familiar** spell without Material components.

When you cast the spell in this way, the familiar is Fey and disappears when you finish a **Long Rest**.

Level 3: Druid Subclass

You gain a Druid subclass of your choice. The **Circle of the Land**, **Circle of the Moon**, **Circle of the Sea**, and **Circle of the Stars** subclasses are detailed after this class's description. A subclass is a specialization that grants you features at certain Druid levels. For the rest of your career, you gain each of your subclass's features that are of your Druid 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 Druid levels 8, 12, and 16.

Level 5: Wild Resurgence

Once on each of your turns, if you have no uses of Wild Shape left, you can give yourself one use by expending a spell slot (no action required).

In addition, you can expend one use of Wild Shape (no action required) to give yourself a level 1 spell slot, but you can't do so again until you finish a **Long Rest**.

Level 7: Elemental Fury

The might of the elements flows through you. You gain one of the following options of your choice.

Potent Spellcasting. Add your Wisdom modifier to the damage you deal with any Druid cantrip.

Primal Strike. Once on each of your turns when you hit a creature with an attack roll using a weapon or a Beast form's attack in Wild Shape, you can cause the target to take an extra 1d8 Cold, Fire, Lightning, or Thunder damage (choose when you hit).

Level 15: Improved Elemental Fury

The option you chose for Elemental Fury grows more powerful, as detailed below.

Potent Spellcasting. When you cast a Druid cantrip with a range of 10 feet or greater, the spell's range increases by 300 feet.

Primal Strike. The extra damage of your Primal Strike increases to 2d8.

Level 18: Beast Spells

While using Wild Shape, you can cast spells in Beast form, except for any spell that has a Material component with a cost specified or that consumes its Material component.

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: Archdruid

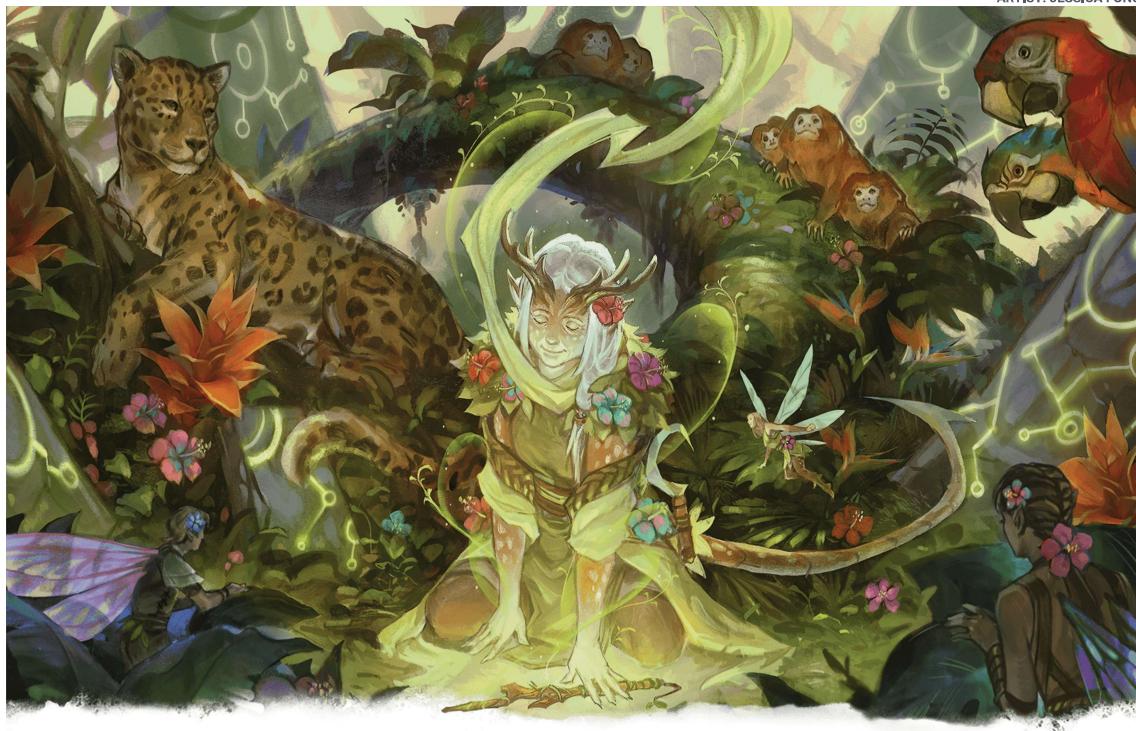
The vitality of nature constantly blooms within you, granting you the following benefits.

Evergreen Wild Shape. Whenever you roll **Initiative** and have no uses of Wild Shape left, you regain one expended use of it.

Nature Magician. You can convert uses of Wild Shape into a spell slot (no action required). Choose a number of your unexpended uses of Wild Shape and convert them into a single spell slot, with each use contributing 2 spell levels. For example, if you convert two uses of Wild Shape, you produce a level 4 spell slot. Once you use this benefit, you can't do so again until you finish a **Long Rest**.

Longevity. The primal magic that you wield causes you to age more slowly. For every ten years that pass, your body ages only one year.

ARTIST: JESSICA FONG



A DRUID CHANNELS THE POWER OF NATURE THROUGH THEIR MAGIC

Druid Spell List

This section presents the Druid 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 Druid Spells)

Spell	School	Special
<i>Druidcraft</i>	Transmutation	—
<i>Elementalism</i>	Transmutation	—
<i>Guidance</i>	Divination	C
<i>Mending</i>	Transmutation	—
<i>Message</i>	Transmutation	—
<i>Poison Spray</i>	Necromancy	—
<i>Produce Flame</i>	Conjuration	—
<i>Resistance</i>	Abjuration	C
<i>Shillelagh</i>	Transmutation	—
<i>Spare the Dying</i>	Necromancy	—
<i>Starry Wisp</i>	Evocation	—
<i>Thorn Whip</i>	Transmutation	—

Spell	School	Special
<i>Thunderclap</i>	Evocation	—

Level 1 Druid Spells

Spell	School	Special
<i>Animal Friendship</i>	Enchantment	—
<i>Charm Person</i>	Enchantment	—
<i>Create or Destroy Water</i>	Transmutation	—
<i>Cure Wounds</i>	Abjuration	—
<i>Detect Magic</i>	Divination	C, R
<i>Detect Poison and Disease</i>	Divination	C, R
<i>Entangle</i>	Conjuration	C
<i>Faerie Fire</i>	Evocation	C
<i>Fog Cloud</i>	Conjuration	C
<i>Goodberry</i>	Conjuration	—
<i>Healing Word</i>	Abjuration	—
<i>Ice Knife</i>	Conjuration	—
<i>Jump</i>	Transmutation	—
<i>Longstrider</i>	Transmutation	—
<i>Protection from Evil and Good</i>	Abjuration	C, M
<i>Purify Food and Drink</i>	Transmutation	R
<i>Speak with Animals</i>	Divination	R
<i>Thunderwave</i>	Evocation	—

Level 2 Druid Spells

Spell	School	Special
<i>Aid</i>	Abjuration	—
<i>Animal Messenger</i>	Enchantment	R
<i>Augury</i>	Divination	R, M
<i>Barkskin</i>	Transmutation	—
<i>Beast Sense</i>	Divination	C, R
<i>Continual Flame</i>	Evocation	M
<i>Darkvision</i>	Transmutation	—
<i>Enhance Ability</i>	Transmutation	C
<i>Enlarge/Reduce</i>	Transmutation	C
<i>Find Traps</i>	Divination	—
<i>Flame Blade</i>	Evocation	C
<i>Flaming Sphere</i>	Evocation	C
<i>Gust of Wind</i>	Evocation	C

Spell	School	Special
<i>Heat Metal</i>	Transmutation	C
<i>Hold Person</i>	Enchantment	C
<i>Lesser Restoration</i>	Abjuration	—
<i>Locate Animals or Plants</i>	Divination	R
<i>Locate Object</i>	Divination	C
<i>Moonbeam</i>	Evocation	C
<i>Pass without Trace</i>	Abjuration	C
<i>Protection from Poison</i>	Abjuration	—
<i>Spike Growth</i>	Transmutation	C
<i>Summon Beast</i>	Conjuration	C, M

Level 3 Druid Spells

Spell	School	Special
<i>Aura of Vitality</i>	Abjuration	C
<i>Call Lightning</i>	Conjuration	C
<i>Conjure Animals</i>	Conjuration	C
<i>Daylight</i>	Evocation	—
<i>Dispel Magic</i>	Abjuration	—
<i>Elemental Weapon</i>	Transmutation	C
<i>Feign Death</i>	Necromancy	R
<i>Meld into Stone</i>	Transmutation	R
<i>Plant Growth</i>	Transmutation	—
<i>Protection from Energy</i>	Abjuration	C
<i>Revivify</i>	Necromancy	M
<i>Sleet Storm</i>	Conjuration	C
<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 Druid Spells

Spell	School	Special
<i>Blight</i>	Necromancy	—
<i>Charm Monster</i>	Enchantment	—
<i>Confusion</i>	Enchantment	C
<i>Conjure Minor Elementals</i>	Conjuration	C
<i>Conjure Woodland Beings</i>	Conjuration	C

Spell	School	Special
<i>Control Water</i>	Transmutation	C
<i>Divination</i>	Divination	R, M
<i>Dominate Beast</i>	Enchantment	C
<i>Fire Shield</i>	Evocation	—
<i>Fount of Moonlight</i>	Evocation	C
<i>Freedom of Movement</i>	Abjuration	—
<i>Giant Insect</i>	Conjuration	C
<i>Grasping Vine</i>	Conjuration	C
<i>Hallucinatory Terrain</i>	Illusion	—
<i>Ice Storm</i>	Evocation	—
<i>Locate Creature</i>	Divination	C
<i>Polymorph</i>	Transmutation	C
<i>Stone Shape</i>	Transmutation	—
<i>Stoneskin</i>	Transmutation	C, M
<i>Summon Elemental</i>	Conjuration	C, M
<i>Wall of Fire</i>	Evocation	C

Level 5 Druid Spells

Spell	School	Special
<i>Antilife Shell</i>	Abjuration	C
<i>Awaken</i>	Transmutation	M
<i>Commune with Nature</i>	Divination	R
<i>Cone of Cold</i>	Evocation	—
<i>Conjure Elemental</i>	Conjuration	C
<i>Contagion</i>	Necromancy	—
<i>Geas</i>	Enchantment	—
<i>Greater Restoration</i>	Abjuration	M
<i>Insect Plague</i>	Conjuration	C
<i>Mass Cure Wounds</i>	Abjuration	—
<i>Planar Binding</i>	Abjuration	M
<i>Reincarnate</i>	Necromancy	M
<i>Scrying</i>	Divination	C, M
<i>Tree Stride</i>	Conjuration	C
<i>Wall of Stone</i>	Evocation	C

Level 6 Druid Spells

Spell	School	Special
<i>Conjure Fey</i>	Conjuration	C

Spell	School	Special
<i>Find the Path</i>	Divination	C, M
<i>Flesh to Stone</i>	Transmutation	C
<i>Heal</i>	Abjuration	—
<i>Heroes' Feast</i>	Conjuration	M
<i>Move Earth</i>	Transmutation	C
<i>Sunbeam</i>	Evocation	C
<i>Transport via Plants</i>	Conjuration	—
<i>Wall of Thorns</i>	Conjuration	C
<i>Wind Walk</i>	Transmutation	—

Level 7 Druid Spells

Spell	School	Special
<i>Fire Storm</i>	Evocation	—
<i>Mirage Arcane</i>	Illusion	—
<i>Plane Shift</i>	Conjuration	M
<i>Regenerate</i>	Transmutation	—
<i>Reverse Gravity</i>	Transmutation	C
<i>Symbol</i>	Abjuration	M

Level 8 Druid Spells

Spell	School	Special
<i>Animal Shapes</i>	Transmutation	—
<i>Antipathy/Sympathy</i>	Enchantment	—
<i>Befuddlement</i>	Enchantment	—
<i>Control Weather</i>	Transmutation	C
<i>Earthquake</i>	Transmutation	C
<i>Incendiary Cloud</i>	Conjuration	C
<i>Sunburst</i>	Evocation	—
<i>Tsunami</i>	Conjuration	C

Level 9 Druid Spells

Spell	School	Special
<i>Foresight</i>	Divination	—
<i>Shapechange</i>	Transmutation	C, M
<i>Storm of Vengeance</i>	Conjuration	C
<i>True Resurrection</i>	Necromancy	M

Druid Subclasses

A Druid subclass is a specialization that grants you features at certain Druid levels, as specified in the subclass. Druids form loose associations, which they call circles. This section presents the [Circle of the Land](#), [Circle of the Moon](#), [Circle of the Sea](#), and [Circle of the Stars](#) subclasses.

Circle of the Land

Celebrate Connection to the Natural World

The Circle of the Land comprises mystics and sages who safeguard ancient knowledge and rites. These Druids meet within sacred circles of trees or standing stones to whisper primal secrets in Druidic. The circle's wisest members preside as the chief priests of their communities.

ARTIST: POLAR ENGINE



CIRCLE OF THE LAND SUBCLASS

Level 3: Circle of the Land Spells

Whenever you finish a **Long Rest**, choose one type of land: arid, polar, temperate, or tropical. Consult the table below that corresponds to the chosen type; you have the spells listed for your Druid level and lower prepared.

Arid Land

Druid Level	Circle Spells
3	<i>Blur, Burning Hands, Fire Bolt</i>
5	<i>Fireball</i>
7	<i>Blight</i>
9	<i>Wall of Stone</i>

Polar Land

Druid Level	Circle Spells
3	<i>Fog Cloud, Hold Person, Ray of Frost</i>
5	<i>Sleet Storm</i>
7	<i>Ice Storm</i>
9	<i>Cone of Cold</i>

Temperate Land

Druid Level	Circle Spells
3	<i>Misty Step, Shocking Grasp, Sleep</i>
5	<i>Lightning Bolt</i>
7	<i>Freedom of Movement</i>
9	<i>Tree Stride</i>

Tropical Land

Druid Level	Circle Spells
3	<i>Acid Splash, Ray of Sickness, Web</i>
5	<i>Stinking Cloud</i>

Druid Level	Circle Spells
7	<i>Polymorph</i>
9	<i>Insect Plague</i>

Level 3: Land's Aid

As a **Magic** action, you can expend a use of your Wild Shape and choose a point within 60 feet of yourself. Vitality-giving flowers and life-draining thorns appear for a moment in a 10-foot-radius **Sphere** centered on that point. Each creature of your choice in the Sphere must make a Constitution saving throw against your spell save DC, taking 2d6 Necrotic damage on a failed save or half as much damage on a successful one. One creature of your choice in that area regains 2d6 Hit Points.

The damage and healing increase by 1d6 when you reach Druid levels 10 (3d6) and 14 (4d6).

Level 6: Natural Recovery

You can cast one of the level 1+ spells that you have prepared from your Circle Spells feature without expending a spell slot, and you must finish a **Long Rest** before you do so again.

In addition, when you finish a **Short Rest**, you can choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than half your Druid level (round up), and none of them can be level 6+. For example, if you're a level 6 Druid, you can recover up to three levels' worth of spell slots. You can recover a level 3 spell slot, a level 2 and a level 1 spell slot, or three level 1 spell slots. Once you recover spell slots with this feature, you can't do so again until you finish a Long Rest.

Level 10: Nature's Ward

You are immune to the **Poisoned** condition, and you have Resistance to a damage type associated with your current land choice in the Circle Spells feature, as shown in the Nature's Ward table.

Nature's Ward

Land Type	Resistance
Arid	Fire
Polar	Cold
Temperate	Lightning
Tropical	Poison

Level 14: Nature's Sanctuary

As a **Magic** action, you can expend a use of your Wild Shape and cause spectral trees and vines to appear in a 15-foot **Cube** on the ground within 120 feet of yourself. They last there for 1 minute or until you have the **Incapacitated** condition or die. You and your allies have **Half Cover** while in that area, and your allies gain the current Resistance of your Nature's Ward while there.

As a Bonus Action, you can move the Cube up to 60 feet to ground within 120 feet of yourself.

Circle of the Moon

Adopt Animal Forms to Guard the Wilds

Druids of the Circle of the Moon draw on lunar magic to transform themselves. Their order gathers under the moon to share news and perform rituals.

Changeable as the moon, a Druid of this circle might prowl as a great cat one night, soar over the treetops as an eagle the next day, and then crash through undergrowth as a bear to drive off a trespassing monster. The wild is in the Druid's blood.

Level 3: Circle Forms

You can channel lunar magic when you assume a Wild Shape form, granting you the benefits below.

Challenge Rating. The maximum Challenge Rating for the form equals your Druid level divided by 3 (round down).

Armor Class. Until you leave the form, your AC equals 13 plus your Wisdom modifier if that total is higher than the Beast's AC.

Temporary Hit Points. You gain a number of **Temporary Hit Points** equal to three times your Druid level.

Level 3: Circle of the Moon Spells

When you reach a Druid level specified in the Circle of the Moon Spells table, you thereafter always have the listed spells prepared.

In addition, you can cast the spells from this feature while you're in a Wild Shape form.

Circle of the Moon Spells

Druid Level	Prepared Spells
3	<i>Cure Wounds, Moonbeam, Starry Wisp</i>
5	<i>Conjure Animals</i>
7	<i>Fount of Moonlight</i>
9	<i>Mass Cure Wounds</i>

Level 6: Improved Circle Forms

While in a Wild Shape form, you gain the following benefits.



CIRCLE OF THE MOON SUBCLASS

Lunar Radiance. Each of your attacks in a Wild Shape form can deal its normal damage type or Radiant damage. You make this choice each time you hit with those attacks.

Increased Toughness. You can add your Wisdom modifier to your Constitution saving throws.



A DRUID IN WOLF FORM HOWLS AT THE MOON

Level 10: Moonlight Step

You magically transport yourself, reappearing amid a burst of moonlight. As a Bonus Action, you teleport up to 30 feet to an unoccupied space you can see, and you have **Advantage** on the next attack roll you make before the end of this 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**. You can also regain uses by expending a level 2+ spell slot for each use you want to restore (no action required).

Level 14: Lunar Form

The power of the moon suffuses you, granting you the following benefits.

Improved Lunar Radiance. Once per turn, you can deal an extra 2d10 Radiant damage to a target you hit with a Wild Shape form's attack.

Shared Moonlight. Whenever you use Moonlight Step, you can also teleport one willing creature. That creature must be within 10 feet of you, and you teleport it to an unoccupied space you can see within 10 feet of your destination space.

Circle of the Sea

Become One with Tides and Storms

Druids of the Circle of the Sea draw on the tempestuous forces of oceans and storms. Some view themselves as embodiments of nature's wrath, seeking vengeance against those who despoil nature. Others seek mystical unity with nature by attuning themselves to the ebb and flow of the tides, following the rush of currents and waves and listening to the inscrutable whispers and roars of the winds.

ARTIST: RICCARDO MOSCATELLO

Level 3: Circle of the Sea Spells

When you reach a Druid level specified in the Circle of the Sea Spells table, you thereafter always have the listed spells prepared.

Circle of the Sea Spells

Druid Level	Prepared Spells
3	<i>Fog Cloud, Gust of Wind, Ray of Frost, Shatter, Thunderwave</i>
5	<i>Lightning Bolt, Water Breathing</i>
7	<i>Control Water, Ice Storm</i>
9	<i>Conjure Elemental, Hold Monster</i>

Level 3: Wrath of the Sea

As a Bonus Action, you can expend a use of your Wild Shape to manifest a 5-foot **Emanation** that takes the form of ocean spray that surrounds you for 10 minutes. It ends early if you dismiss it (no action required), manifest it again, or have the **Incapacitated** condition.

When you manifest the Emanation and as a Bonus Action on your subsequent turns, you can choose another creature you can see in the Emanation. The target must succeed on a Constitution saving throw against your spell save DC or take Cold damage and, if the creature is Large or smaller, be pushed up to 15 feet away from you. To determine this damage, roll a number of d6s equal to your Wisdom modifier (minimum of one die).



CIRCLE OF THE SEA SUBCLASS

Level 6: Aquatic Affinity

The size of the **Emanation** created by your Wrath of the Sea increases to 10 feet.

In addition, you gain a Swim Speed equal to your Speed.

Level 10: Stormborn

Your Wrath of the Sea confers two more benefits while active, as detailed below.

Flight. You gain a Fly Speed equal to your Speed.

Resistance. You have Resistance to Cold, Lightning, and Thunder damage.

Level 14: Oceanic Gift

Instead of manifesting the **Emanation** of Wrath of the Sea around yourself, you can manifest it around one willing creature within 60 feet of yourself. That creature gains all the benefits of the Emanation and uses your spell save DC and Wisdom modifier for it.

In addition, you can manifest the Emanation around both the other creature and yourself if you expend two uses of your Wild Shape instead of one when manifesting it.

Circle of the Stars

ARTIST: MARCELA MEDEIROS

Harness Secrets Hidden in Constellations

The Circle of the Stars has tracked heavenly patterns since time immemorial, discovering secrets hidden amid the constellations. By understanding these secrets, the Druids of this circle seek to harness the powers of the cosmos.

Level 3: Star Map

You've created a star chart as part of your heavenly studies. It is a Tiny object, and you can use it as a Spellcasting Focus for your Druid spells. You determine its form by rolling on the Star Map table or by choosing one.

While holding the map, you have the **Guidance** and **Guiding Bolt** spells prepared, and you can cast *Guiding Bolt* without expending a spell slot. You can cast it in that way a number of times equal to your Wisdom modifier (minimum of once), and you regain all expended uses when you finish a **Long Rest**.

If you lose the map, you can perform a 1-hour ceremony to magically create a replacement. This ceremony can be performed during a Short or Long Rest, and it destroys the previous map.

Star Map

1d6	Map Form
1	A scroll bearing depictions of constellations
2	A stone tablet with fine holes drilled through it
3	An owlbear hide tooled with stellar symbols
4	A collection of maps bound in an ebony cover
5	A crystal engraved with starry patterns
6	A glass disk etched with constellations



CIRCLE OF THE STARS SUBCLASS

Level 3: Starry Form

As a Bonus Action, you can expend a use of your Wild Shape feature to take on a starry form rather than shape-shifting.

While in your starry form, you retain your game statistics, but your body becomes luminous, your joints glimmer like stars, and glowing lines connect them as on a star chart. This form sheds **Bright Light** in a 10-foot radius and **Dim Light** for an additional 10 feet. The form lasts for 10 minutes. It ends early if you dismiss it (no action required), have the **Incapacitated** condition, or use this feature again.

Whenever you assume your starry form, choose which of the following constellations glimmers on your body; your choice gives you certain benefits while in the form.

Archer. A constellation of an archer appears on you. When you activate this form and as a Bonus Action on your subsequent turns while it lasts, you can make a ranged spell attack, hurling a luminous arrow that targets one creature within 60 feet of yourself. On a hit, the attack deals Radiant damage equal to 1d8 plus your Wisdom modifier.

Chalice. A constellation of a life-giving goblet appears on you. Whenever you cast a spell using a spell slot that restores Hit Points to a creature, you or another creature within 30 feet of you can regain Hit Points equal to 1d8 plus your Wisdom modifier.

Dragon. A constellation of a wise dragon appears on you. When you make an Intelligence or a Wisdom check or a Constitution saving throw to maintain **Concentration**, you can treat a roll of 9 or lower on the d20 as a 10.

Level 6: Cosmic Omen

Whenever you finish a **Long Rest**, you can consult your Star Map for omens and roll a die. Until you finish your next Long Rest, you gain access to a special Reaction based on whether you rolled an even or an odd number on the die:

Weal (Even). Whenever a creature you can see within 30 feet of you is about to make a **D20 Test**, you can take a Reaction to roll 1d6 and add the number rolled to the total.

Woe (Odd). Whenever a creature you can see within 30 feet of you is about to make a D20 Test, you can take a Reaction to roll 1d6 and subtract the number rolled from the total.

You can use this Reaction 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 10: Twinkling Constellations

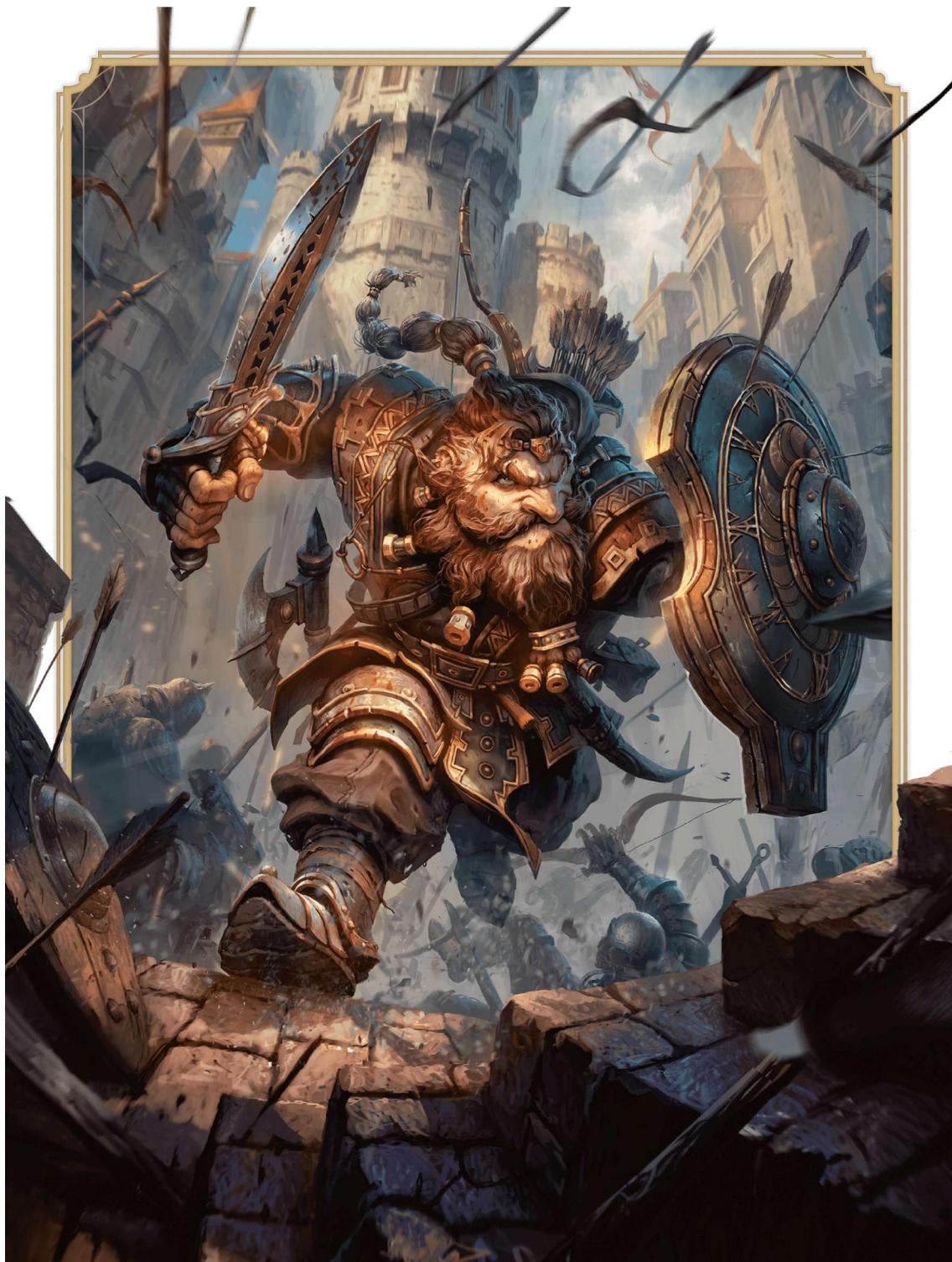
The constellations of your Starry Form improve. The 1d8 of the Archer and the Chalice becomes 2d8, and while the Dragon is active, you have a Fly Speed of 20 feet and can hover.

Moreover, at the start of each of your turns while in your Starry Form, you can change which constellation glimmers on your body.

Level 14: Full of Stars

While in your Starry Form, you become partially incorporeal, giving you Resistance to Bludgeoning, Piercing, and Slashing damage.

Fighter



A MASTER OF ALL ARMS AND ARMOR

Core Fighter Traits

Primary Ability	Strength or Dexterity
Hit Point Die	D10 per Fighter level
Saving Throw Proficiencies	Strength and Constitution
Skill Proficiencies	Choose 2: Acrobatics, Animal Handling, Athletics, History, Insight, Intimidation, Persuasion, Perception, or Survival
Weapon Proficiencies	Simple and Martial weapons
Armor Training	Light, Medium, and Heavy armor and Shields

Starting Equipment	<i>Choose A, B, or C: (A) Chain Mail, Greatsword, Flail, 8 Javelins, Dungeoneer's Pack, and 4 GP; (B) Studded Leather Armor, Scimitar, Shortsword, Longbow, 20 Arrows, Quiver, Dungeoneer's Pack, and 11 GP; or (C) 155 GP</i>
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Fighters rule many battlefields. Questing knights, royal champions, elite soldiers, and hardened mercenaries—as Fighters, they all share an unparalleled prowess with weapons and armor. And they are well acquainted with death, both meting it out and defying it.

Fighters master various weapon techniques, and a well-equipped Fighter always has the right tool at hand for any combat situation. Likewise, a Fighter is adept with every form of armor. Beyond that basic degree of familiarity, each Fighter specializes in certain styles of combat. Some concentrate on archery, some on fighting with two weapons at once, and some on augmenting their martial skills with magic. This combination of broad ability and extensive specialization makes Fighters superior combatants.

Becoming a Fighter...

As a Level 1 Fighter

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

As a Multiclass Fighter

- Gain the following traits from the [Core Fighter Traits table](#): Hit Point Die, proficiency with Martial weapons, and training with Light and Medium armor and Shields.
- Gain the Fighter's level 1 features, which are listed in the [Fighter Features table](#).

Fighter Class Features

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

Fighter Features

Level	Proficiency Bonus	Class Features	Second Wind	Weapon Mastery
1	+2	Fighting Style , Second Wind , Weapon Mastery	2	3
2	+2	Action Surge (one use), Tactical Mind	2	3
3	+2	Fighter Subclass	2	3
4	+2	Ability Score Improvement	3	4
5	+3	Extra Attack , Tactical Shift	3	4
6	+3	Ability Score Improvement	3	4
7	+3	Subclass feature	3	4
8	+3	Ability Score Improvement	3	4
9	+4	Indomitable (one use), Tactical Master	3	4
10	+4	Subclass feature	4	5
11	+4	Two Extra Attacks	4	5
12	+4	Ability Score Improvement	4	5
13	+5	Indomitable (two uses), Studied Attacks	4	5
14	+5	Ability Score Improvement	4	5
15	+5	Subclass feature	4	5
16	+5	Ability Score Improvement	4	6
17	+6	Action Surge (two uses), Indomitable (three uses)	4	6

Level	Proficiency Bonus	Class Features	Second Wind	Weapon Mastery
18	+6	Subclass feature	4	6
19	+6	Epic Boon	4	6
20	+6	Three Extra Attacks	4	6

Level 1: Fighting Style

You have honed your martial prowess and gain a Fighting Style feat of your choice (see [chapter 5](#)). [Defense](#) is recommended.

Whenever you gain a Fighter level, you can replace the feat you chose with a different Fighting Style feat.

Level 1: Second Wind

You have a limited well of physical and mental stamina that you can draw on. As a Bonus Action, you can use it to regain Hit Points equal to 1d10 plus your Fighter level.

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

When you reach certain Fighter levels, you gain more uses of this feature, as shown in the Second Wind column of the [Fighter Features table](#).

Level 1: Weapon Mastery

Your training with weapons allows you to use the [mastery properties](#) of three kinds of Simple or Martial weapons of your choice. Whenever you finish a [Long Rest](#), you can practice weapon drills and change one of those weapon choices.

When you reach certain Fighter levels, you gain the ability to use the mastery properties of more kinds of weapons, as shown in the Weapon Mastery column of the [Fighter Features table](#).

Level 2: Action Surge

You can push yourself beyond your normal limits for a moment. On your turn, you can take one additional action, except the [Magic](#) action.

Once you use this feature, you can't do so again until you finish a [Short](#) or [Long Rest](#). Starting at level 17, you can use it twice before a rest but only once on a turn.

Level 2: Tactical Mind

You have a mind for tactics on and off the battlefield. When you fail an ability check, you can expend a use of your Second Wind to push yourself toward success. Rather than regaining Hit Points, you roll 1d10 and add the number rolled to the ability check, potentially turning it into a success. If the check still fails, this use of Second Wind isn't expended.

Level 3: Fighter Subclass

You gain a Fighter subclass of your choice. The [Battle Master](#), [Champion](#), [Eldritch Knight](#), and [Psi Warrior](#) subclasses are detailed after this class's description. A subclass is a specialization that grants you features at certain Fighter levels. For the rest of your career, you gain each of your subclass's features that are of your Fighter 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 Fighter levels 6, 8, 12, 14, and 16.

Level 5: Extra Attack

You can attack twice instead of once whenever you take the [Attack](#) action on your turn.

Level 5: Tactical Shift

Whenever you activate your Second Wind with a Bonus Action, you can move up to half your Speed without provoking [Opportunity Attacks](#).

Level 9: Indomitable

If you fail a saving throw, you can reroll it with a bonus equal to your Fighter level. You must use the new roll, and you can't use this feature again until you finish a **Long Rest**.

You can use this feature twice before a Long Rest starting at level 13 and three times before a Long Rest starting at level 17.

Level 9: Tactical Master

When you attack with a weapon whose mastery property you can use, you can replace that property with the **Push**, **Sap**, or **Slow** property for that attack.

Level 11: Two Extra Attacks

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

Level 13: Studied Attacks

You study your opponents and learn from each attack you make. If you make an attack roll against a creature and miss, you have **Advantage** on your next attack roll against that creature before the end of your next turn.

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 Combat Prowess** is recommended.

Level 20: Three Extra Attacks

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



A FIGHTER STANDS BETWEEN AN ALLY AND THE ONSLAUGHT OF A BLACK DRAGON

Fighter Subclasses

A Fighter subclass is a specialization that grants you features at certain Fighter levels, as specified in the subclass. This section presents the [Battle Master](#), [Champion](#), [Eldritch Knight](#), and [Psi Warrior](#) subclasses.

Battle Master

Master Sophisticated Battle Maneuvers

Battle Masters are students of the art of battle, learning martial techniques passed down through generations. The most accomplished Battle Masters are well-rounded figures who combine their carefully honed combat skills with academic study in the fields of history, theory, and the arts.

Level 3: Combat Superiority

Your experience on the battlefield has refined your fighting techniques. You learn maneuvers that are fueled by special dice called Superiority Dice.

ARTIST: IGNATIUS BUDI



BATTLE MASTER SUBCLASS

Maneuvers. You learn three maneuvers of your choice from the “[Maneuver Options](#)” section later in this subclass’s description. Many maneuvers enhance an attack in some way. You can use only one maneuver per attack.

You learn two additional maneuvers of your choice when you reach Fighter levels 7, 10, and 15. Each time you learn new maneuvers, you can also replace one maneuver you know with a different one.

Superiority Dice. You have four Superiority Dice, which are d8s. A Superiority Die is expended when you use it. You regain all expended Superiority Dice when you finish a [Short](#) or [Long Rest](#).

You gain an additional Superiority Die when you reach Fighter levels 7 (five dice total) and 15 (six dice total).

Saving Throws. If a maneuver requires a saving throw, the DC equals 8 plus your Strength or Dexterity modifier (your choice) and Proficiency Bonus.

Level 3: Student of War

You gain proficiency with one type of [Artisan's Tools](#) of your choice, and you gain proficiency in one skill of your choice from the skills available to Fighters at [level 1](#).

Level 7: Know Your Enemy

As a Bonus Action, you can discern certain strengths and weaknesses of a creature you can see within 30 feet of yourself; you know whether that creature has any Immunities, Resistances, or Vulnerabilities, and if the creature has any, you know what they are.

Once you use this feature, you can't do so again until you finish a [Long Rest](#). You can also restore a use of the feature by expending one Superiority Die (no action required).

Level 10: Improved Combat Superiority

Your Superiority Die becomes a d10.

Level 15: Relentless

Once per turn, when you use a maneuver, you can roll 1d8 and use the number rolled instead of expending a Superiority Die.

Level 18: Ultimate Combat Superiority

Your Superiority Die becomes a d12.

Maneuver Options

The maneuvers are presented here in alphabetical order.

Ambush

When you make a Dexterity ([Stealth](#)) check or an [Initiative](#) roll, you can expend one Superiority Die and add the die to the roll, unless you have the [Incapacitated](#) condition.

Bait and Switch

When you're within 5 feet of a creature on your turn, you can expend one Superiority Die and switch places with that creature, provided you spend at least 5 feet of movement and the creature is willing and doesn't have the [Incapacitated](#) condition. This movement doesn't provoke [Opportunity Attacks](#).

Roll the Superiority Die. Until the start of your next turn, you or the other creature (your choice) gains a bonus to AC equal to the number rolled.

Commander's Strike

When you take the [Attack](#) action on your turn, you can replace one of your attacks to direct one of your companions to strike. When you do so, choose a willing creature who can see or hear you and expend one Superiority Die. That creature can immediately use its Reaction to make one attack with a weapon or an [Unarmed Strike](#), adding the Superiority Die to the attack's damage roll on a hit.

Commanding Presence

When you make a Charisma ([Intimidation](#), [Performance](#), or [Persuasion](#)) check, you can expend one Superiority Die and add that die to the roll.

Disarming Attack

When you hit a creature with an attack roll, you can expend one Superiority Die to attempt to disarm the target. Add the Superiority Die roll to the attack's damage roll. The target must succeed on a Strength saving throw or drop one object of your choice that it's holding, with the object landing in its space.

Distracting Strike

When you hit a creature with an attack roll, you can expend one Superiority Die to distract the target. Add the Superiority Die roll to the attack's damage roll. The next attack roll against the target by an attacker other than you has [Advantage](#) if the attack is made before the start of your next turn.

Evasive Footwork

As a Bonus Action, you can expend one Superiority Die and take the [Disengage](#) action. You also roll the die and add the number rolled to your AC until the start of your next turn.

Feinting Attack

As a Bonus Action, you can expend one Superiority Die to feint, choosing one creature within 5 feet of yourself as your target. You have **Advantage** on your next attack roll against that target this turn. If that attack hits, add the Superiority Die to the attack's damage roll.

Goading Attack

When you hit a creature with an attack roll, you can expend one Superiority Die to attempt to goad the target into attacking you. Add the Superiority Die to the attack's damage roll. The target must succeed on a Wisdom saving throw or have **Disadvantage** on attack rolls against targets other than you until the end of your next turn.

Lunging Attack

As a Bonus Action, you can expend one Superiority Die and take the **Dash** action. If you move at least 5 feet in a straight line immediately before hitting with a melee attack as part of the **Attack** action on this turn, you can add the Superiority Die to the attack's damage roll.

Maneuvering Attack

When you hit a creature with an attack roll, you can expend one Superiority Die to maneuver one of your comrades into another position. Add the Superiority Die roll to the attack's damage roll, and choose a willing creature who can see or hear you. That creature can use its Reaction to move up to half its Speed without provoking an **Opportunity Attacks** from the target of your attack.

Menacing Attack

When you hit a creature with an attack roll, you can expend one Superiority Die to attempt to frighten the target. Add the Superiority Die to the attack's damage roll. The target must succeed on a Wisdom saving throw or have the **Frightened** condition until the end of your next turn.

Parry

When another creature damages you with a melee attack roll, you can take a Reaction and expend one Superiority Die to reduce the damage by the number you roll on your Superiority Die plus your Strength or Dexterity modifier (your choice).

Precision Attack

When you miss with an attack roll, you can expend one Superiority Die, roll that die, and add it to the attack roll, potentially causing the attack to hit.

Pushing Attack

When you hit a creature with an attack roll using a weapon or an Unarmed Strike, you can expend one Superiority Die to attempt to drive the target back. Add the Superiority Die to the attack's damage roll. If the target is Large or smaller, it must succeed on a Strength saving throw or be pushed up to 15 feet directly away from you.

Rally

As a Bonus Action, you can expend one Superiority Die to bolster the resolve of a companion. Choose an ally of yours within 30 feet of yourself who can see or hear you. That creature gains **Temporary Hit Points** equal to the Superiority Die roll plus half your Fighter level (round down).

Riposte

When a creature misses you with a melee attack roll, you can take a Reaction and expend one Superiority Die to make a melee attack roll with a weapon or an **Unarmed Strike** against the creature. If you hit, add the Superiority Die to the attack's damage.

Sweeping Attack

When you hit a creature with a melee attack roll using a weapon or an **Unarmed Strike**, you can expend one Superiority Die to attempt to damage another creature. Choose another creature within 5 feet of the original target and within your reach. If the original attack roll would hit the second creature, it takes damage equal to the number you roll on your Superiority Die. The damage is of the same type dealt by the original attack.

Tactical Assessment

When you make an Intelligence (**History** or **Investigation**) check or a Wisdom (**Insight**) check, you can expend one Superiority Die and add that die to the ability check.

Trip Attack

When you hit a creature with an attack roll using a weapon or an **Unarmed Strike**, you can expend one Superiority Die and add the die to the attack's damage roll. If the target is Large or smaller, it must succeed on a Strength saving throw or have the **Prone** condition.

Champion

ARTIST: KATERINA LADON



CHAMPION SUBCLASS

Pursue Physical Excellence in Combat

A Champion focuses on the development of martial prowess in a relentless pursuit of victory. Champions combine rigorous training with physical excellence to deal devastating blows, withstand peril, and garner glory. Whether in athletic contests or bloody battle, Champions strive for the crown of the victor.

Level 3: Improved Critical

Your attack rolls with weapons and **Unarmed Strikes** can score a Critical Hit on a roll of 19 or 20 on the d20.

Level 3: Remarkable Athlete

Thanks to your athleticism, you have **Advantage** on **Initiative** rolls and Strength (**Athletics**) checks.

In addition, immediately after you score a Critical Hit, you can move up to half your Speed without provoking **Opportunity Attacks**.

Level 7: Additional Fighting Style

You gain another Fighting Style feat of your choice.

Level 10: Heroic Warrior

The thrill of battle drives you toward victory. During combat, you can give yourself **Heroic Inspiration** whenever you start your turn without it.

Level 15: Superior Critical

Your attack rolls with weapons and **Unarmed Strikes** can now score a Critical Hit on a roll of 18–20 on the d20.

Level 18: Survivor

You attain the pinnacle of resilience in battle, giving you these benefits.

Defy Death. You have Advantage on Death Saving Throws. Moreover, when you roll 18–20 on a Death Saving Throw, you gain the benefit of rolling a 20 on it.

Heroic Rally. At the start of each of your turns, you regain Hit Points equal to 5 plus your Constitution modifier if you are **Bloodied** and have at least 1 Hit Point.

Eldritch Knight

Support Combat Skills with Arcane Magic

Eldritch Knights combine the martial mastery common to all Fighters with a careful study of magic. Their spells both complement and extend their combat skills, providing additional protection to shore up their armor and also allowing them to engage many foes at once with explosive magic.

ARTIST: HOCHOLEL RYU



ELDRITCH KNIGHT SUBCLASS

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 Eldritch Knight.

Cantrips. You know two cantrips of your choice from the [Wizard spell list](#) (see that class's section for its list). *Ray of Frost* and *Shocking Grasp* are recommended. Whenever you gain a Fighter level, you can replace one of these cantrips with another cantrip of your choice from the Wizard spell list.

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

Spell Slots. The Eldritch Knight Spellcasting 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](#).

Eldritch Knight Spellcasting

—Spell Slots per Spell Level—

Fighter Level	Spells Prepared	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 spells from the [Wizard spell list](#). *Burning Hands*, *Jump*, and *Shield* are recommended.

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

Changing Your Prepared Spells. Whenever you gain a Fighter 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: War Bond

You learn a ritual that creates a magical bond between yourself and one weapon. You perform the ritual over the course of 1 hour, which can be done during a **Short Rest**. The weapon must be within your reach throughout the ritual, at the conclusion of which you touch the weapon and forge the bond. The bond fails if another Fighter is bonded to the weapon or if the weapon is a magic item to which someone else is attuned.

Once you have bonded a weapon to yourself, you can't be disarmed of that weapon unless you have the **Incapacitated** condition. If it is on the same plane of existence, you can summon that weapon as a Bonus Action, causing it to teleport instantly to your hand.

You can have up to two bonded weapons, but you can summon only one at a time with a Bonus Action. If you attempt to bond with a third weapon, you must break the bond with one of the other two.

Level 7: War Magic

When you take the **Attack** action on your turn, you can replace one of the attacks with a casting of one of your Wizard cantrips that has a casting time of an action.

Level 10: Eldritch Strike

You learn how to make your weapon strikes undercut a creature's ability to withstand your spells. When you hit a creature with an attack using a weapon, that creature has **Disadvantage** on the next saving throw it makes against a spell you cast before the end of your next turn.

Level 15: Arcane Charge

When you use your Action Surge, you can teleport up to 30 feet to an unoccupied space you can see. You can teleport before or after the additional action.

Level 18: Improved War Magic

When you take the **Attack** action on your turn, you can replace two of the attacks with a casting of one of your level 1 or level 2 Wizard spells that has a casting time of an action.

Psi Warrior

Augment Physical Might with Psionic Power

Psi Warriors awaken the power of their minds to augment their physical might. They harness this psionic power to infuse their weapon strikes, lash out with telekinetic energy, and create barriers of mental force.

Level 3: Psionic Power

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

Psi Warrior Energy Dice

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

Any features in this subclass that use a Psionic Energy Die use only the dice from this subclass. Some of your powers expend the 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 all your Psionic Energy Dice are 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**.

Protective Field. When you or another creature you can see within 30 feet of you takes damage, you can take a Reaction to expend one Psionic Energy Die, roll the die, and reduce the damage taken by the number rolled plus your Intelligence modifier (minimum reduction of 1), as you create a momentary shield of telekinetic force.



PSI WARRIOR SUBCLASS

Psionic Strike. You can propel your weapons with psionic force. Once on each of your turns, immediately after you hit a target within 30 feet of yourself with an attack and deal damage to it with a weapon, you can expend one Psionic Energy Die, rolling it and dealing Force damage to the target equal to the number rolled plus your Intelligence modifier.

Telekinetic Movement. You can move an object or a creature with your mind. As a **Magic** action, choose one target you can see within 30 feet of yourself; the target must be a loose object that is Large or smaller or one willing creature other than you. You transport the target up to 30 feet to an unoccupied space you can see. Alternatively, if the target is a Tiny object, you can transport it to or from your hand.

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

Level 7: Telekinetic Adept

You have mastered new ways to use your telekinetic abilities, detailed below.

Psi-Powered Leap. As a Bonus Action, you gain a Fly Speed equal to twice your Speed until the end of the current turn. Once you take this Bonus Action, you can't do so again until you finish a **Short** or **Long Rest** unless you expend a Psionic Energy Die (no action required) to restore your use of it.

Telekinetic Thrust. When you deal damage to a target with your Psionic Strike, you can force the target to make a Strength saving throw (DC 8 plus your Intelligence modifier and Proficiency Bonus). On a failed save, you can give the target the **Prone** condition or transport it up to 10 feet horizontally.

Level 10: Guarded Mind

You have Resistance to Psychic damage. Moreover, if you start your turn with the **Charmed** or **Frightened** condition, you can expend a Psionic Energy Die (no action required) and end every effect on yourself giving you those conditions.

Level 15: Bulwark of Force

You can shield yourself and others with telekinetic force. As a Bonus Action, you can choose creatures, including yourself, within 30 feet of yourself, up to a number of creatures equal to your Intelligence modifier (minimum of one creature). Each of the chosen creatures has **Half Cover** for 1 minute or until you have the **Incapacitated** condition.

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 18: Telekinetic Master

You always have the **Telekinesis** spell prepared. With this feature, you can cast it without a spell slot or components, and your spellcasting ability for it is Intelligence. On each of your turns while you maintain **Concentration** on it, including the turn when you cast it, you can make one attack with a weapon as a Bonus Action.

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

Monk



A MARTIAL ARTIST OF SUPERNATURAL FOCUS

Core Monk Traits

Primary Ability	Dexterity and Wisdom
Hit Point Die	D8 per Monk level
Saving Throw Proficiencies	Strength and Dexterity
Skill Proficiencies	<i>Choose 2: Acrobatics, Athletics, History, Insight, Religion, or Stealth</i>
Weapon Proficiencies	Simple weapons and Martial weapons that have the Light property
Tool Proficiencies	Choose one type of Artisan's Tools or Musical Instrument (see chapter 6)
Armor Training	None

Starting Equipment	<i>Choose A or B: (A) Spear, 5 Daggers, Artisan's Tools or Musical Instrument chosen for the tool proficiency above, Explorer's Pack, and 11 GP; or (B) 50 GP</i>
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Monks use rigorous combat training and mental discipline to align themselves with the multiverse and focus their internal reservoirs of power. Different Monks conceptualize this power in various ways: as breath, energy, life force, essence, or self, for example. Whether channeled as a striking display of martial prowess or as a subtler manifestation of defense and speed, this power infuses all that a Monk does.

Monks focus their internal power to create extraordinary, even supernatural, effects. They channel uncanny speed and strength into their attacks, with or without the use of weapons. In a Monk's hands, even the most basic weapons can become sophisticated implements of combat mastery.

Many Monks find that a structured life of ascetic withdrawal helps them cultivate the physical and mental focus they need to harness their power. Other Monks believe that immersing themselves in the vibrant confusion of life helps to fuel their determination and discipline.

Monks generally view adventures as tests of their physical and mental development. They are driven by a desire to accomplish a greater mission than merely slaying monsters and plundering treasure; they strive to turn themselves into living weapons.

Becoming a Monk...

As a Level 1 Monk

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

As a Multiclass Monk

- Gain the Hit Point Die trait from the [Core Monk Traits table](#).
- Gain the Monk's level 1 features, which are listed in the [Monk Features table](#).

Monk Class Features

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

Monk Features

Level	Proficiency Bonus	Class Features	Martial Arts	Focus Points	Unarmored Movement
1	+2	Martial Arts , Unarmored Defense	1d6	—	—
2	+2	Monk's Focus , Unarmored Movement , Uncanny Metabolism	1d6	2	+10 ft.
3	+2	Deflect Attacks , Monk Subclass	1d6	3	+10 ft.
4	+2	Ability Score Improvement , Slow Fall	1d6	4	+10 ft.
5	+3	Extra Attack , Stunning Strike	1d8	5	+10 ft.
6	+3	Empowered Strikes , Subclass feature	1d8	6	+15 ft.
7	+3	Evasion	1d8	7	+15 ft.
8	+3	Ability Score Improvement	1d8	8	+15 ft.
9	+4	Acrobatic Movement	1d8	9	+15 ft.
10	+4	Heightened Focus , Self-Restoration	1d8	10	+20 ft.
11	+4	Subclass feature	1d10	11	+20 ft.
12	+4	Ability Score Improvement	1d10	12	+20 ft.
13	+5	Deflect Energy	1d10	13	+20 ft.
14	+5	Disciplined Survivor	1d10	14	+25 ft.
15	+5	Perfect Focus	1d10	15	+2

Level	Proficiency Bonus	Class Features	Martial Arts	Focus Points	Unarmored Movement
16	+5	Ability Score Improvement	1d10	16	+25 ft.
17	+6	Subclass feature	1d12	17	+25 ft.
18	+6	Superior Defense	1d12	18	+30 ft.
19	+6	Epic Boon	1d12	19	+30 ft.
20	+6	Body and Mind	1d12	20	+30 ft.

Level 1: Martial Arts

Your practice of martial arts gives you mastery of combat styles that use your **Unarmed Strike** and Monk weapons, which are the following:

- Simple Melee weapons
- Martial Melee weapons that have the **Light** property

You gain the following benefits while you are unarmed or wielding only Monk weapons and you aren't wearing armor or wielding a Shield.

Bonus Unarmed Strike. You can make an **Unarmed Strike** as a Bonus Action.

Martial Arts Die. You can roll 1d6 in place of the normal damage of your **Unarmed Strike** or Monk weapons. This die changes as you gain Monk levels, as shown in the Martial Arts column of the Monk Features table.

Dexterous Attacks. You can use your Dexterity modifier instead of your Strength modifier for the attack and damage rolls of your **Unarmed Strikes** and Monk weapons. In addition, when you use the Grapple or Shove option of your Unarmed Strike, you can use your Dexterity modifier instead of your Strength modifier to determine the save DC.

Level 1: Unarmored Defense

While you aren't wearing armor or wielding a Shield, your base **Armor Class** equals 10 plus your Dexterity and Wisdom modifiers.

Level 2: Monk's Focus

Your focus and martial training allow you to harness a well of extraordinary energy within yourself. This energy is represented by Focus Points. Your Monk level determines the number of points you have, as shown in the Focus Points column of the [Monk Features table](#).

You can expend these points to enhance or fuel certain Monk features. You start knowing three such features: Flurry of Blows, Patient Defense, and Step of the Wind, each of which is detailed below.

When you expend a Focus Point, it is unavailable until you finish a **Short** or **Long Rest**, at the end of which you regain all your expended points.

Some features that use Focus Points require your target to make a saving throw. The save DC equals 8 plus your Wisdom modifier and Proficiency Bonus.

Flurry of Blows. You can expend 1 Focus Point to make two **Unarmed Strikes** as a Bonus Action.

Patient Defense. You can take the **Disengage** action as a Bonus Action. Alternatively, you can expend 1 Focus Point to take both the **Disengage** and the **Dodge** actions as a Bonus Action.

Step of the Wind. You can take the **Dash** action as a Bonus Action. Alternatively, you can expend 1 Focus Point to take both the **Disengage** and **Dash** actions as a Bonus Action, and your jump distance is doubled for the turn.

Level 2: Unarmored Movement

Your speed increases by 10 feet while you aren't wearing armor or wielding a Shield. This bonus increases when you reach certain Monk levels, as shown on the [Monk Features table](#).

Level 2: Uncanny Metabolism

When you roll **Initiative**, you can regain all expended Focus Points. When you do so, roll your Martial Arts die, and regain a number of Hit Points equal to your Monk level plus the number rolled.

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

Level 3: Deflect Attacks

When an attack roll hits you and its damage includes Bludgeoning, Piercing, or Slashing damage, you can take a Reaction to reduce the attack's total damage against you. The reduction equals 1d10 plus your Dexterity modifier and Monk level.

If you reduce the damage to 0, you can expend 1 Focus Point to redirect some of the attack's force. If you do so, choose a creature you can see within 5 feet of yourself if the attack was a melee attack or a creature you can see within 60 feet of yourself that isn't behind **Total Cover** if the attack was a ranged attack. That creature must succeed on a Dexterity saving throw or take damage equal to two rolls of your Martial Arts die plus your Dexterity modifier. The damage is the same type dealt by the attack.

Level 3: Monk Subclass

You gain a Monk subclass of your choice. The [Warrior of Mercy](#), [Warrior of Shadow](#), [Warrior of the Elements](#), and [Warrior of the Open Hand](#) subclasses are detailed after this class's description. A subclass is a specialization that grants you features at certain Monk levels. For the rest of your career, you gain each of your subclass's features that are of your Monk 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 Monk levels 8, 12, and 16.

Level 4: Slow Fall

You can take a Reaction when you fall to reduce any damage you take from the fall by an amount equal to five times your Monk level.

Level 5: Extra Attack

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

Level 5: Stunning Strike

Once per turn when you hit a creature with a Monk weapon or an **Unarmed Strike**, you can expend 1 Focus Point to attempt a stunning strike. The target must make a Constitution saving throw. On a failed save, the target has the **Stunned** condition until the start of your next turn. On a successful save, the target's Speed is halved until the start of your next turn, and the next attack roll made against the target before then has **Advantage**.

Level 6: Empowered Strikes

Whenever you deal damage with your **Unarmed Strike**, it can deal your choice of Force damage or its normal damage type.

Level 7: Evasion

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 don't benefit from this feature if you have the **Incapacitated** condition.

Level 9: Acrobatic Movement

While you aren't wearing armor or wielding a Shield, you gain the ability to move along vertical surfaces and across liquids on your turn without falling during the movement.

Level 10: Heightened Focus

Your Flurry of Blows, Patient Defense, and Step of the Wind gain the following benefits.

Flurry of Blows. You can expend 1 Focus Point to use Flurry of Blows and make three **Unarmed Strikes** with it instead of two.

Patient Defense. When you expend a Focus Point to use Patient Defense, you gain a number of **Temporary Hit Points** equal to two rolls of your Martial Arts die.

Step of the Wind. When you expend a Focus Point to use Step of the Wind, you can choose a willing creature within 5 feet of yourself that is Large or smaller. You move the creature with you until the end of your turn. The creature's movement doesn't provoke **Opportunity Attacks**.

Level 10: Self-Restoration

Through sheer force of will, you can remove one of the following conditions from yourself at the end of each of your turns: **Charmed**, **Frightened**, or **Poisoned**.

In addition, forgoing food and drink doesn't give you levels of **Exhaustion**.

Level 13: Deflect Energy

You can now use your Deflect Attacks feature against attacks that deal any damage type, not just Bludgeoning, Piercing, or Slashing.

Level 14: Disciplined Survivor

Your physical and mental discipline grant you proficiency in all saving throws.

Additionally, whenever you make a saving throw and fail, you can expend 1 Focus Point to reroll it, and you must use the new roll.

Level 15: Perfect Focus

When you roll **Initiative** and don't use Uncanny Metabolism, you regain expended Focus Points until you have 4 if you have 3 or fewer.

Level 18: Superior Defense

At the start of your turn, you can expend 3 Focus Points to bolster yourself against harm for 1 minute or until you have the **Incapacitated** condition. During that time, you have Resistance to all damage except Force damage.

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 Irresistible Offense](#) is recommended.

Level 20: Body and Mind

You have developed your body and mind to new heights. Your Dexterity and Wisdom scores increase by 4, to a maximum of 25.

Monk Subclasses

A Monk subclass is a specialization that grants you features at certain Monk levels, as specified in the subclass. This section presents the [Warrior of Mercy](#), [Warrior of Shadow](#), [Warrior of the Elements](#), and [Warrior of the Open Hand](#) subclasses.

Warrior of Mercy

Manipulate Forces of Life and Death

Warriors of Mercy manipulate the life force of others. These Monks are wandering physicians, but they bring a swift end to their enemies. They often wear masks, presenting themselves as faceless bringers of life and death.



WARRIOR OF MERCY SUBCLASS

Level 3: Hand of Harm

Once per turn when you hit a creature with an **Unarmed Strike** and deal damage, you can expend 1 Focus Point to deal extra Necrotic damage equal to one roll of your Martial Arts die plus your Wisdom modifier.

Level 3: Hand of Healing

As a **Magic** action, you can expend 1 Focus Point to touch a creature and restore a number of Hit Points equal to a roll of your Martial Arts die plus your Wisdom modifier.

When you use your Flurry of Blows, you can replace one of the **Unarmed Strikes** with a use of this feature without expending a Focus Point for the healing.

Level 3: Implements of Mercy

You gain proficiency in the **Insight** and **Medicine** skills and proficiency with the Herbalism Kit.

Level 6: Physician's Touch

Your Hand of Harm and Hand of Healing improve, as detailed below.

Hand of Harm. When you use Hand of Harm on a creature, you can also give that creature the **Poisoned** condition until the end of your next turn.

Hand of Healing. When you use Hand of Healing, you can also end one of the following conditions on the creature you heal: **Blinded, Deafened, Paralyzed, Poisoned, or Stunned.**

Level 11: Flurry of Healing and Harm

When you use Flurry of Blows, you can replace each of the **Unarmed Strikes** with a use of Hand of Healing without expending Focus Points for the healing.

In addition, when you make an Unarmed Strike with Flurry of Blows and deal damage, you can use Hand of Harm with that strike without expending a Focus Point for Hand of Harm. You can still use Hand of Harm only once per turn.

You can use these benefits a total number of times equal to your Wisdom modifier (minimum of once). You regain all expended uses when you finish a **Long Rest**.

Level 17: Hand of Ultimate Mercy

Your mastery of life energy opens the door to the ultimate mercy. As a **Magic** action, you can touch the corpse of a creature that died within the past 24 hours and expend 5 Focus Points. The creature then returns to life with a number of Hit Points equal to $4d10$ plus your Wisdom modifier. If the creature died with any of the following conditions, the creature revives with the conditions removed: **Blinded, Deafened, Paralyzed, Poisoned, and Stunned.**

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

Warrior of Shadow

ARTIST: NATHANIEL HIMAWAN



WARRIOR OF SHADOW SUBCLASS

Harness Shadow Power for Stealth and Subterfuge

Warriors of Shadow practice stealth and subterfuge, harnessing the power of the Shadowfell. They are at home in darkness, able to draw gloom around themselves to hide, leap from shadow to shadow, and take on a wraithlike form.

Level 3: Shadow Arts

You have learned to draw on the power of the Shadowfell, gaining the following benefits.

Darkness. You can expend 1 Focus Point to cast the **Darkness** spell without spell components. You can see within the spell's area when you cast it with this feature. While the spell persists, you can move its area of **Darkness** to a space within 60 feet of yourself at the start of each of your turns.

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

Shadowy Figments. You know the **Minor Illusion** spell. Wisdom is your spellcasting ability for it.

Level 6: Shadow Step

While entirely within **Dim Light** or **Darkness**, you can use a Bonus Action to teleport up to 60 feet to an unoccupied space you can see that is also in Dim Light or Darkness. You then have **Advantage** on the next melee attack you make before the end of the current turn.

Level 11: Improved Shadow Step

You can draw on your Shadowfell connection to empower your teleportation. When you use your Shadow Step, you can expend 1 Focus Point to remove the requirement that you must start and end in **Dim Light** or **Darkness** for that use of the feature. As part of this Bonus Action, you can make an **Unarmed Strike** immediately after you teleport.

Level 17: Cloak of Shadows

As a **Magic** action while entirely within **Dim Light** or **Darkness**, you can expend 3 Focus Points to shroud yourself with shadows for 1 minute, until you have the **Incapacitated** condition, or until you end your turn in **Bright Light**. While shrouded by these shadows, you gain the following benefits.

Invisibility. You have the **Invisible** condition.

Partially Incorporeal. You can move through occupied spaces as if they were **Difficult Terrain**. If you end your turn in such a space, you are shunted to the last unoccupied space you were in.

Shadow Flurry. You can use your Flurry of Blows without expending any Focus Points.

Warrior of the Elements

Wield Strikes and Bursts of Elemental Power

Warriors of the Elements tap into the power of the Elemental Planes. Harnessing their supernatural focus, these Monks momentarily tame the energy of the Elemental Chaos to empower themselves in and out of battle.



WARRIOR OF THE ELEMENTS SUBCLASS

Level 3: Elemental Attunement

At the start of your turn, you can expend 1 Focus Point to imbue yourself with elemental energy. The energy lasts for 10 minutes or until you have the **Incapacitated** condition. You gain the following benefits while this feature is active.

Reach. When you make an **Unarmed Strike**, your reach is 10 feet greater than normal, as elemental energy extends from you.

Elemental Strikes. Whenever you hit with your **Unarmed Strike**, you can cause it to deal your choice of Acid, Cold, Fire, Lightning, or Thunder damage rather than its normal damage type. When you deal one of these types with it, you can also force the target to make a Strength saving throw. On a failed save, you can move the target up to 10 feet toward or away from you, as elemental energy swirls around it.

Level 3: Manipulate Elements

You know the **Elementalism** spell. Wisdom is your spellcasting ability for it.

Level 6: Elemental Burst

As a **Magic** action, you can expend 2 Focus Points to cause elemental energy to burst in a 20-foot-radius **Sphere** centered on a point within 120 feet of yourself. Choose a damage type: Acid, Cold, Fire, Lightning, or Thunder.

Each creature in the Sphere must make a Dexterity saving throw. On a failed save, a creature takes damage of the chosen type equal to three rolls of your Martial Arts die. On a successful save, a creature takes half as much damage.

Level 11: Stride of the Elements

While your Elemental Attunement is active, you also have a Fly Speed and a Swim Speed equal to your Speed.

Level 17: Elemental Epitome

While your Elemental Attunement is active, you also gain the following benefits.

Damage Resistance. You gain Resistance to one of the following damage types of your choice: Acid, Cold, Fire, Lightning, or Thunder. At the start of each of your turns, you can change this choice.

Destructive Stride. When you use your Step of the Wind, your Speed increases by 20 feet until the end of the turn. For that duration, any creature of your choice takes damage equal to one roll of your Martial Arts die when you enter a space within 5 feet of it. The damage type is your choice of Acid, Cold, Fire, Lightning, or Thunder. A creature can take this damage only once per turn.

Empowered Strikes. Once on each of your turns, you can deal extra damage to a target equal to one roll of your Martial Arts die when you hit it with an

Unarmed Strike. The extra damage is the same type dealt by that strike.

Warrior of the Open Hand

ARTIST: KATERINA LADON



WARRIOR OF THE OPEN HAND SUBCLASS

Master Unarmed Combat Techniques

Warriors of the Open Hand are masters of unarmed combat. They learn techniques to push and trip their opponents and manipulate their own energy to protect themselves from harm.

Level 3: Open Hand Technique

Whenever you hit a creature with an attack granted by your Flurry of Blows, you can impose one of the following effects on that target.

Addle. The target can't make **Opportunity Attacks** until the start of its next turn.

Push. The target must succeed on a Strength saving throw or be pushed up to 15 feet away from you.

Topple. The target must succeed on a Dexterity saving throw or have the **Prone** condition.

Level 6: Wholeness of Body

You gain the ability to heal yourself. As a Bonus Action, you can roll your Martial Arts die. You regain a number of Hit Points equal to the number rolled plus your Wisdom modifier (minimum of 1 Hit Point regained).

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 11: Fleet Step

When you take a Bonus Action other than Step of the Wind, you can also use Step of the Wind immediately after that Bonus Action.

Level 17: Quivering Palm

You gain the ability to set up lethal vibrations in someone's body. When you hit a creature with an **Unarmed Strike**, you can expend 4 Focus Points to start these imperceptible vibrations, which last for a number of days equal to your Monk level. The vibrations are harmless unless you take an action to end them. Alternatively, when you take the **Attack** action on your turn, you can forgo one of the attacks to end the vibrations. To end them, you and the target must be on the same plane of existence. When you end them, the target must make a Constitution saving throw, taking 10d12 Force damage on a failed save or half as much damage on a successful one.

You can have only one creature under the effect of this feature at a time. You can end the vibrations harmlessly (no action required).

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