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ONE D&D PLAYTEST COLLATION



HIS DOCUMENT IS TO HELP PLAYTESTERS.

After the second UA playtest document was released, I wanted to have one place to go to reference all the material for playtesting. Further, I wanted the information organized like an actual PHB. I decided to dedicate a few hours to bringing together information into one place, and share with the community for what help it might offer. I intend to incorporate future UA into this 'living document'.

LEGAL STUFF

Obviously all of the material inside is pulled from content provided by Wizards of the Coast. Right now this document includes information from 3 sources.

- UA 2022 CHARACTER ORIGINS
- UA 2022 EXPERT CLASSES
- System Reference Document 5.1 [SRD] (for context)

This document was created using The Homebrewery: <https://homebrewery.naturalcrit.com/>. Which is a wonderful tool, that I highly recommend if you make your own homebrew documentation.

WHAT TO EXPECT

This document combines and paraphrases content from the sources to facilitate readability, and easy to access information. Because of this, this text is inherently **NOT RAW** (rules as written). 90% of what is in this document is just copied and pasted from the UA. 6% is copied from the SRD. 3% is me combining and paraphrasing information together. 1% is me intentionally adding new information that changes the natures of the rules, but is only done where I feel this was an obvious oversight and the original text will still be visible.

The expectation around information in this document is that it still plays as intended by the UA writers, but due to interpretation may be incorrect. I threw this together very quickly, and expect there to be mistakes and oversights. Feel free to reach out to me for corrections.

CONTACT ME

You can submit corrections or improvements to me via GitHub Issues. Go to github.com and search for 'OneDND_Collation'. I will also start a thread on r/onednd called 'OneDND Playtest Collation'.

THE TYPES OF INPUT I'M LOOKING FOR

- Mistakes in transcribing the UA
- Paraphrasing that accidentally changes gameplay
- Grammar issues: Spelling, punctuation, etc.
- Suggestions on formatting the material
- Suggestions on paraphrasing the material

VERSION

Last updated Oct 8th 2022. Version 0.9.1

COMING SOON

I'm considering an appendix entry for all of the 'Actions'.

HOW TO USE THIS?

As most of this document comes directly from UA, you will just read most sections at face value as UA. I felt it was important to clearly delineate when that is not the case.

TAKEN FROM THE SRD

When something is quoted from the SRD, it will be formatted in a way to make it clear it's source.

Information formatted in this way, is pulled directly from the SRD.

EDITED BY ME

When something is paraphrased by me, it will be formatted in a way to make it clear it has been altered.

This information was added or reworded by me, and this information was removed by me, but the rules of character creation and gameplay should be exactly the same.

ENTIRELY NEW

Very rarely, I've seen what appears to be an oversight, where I believe a certain piece of text is missing that changes how the rules would be interpreted. If I add something, knowing it will change the rules, I do so in the following format.

UA information amended with rule changes.

COMBINED

If I bring something in from the SRD and I alter it, the formatting styles are combined.

Some information formatted in this way, is pulled copied directly from the SRD.

BUILD A CHARACTER



HIS CHAPTER DETAILS BUILDING A CHARACTER.

This chapter is not yet entirely covered in the UA, and has no available content in the SRD.

CHOOSE A CLASS

A Class's description includes a section on how to create a member of that Class. *That section tells you how to determine your Hit Points, Proficiencies, and 1st-level equipment you gain from the Class. It also tells you how to use the multiclassing rules with the Class.*

DETERMINING YOUR ORIGIN

After choosing your character's Class, it's time to consider the character's origin. Who are the character's ancestors? And how did the character spend the years leading up to a life of adventure? To help answer those questions, you need to choose a Race and a Background and a language.

A character's Race represents ancestry and confers game traits to the character.

A character's Background is a collection of characteristics that represent the place and occupation that were most formative for the character.

Race and Background together help bring your character's backstory into focus, and they distinguish the character from other members of the same Class. For example, two characters might both be members of the Fighter Class, but if one is a Human Guard and the other is a Dwarf Gladiator, the two bring different capabilities and flavor to the Class.

~~After choosing a Race and a Background, you choose a language that your character knows, in addition to the Common tongue and whatever language you gained from the Background you chose.~~

The combination of Race and Background ~~and languages~~ provides fertile soil for your imagination, as you ponder your character's earliest days and imagine the character's family, occupation, hometown, and more.

The Character Origin Overview table lists the traits your character gains from Race and Background.

CHARACTER ORIGIN OVERVIEW

Race	Trait	Description
Creature Type	Creature Type	Every character and monster in the game has a Creature Type.
Size		A character's Size determines the amount of space the character occupies.
Speed		Speed fuels a character's movement.
Life Span		This life span is an average for a member of the Race.
Special Traits		Each Race provides special traits—a collection of abilities that characters gain from their ancestors.

Background

Background	Trait	Description
Ability Score Bonus	Ability Score Bonus	A Background grants a +2 bonus to one ability score and a +1 bonus to a different one.
Skill Proficiencies	Skill Proficiencies	You get two Skill Proficiencies from a Background.
Tool Proficiency		Each Background gives Tool Proficiency with one tool.
Language		<i>A Background grants three languages (see rules).</i>
Special Traits		Each Race provides special traits—a collection of abilities that characters gain from their ancestors.
Feat	Feat	Each Background provides a 1st-level Feat—a special ability acquired in the character's past.
Equipment	Equipment	A Background provides a portion of a character's starting equipment, with the rest coming from Class.

DETERMINE ABILITY SCORES

Generate 6 abilities scores using your group's preferred method. Then assign them and adjust based on your background and/or other creation choices.

CLASSES



HIS CHAPTER DETAILS THE PLAYABLE CLASSES.

Characters who have levels in a Class are exceptional; most of the inhabitants of the multiverse aren't members of a Class.

CLASS GROUP

Each Class is a member of a Class Group — a set of Classes that have certain features and themes in common. The Class Groups table lists the groups and summarizes characteristics the members of a group have in common.

When creating a party of adventurers, one way to form a well-rounded group is to include at least one member of each Class Group. That said, mix and match Classes to your heart's content!

CLASS GROUPS

Group	Classes	Characteristics
Experts	Bard, Ranger, Rogues, Artificer	Polymaths who have the Expertise feature and elements of other Classes
Mages	Sorcerer, Warlock, Wizard	Adepts of Arcane magic, focusing on utility and destruction
Priests	Cleric, Druid, Paladin	Stewards of Divine or Primal magic, focusing on healing, utility, and defense
Warriors	Barbarian, Fighter, Monk	Masters of combat who can deal and endure many wounds

PRIMARY ABILITY

The primary ability of a Class is critical to some of the Class's features, so when you create your character, that ability is a great place to put one of your highest scores.

Similarly, whenever you gain the Ability Score Improvement Feat, consider increasing your primary ability.

Finally, to use the multiclassing rules, you must have at least a score of 13 in the primary ability of all your classes.

SPELLCASTING ABILITY

Spellcasting ability helps determine the saving throw DCs of spells cast, and your spell attack modifier.

- Wizards use Intelligence as their spellcasting ability
- Clerics, Druids, and Rangers use Wisdom as their spellcasting ability
- Bards, Paladins, Sorcerers, and Warlocks use Charisma as their spellcasting ability
- *Spell Save DC = 8 + your proficiency bonus + your spellcasting ability modifier*
- *Spell Attack Modifier = your proficiency bonus + your spellcasting ability modifier*

SUBCLASSES

A Class's description is followed by a section dedicated to Subclasses for that Class. A Subclass represents an area of specialization for a member of a Class, and the Subclass grants special features at certain levels.

You can use a Subclass from an older source, such as the 2014 Player's Handbook or Tasha's Cauldron of Everything. After you gain the Subclass (At level 3 for all UA classes), follow the subclass level progression for features. For example a Rogue Assassin will still get Infiltration Expertise at 9th-level.

BARD



HIS SECTION DETAILS THE BARD CLASS.

Invoking magic through music, dance, and verse, Bards are expert at inspiring others, soothing hurts, disheartening foes, and creating illusions.

Bards believe that the creators of the multiverse spoke and signed it into existence and that remnants of those Words of Creation still resound and glimmer on every plane of existence. The magic of Bards is an attempt to harness those words—which transcend any language—and direct them to create new wonders.

Almost anything can inspire a new song or tale, so Bards are fascinated by almost everything. They have a

wide-ranging knowledge of many subjects and develop an aptitude to do almost anything well. Bards become masters of many things, including musical performance, the workings of magic, and the formation of jests.

Not every singer or poet in a tavern or jester in a royal court is a Bard. Harnessing the Words of Creation requires hard work and some measure of natural talent that most troubadours and jongleurs lack. It can sometimes be hard to spot the difference between these performers and Bards, though. A Bard's life is spent wandering across the land gathering lore, telling stories, and living on the gratitude of audiences, much like any other entertainer. But Bards' depth of knowledge, level of musical skill, and mastery of magic sets them apart.

THE BARD

Level	Prof.	Features	Bardic Die	— Prep'd Spells Per Spell Level —									
				Cantrips	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+2	Bardic Inspiration, Spellcasting	d6	2	2	—	—	—	—	—	—	—	—
2nd	+2	Expertise, Songs of Restoration	d6	2	3	—	—	—	—	—	—	—	—
3rd	+2	Bard Subclass	d6	2	4	2	—	—	—	—	—	—	—
4th	+2	Feat	d6	3	4	3	—	—	—	—	—	—	—
5th	+3	Jack of All Trades	d8	3	4	3	2	—	—	—	—	—	—
6th	+3	Subclass Feature	d8	3	4	3	3	—	—	—	—	—	—
7th	+3	Font of Bardic Inspiration	d8	3	4	3	3	1	—	—	—	—	—
8th	+3	Feat	d8	3	4	3	3	2	—	—	—	—	—
9th	+4	Expertise	d8	3	4	3	3	3	1	—	—	—	—
10th	+4	Subclass Feature	d10	4	4	3	3	3	2	—	—	—	—
11th	+4	Magical Secrets	d10	4	4	3	3	3	2	1	—	—	—
12th	+4	Feat	d10	4	4	3	3	3	2	1	—	—	—
13th	+5	—	d10	4	4	3	3	3	2	1	1	—	—
14th	+5	Subclass Feature	d10	4	4	3	3	3	2	1	1	—	—
15th	+5	Magical Secrets	d12	4	4	3	3	3	2	1	1	1	—
16th	+5	Feat	d12	4	4	3	3	3	2	1	1	1	—
17th	+6	—	d12	4	4	3	3	3	2	1	1	1	1
18th	+6	Superior Bardic Inspiration	d12	4	4	3	3	3	3	1	1	1	1
19th	+6	Feat	d12	4	4	3	3	3	3	2	1	1	1
20th	+6	Epic Boon	d12	4	4	3	3	3	3	2	2	1	1

CREATING A BARD

To create a Bard, consult the *information in this section*. Then look at the Bard table to see the Class Features you get at each level in this Class. The descriptions of those features appear in the Bard “Class Features” section.

Class Group: Expert

Primary Ability: Charisma

HIT POINTS

Hit Dice: 1d8 per Bard level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points per Level after 1st: 1d8 (or 5) + your Constitution modifier

ARMOR TRAINING

Light Armor

PROFICIENCIES

Weapons: Simple Weapons

Tools: Three Musical Instruments of your choice

Saving Throws: Charisma, Dexterity

Skills: Any three skills of your choice

(Recommended: Deception, Performance, Persuasion)

EQUIPMENT

As a 1st-level character, you start with the following equipment, or you can forgo it and spend 100 GP on equipment of your choice.

Dagger, Entertainer’s Pack, Leather Armor, Musical Instrument (one of your choice), Shortsword, 18 GP

MULTICLASSING AND THE BARD

Here’s what you need to know if you choose Bard as one of your Classes when multiclassing.

Ability Score Minimum. As a multiclass character, you must have a score of at least 13 in the Bard’s primary ability, Charisma, to take a level in this Class or to take a level in another Class if you are already a Bard.

Armor Training. When you gain your first Bard level, you gain Light Armor Training

Proficiencies. If Bard isn’t your initial Class, here are the Proficiencies you gain when you take your first Bard level: One Skill of your choice, and one Musical Instrument of your choice.

Spell Slots. Add all your Bard levels to the appropriate levels from other Classes to determine your available Spell Slots for casting Spells, as detailed in the multiclassing rules.

You prepare Spells for each of your Classes individually, referring to the Spell Slots of an individual Class to determine the number and levels of the Spells you prepare for it.

CLASS FEATURES

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

BARDIC INSPIRATION

Levels: 1st, 5th, 10th, 15th

You can supernaturally inspire others through words, music, or dance. This inspiration is represented by your Bardic Inspiration die, which is a d6 at 1st level.

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

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

Using Bardic Inspiration. You can use your Bardic Inspiration die in the following ways:

Boost a d20 Test. When another creature within 60 feet of you that you can see or hear fails a d20 Test, you can use your Reaction to give the creature a Bardic Inspiration die. The creature rolls that die and adds the number rolled to the d20, potentially turning the failure into a success.

Heal. Immediately after another creature within 60 feet of you that you can see or hear takes damage, you can use your Reaction to roll your Bardic Inspiration die and restore a number of Hit Points to the creature equal to the number rolled.

SPELLCASTING

Levels: 1st, see *Bard Table* for Spells at each level

You have learned to cast Spells through your bardic arts. See the Spellcasting chapter for the rules on spellcasting. The information below details how you use those rules as a Bard.

Spellcasting Ability. Charisma is your Spellcasting Ability for your Bard Spells.

Spellcasting Focus. You can use a Musical Instrument *you are proficient in* as a Spellcasting Focus for *your Bard Spells*.

Prepared Spells. Any Spell you prepare for this Class must be an Arcane Spell, and it must be from one of the following Schools of Magic: Divination, Enchantment, Illusion, or Transmutation.

Whenever you finish a Long Rest *practicing your bardic arts, you can* replace any Spell you have prepared for this Class with another Arcane Spell of the same level, abiding by the school restriction above.

At 1st level, you prepare two Cantrip Spells and two 1st-level Spells of your choice. At higher levels in this Class, you can prepare more Spells, as shown on the Bard table. The numbers there determine the number of different Spells you can prepare of each level. For example, as a 3rd-level Bard, you can prepare two different *Cantrip* Spells, four different 1st-level Spells, and two different 2nd-level Spells.

Consult the “Prepared Bard Spell” section for recommendations on which spells to prepare ~~at higher levels~~.

Spell Slots. The Bard table shows how many Spell Slots you have at each level to cast your Bard Spells of 1st level and higher. The number of different Spells you can prepare of each level equals the number of Spell Slots you have at that level. For example, as a 5th-level Bard, you have four 1st-level Spell Slots, three 2nd-level Spell Slots, and two 3rd-level Spell Slots.

EXPERTISE

Levels: 2nd, 9th

You gain Expertise in two of your Skill Proficiencies of your choice.

Performance and Persuasion are iconic choices for a Bard if you have Proficiency in them.

SONGS OF RESTORATION

Levels: 2nd, 4th, 6th, 8th, 10th

You have learned how to use music, poetry, and dance to heal wounds and maladies. When you reach certain levels in this Class, you add a specific Spell to your Songs of Restoration repertoire, as shown on the Songs of Restoration Repertoire table. You always have that Spell prepared, and it doesn’t count against the number of Spells you can prepare.

SONGS OF RESTORATION REPERTOIRE

Bard Level	Spell
2nd	Healing Word
4th	Lesser Restoration
6th	Mass Healing Word
8th	Freedom of Movement
10th	Greater Restoration

BARD SUBCLASS AND FEATURES

Levels: 3rd, 6th, 10th, 14th

You gain a Bard Subclass of your choice. Bard Subclasses are detailed at the end of the Bard Class description.

A Subclass is a specialization that grants you special abilities at certain Bard levels. For the rest of your career, you gain each of your Subclass’s features that are of your Bard level and lower. *UA Bard Sublasses grant features at 3rd-level, 6th-level, 10th-level, and 14th-level.*

FEAT

Levels: 4th, 8th, 12th, 16th, 19th

You gain the Ability Score Improvement Feat or another Feat of your choice.

JACK OF ALL TRADES

Levels: 5th

You can add half your proficiency bonus, rounded down, to any ability check you make that doesn’t already include your proficiency bonus.

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

FONT OF BARDIC INSPIRATION

Levels: 7th

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

In addition, if a creature rolls your Bardic Inspiration die and gets a 1 (after any rerolls), that use of your Bardic Inspiration isn’t expended.

MAGICAL SECRETS

Levels: 11th, 15th

You have collected magical knowledge from a wide spectrum of disciplines.

When you get this feature at 11th-level you choose a Spell List: Arcane, Divine, or Primal. When you get this feature again at 15th level, you choose a different spell list.

Whenever you prepare your Bard Spells, you may choose to prepare up to two spells of any school of magic from each spell list you have chosen from the Magical Secrets feature. The spells prepared this way count towards your Prepared Bard Spells Per Spell Level.

The prepared Spells otherwise follow the rules of your Bard Spellcasting feature.

SUPERIOR BARDIC INSPIRATION

Levels: 18th

When you roll Initiative, you regain two expended uses of your Bardic Inspiration.

EPIC BOON

Levels: 20th

You gain an Epic Boon Feat of your choice. (Recommended: Epic Boon of Luck)

PREPARED BARD SPELLS

This section provides recommended Spells that you prepare at each Bard level. Look for your Bard level, and you prepare the spells for that level and all lower Bard levels. A Spell marked with a dagger (\dagger) is always prepared and can't be replaced when you prepare Spells.

RECOMMENDED BARD SPELLS

Bard Level	Spells
1st	Cantrip: Prestidigitation, Vicious Mockery 1st-Level: Color Spray, Disguise Self
2nd	1st-Level: Dissonant Whispers, Healing Word \dagger
3rd	1st-Level: Charm Person 2nd-Level: Blur, Shatter
4th	Cantrip: Minor Illusion 2nd-Level: Calm Emotions, Lesser Restoration \dagger
5th	3rd-Level: Haste, Tongues
6th	3rd-Level: Major Image, Mass Healing Word \dagger
7th	4th-Level: Compulsion
8th	4th-Level: Freedom of Movement \dagger , Greater Invisibility
9th	4th-Level: Polymorph 5th-Level: Seeming
10th	Cantrip: Message 5th-Level: Greater Restoration \dagger , Legend Lore
11th	6th-Level: Otto's Irresistible Dance
13th	7th-Level: Ethereality
15th	8th-Level: Power Word Stun
17th	9th-Level: Power Word Kill
18th	5th-Level: Animate Objects
19th	6th-Level: Mass Suggestion
20th	7th-Level: Reverse Gravity

BARD SUBCLASSES

A Bard Subclass is a specialization that grants you special abilities at certain Bard levels, as specified in the Subclass.

Bard College. Bards form loose associations, which they call colleges, to facilitate their gatherings and preserve their traditions.

The iconic bard is from the College of Lore.

COLLEGE OF LORE

Bards of the College of Lore know something about most things, collecting bits of knowledge from sources as diverse as scholarly tomes and peasant tales. Whether singing folk ballads in taverns or performing elaborate compositions in royal courts, these Bards use their gifts to hold audiences spellbound.

The college's members gather in libraries and sometimes in actual colleges, complete with classrooms and dormitories, 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.

BONUS PROFICIENCIES

Levels: 3rd

You gain three Skill Proficiencies: Arcana, History, and Nature. If you already have one of these Proficiencies, choose a Skill Proficiency you lack, and gain that Proficiency.

CUTTING WORDS

Levels: 3rd

You learn how 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 succeeds on an Ability Check or an Attack Roll, you can use your Reaction to expend one of your uses of Bardic Inspiration, rolling a Bardic Inspiration die and subtracting the number rolled from the creature's roll, potentially turning it into a failure.

CUNNING INSPIRATION

Levels: 6th

Through your studies and your cunning, you've learned to inspire others exceptionally well. When any creature rolls your Bardic Inspiration die, that creature can roll the die twice and use the higher of the two rolls.

IMPROVED CUTTING WORDS

Levels: 10th

Whenever you use your Cutting Words feature on a creature, you can deal Psychic Damage to that creature equal to the number rolled on the Bardic Inspiration die plus your Charisma modifier.

PEERLESS SKILL

Levels: 14th

When you make an Ability Check and fail, you can expend one use of Bardic Inspiration, roll the Bardic Inspiration die, and add the number rolled to the Ability Check, potentially turning it into a success. If the check still fails, the Bardic Inspiration isn't expended.

RANGER



HIS SECTION DETAILS THE RANGER CLASS.

Far from the bustle of cities, amid the trees of trackless forests and across wide plains, Rangers keep their unending watch.

Wanderers of the wilderness, Rangers specialize in facing monsters that threaten the world. Rangers learn to track their

quarry as a predator does, moving stealthily through the wilds and hiding themselves in brush and rubble.

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

THE RANGER

Level	Bonus	Features	— Prep Spells Per Spell Level —				
			Cantrips	1st	2nd	3rd	4th
1st	+2	Expertise, Favored Enemy, Spellcasting	2	2	—	—	—
2nd	+2	Fighting Style	2	2	—	—	—
3rd	+2	Ranger Subclass	2	3	—	—	—
4th	+2	Feat	2	3	—	—	—
5th	+3	Extra Attack	2	4	2	—	—
6th	+3	Subclass Feature	2	4	2	—	—
7th	+3	Roving	2	4	3	—	—
8th	+3	Feat	2	4	3	—	—
9th	+4	Expertise	2	4	3	2	—
10th	+4	Subclass Feature	3	4	3	2	—
11th	+4	Tireless	3	4	3	3	—
12th	+4	Feat	3	4	3	3	—
13th	+5	Nature's Veil	3	4	3	3	1
14th	+5	Subclass Feature	3	4	3	3	1
15th	+5	Feral Senses	3	4	3	3	2
16th	+5	Feat	3	4	3	3	2
17th	+6	—	3	4	3	3	3
18th	+6	Foe Slayer	3	4	3	3	3
19th	+6	Feat	3	4	3	3	3
20th	+6	Epic Boon	3	4	3	3	2

CREATING A RANGER

To create a Ranger, consult the *information in this section*. Then look at the Ranger table to see the Class Features you get at each level in this Class. The descriptions of those features appear in the Ranger “Class Features” section.

Class Group: Expert

Primary Ability: Dexterity, Wisdom

HIT POINTS

Hit Dice: 1d10 per Ranger level

Hit Points at 1st Level: 10 + your Constitution modifier

Hit Points per Level after 1st: 1d10 (or 6) + your Constitution modifier

ARMOR TRAINING

Light Armor, Medium Armor, Shields

PROFICIENCIES

Weapons: Simple Weapons, Martial Weapons

Tools: None

Saving Throws: Strength, Dexterity

Skills: Choose three skills from: *Animal Handling, Athletics, Insight, Investigation, Nature, Perception, Stealth, and Survival*
(Recommended: *Athletics, Stealth, Survival*)

EQUIPMENT

As a 1st-level character, you start with the following equipment, or you can forgo it and spend 150 GP on equipment of your choice.

Arrows (20), Explorer’s Pack, Longbow, Quiver, Scimitar, Shortsword, Studded Leather Armor, 8 GP

MULTICLASSING AND THE RANGER

Here’s what you need to know if you choose Ranger as one of your Classes when multiclassing.

Ability Score Minimum. As a multiclass character, you must have a score of at least 13 in the Ranger’s primary abilities, Dexterity and Wisdom, to take a level in this Class or to take a level in another Class if you are already a Ranger.

Armor Training. When you gain your first Ranger level, you gain the following Armor Training: Light Armor, Medium Armor, and Shield.

Proficiencies. If Ranger isn’t your initial Class, here are the Proficiencies you gain when you take your first Ranger level: *Light Armor, Medium, Armor, Shield*, Martial Weapons, and one Skill of your choice from the Ranger’s Skill list.

Spell Slots. Add half your Ranger levels (rounded up) to the appropriate levels from other Classes to determine your available Spell Slots for casting Spells, as detailed in the multiclassing rules.

You prepare Spells for each of your Classes individually, referring to the Spell Slots of an individual Class to determine the number and levels of the Spells you prepare for it.

CLASS FEATURES

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

EXPERTISE

Levels: 1st, 9th

You gain Expertise in two of your Skill Proficiencies of your choice.

Stealth and Survival are iconic choices for a Ranger if you have Proficiency in them.

FAVORED ENEMY

Levels: 1st

You are adept at focusing your ire on a single foe. You always have the Hunter’s Mark Spell prepared, and it doesn’t count against the number of Spells you can prepare. Moreover, you don’t have to concentrate on the Spell once you cast it; it lasts for its full duration, until you end it as a Bonus Action, or until you are Incapacitated.

SPELLCASTING

Levels: 1st, see Bard Table for Spells at each level

You have learned to channel the magical essence of nature to cast Spells. See the Spellcasting chapter for the rules on spellcasting. The information below details how you use those rules as a Ranger.

Spellcasting Ability Widsom is your Spellcasting Ability for your Ranger Spells.

Spellcasting Focus. You can use a Druidic Focus as a Spellcasting Focus for *your Ranger Spells*.

Prepared Spells. Any Spell you prepare for this Class must be an Primal Spell, and it and it can be from any School of Magic except Evocation.

Whenever you finish a Long Rest *communing with nature*, you can replace any Spell you have prepared for this Class with another Primal Spell of the same level, abiding by the school restriction above.

At 1st level, you prepare two Cantrip Spells and two 1st-level Spells of your choice.

At higher levels in this Class, you can prepare more Spells, as shown on the Ranger table. The numbers there determine the number of different Spells you can prepare of each level. For example, as a 3rd-level Ranger, you can prepare two different *Cantrip* Spells and three different 1st-level Spells.

Consult the “Prepared Ranger Spell” section for recommendations on which spells to prepare at higher levels.

Spell Slots. The Ranger table shows how many Spell Slots you have at each level to cast your Ranger Spells of 1st level and higher; the number of different Spells you can prepare of each level equals the number of Spell Slots you have at that level. For example, as a 5th-level Ranger, you have four 1st-level Spell Slots and two 2nd-level Spell Slots.

FIGHTING STYLE

Levels: 2nd

You have honed your martial prowess. You gain one of the following Fighting Style Feats of your choice: Archery, Defense, or Two-Weapon Fighting.

Whenever you gain a Feat at later levels, Fighting Style Feats are among your options, even though you aren't a member of the Warrior Group.

RANGER SUBCLASS AND FEATURES

Levels: 3rd, 6th, 10th, 14th

You gain a Ranger Subclass of your choice. Ranger Subclasses are detailed at the end of the Ranger Class description.

A Subclass is a specialization that grants you special abilities at certain Ranger levels. For the rest of your career, you gain each of your Subclass's features that are of your Ranger level and lower. *UA Ranger Subclasses grant features at 3rd-level, 6th-level, 10th-level, and 14th-level.*

FEAT

Levels: 4th, 8th, 12th, 16th, 19th

You gain the Ability Score Improvement Feat or another Feat of your choice.

EXTRA ATTACK

Levels: 5th

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

ROVING

Levels: 7th

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

TIRELESS

Levels: 11th

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

Temporary Hit Points. Whenever you finish a Short Rest or a Long Rest, you can give yourself a number of Temporary Hit Points equal to 1d8 plus your Proficiency Bonus.

Decrease Exhaustion. If you are Exhausted when you finish a Short Rest, your level of exhaustion decreases by 1.

NATURE'S VEIL

Levels: 13th

You invoke spirits of nature to magically hide yourself from view. As a Bonus Action, you can expend a Spell Slot and become Invisible until the end of your next turn.

FERAL SENSES

Levels: 15th

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

FOE SLAYER

Levels: 18th

Your Hunter's Mark now deals an extra 1d10 damage to its target, rather than an extra 1d6.

EPIC BOON

Levels: 20th

You gain an Epic Boon Feat of your choice. (Recommended: Epic Boon of Fortitude)

PREPARED RANGER SPELLS

This section provides recommended Spells that you prepare at each Ranger level. Look for your Ranger level, and you prepare the spells for that level and all lower Ranger levels. A Spell marked with a dagger (†) is always prepared and can't be replaced when you prepare Spells

RECOMMENDED RANGER SPELLS

Ranger Level	Spells
1st	Cantrip: Guidance, Thorn Whip 1st-Level: Cure Wounds, Hunter's Mark†, Speak with Animals
3rd	1st-Level: Ensnaring Strike
5th	1st-Level: Longstrider 2nd-Level: Pass without Trace, Spike Growth
7th	2nd-Level: Barkskin
9th	3rd-Level: Conjure Barrage, Elemental Weapon
10th	Cantrip: Message
11th	3rd-Level: Revivify
13th	4th-Level: Freedom of Movement
15th	4th-Level: Locate Creature
17th	4th-Level: Conjure Woodland Beings 5th-Level: Conjure Volley
19th	5th-Level: Tree Stride

RANGER SUBCLASSES

A Ranger Subclass is a specialization that grants you special abilities at certain Ranger levels, as specified in the Subclass.

The iconic Ranger is a Hunter.

HUNTER

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

HUNTER'S PREY

Levels: 3rd

Your tenacity can wear down even the most resilient foes. When you hit a creature with a Weapon or an Unarmed Strike as part of the Attack Action on your turn, the Weapon or Unarmed Strike deals an extra 1d8 damage to the target if it's missing any of its Hit Points. You can deal this extra damage only once per turn.

HUNTER'S LORE

Levels: 6th

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

MULTIATTACK

Levels: 10th

You now always have Conjure Barrage prepared, and it doesn't count against the number of Spells you can prepare.

You can also cast the Spell with 1st- and 2ndlevel Spell Slots. When you do so, the Spell's damage is reduced by 1d8 for each slot level below 3rd.

SUPERIOR HUNTER'S DEFENSE

Levels: 14th

When you are hit by an Attack Roll, you can use your Reaction to halve the attack's damage against yourself, and you can redirect the other half of the damage to one creature (other than the attacker) that you can see within 5 feet of yourself.

ROGUE



HIS SECTION DETAILS THE ROGUE CLASS.

Far from the bustle of cities, amid the trees of trackless forests and across wide plains, Rangers keep their unending watch.

Wanderers of the wilderness, Rangers specialize in facing monsters that threaten the world. Rangers learn to track their

quarry as a predator does, moving stealthily through the wilds and hiding themselves in brush and rubble.

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

THE ROGUE

Level	Bonus	Prof.	Features	Sneak Attack
1st	+2		Expertise, Sneak Attack, Thieves' Cant	1d6
2nd	+2		Cunning Action	1d6
3rd	+2		Rogue Subclass	2d6
4th	+2		Feat	2d6
5th	+3		Uncanny Dodge	3d6
6th	+3		Subclass Feature	3d6
7th	+3		Expertise	4d6
8th	+3		Feat	4d6
9th	+4		Evasion	5d6
10th	+4		Feat, Subclass Feature	5d6
11th	+4		Reliable Talent	6d6
12th	+4		Feat	6d6
13th	+5		Subtle Strikes	7d6
14th	+5		Subclass Feature	7d6
15th	+5		Slippery Mind	8d6
16th	+5		Feat	8d6
17th	+6		Elusive	9d6
18th	+6		Stroke of Luck	9d6
19th	+6		Feat	10d6
20th	+6		Epic Boon	10d6

CREATING A ROGUE

To create a Rogue, consult the *information in this section*. Then look at the Rogue table to see the Class Features you get at each level in this Class. The descriptions of those features appear in the Ranger “Class Features” section.

Class Group: Expert

Primary Ability: Dexterity

HIT POINTS

Hit Dice: 1d8 per Rogue level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points per Level after 1st: 1d8 (or 5) + your Constitution modifier

ARMOR TRAINING

Light Armor

PROFICIENCIES

Weapons: Simple Weapons, Martial Weapons that have the Finesse Property

Tools: Thieves’ Tools

Saving Throws: Dexterity, Intelligence

Skills: Choose four skills from: *Acrobatics, Athletics, Deception, Insight, Intimidation, Investigation, Perception, Persuasion, Sleight of Hand, and Stealth*
(Recommended: *Acrobatics, Investigation, Sleight of Hand, Stealth*)

EQUIPMENT

As a 1st-level character, you start with the following equipment, or you can forgo it and spend 110 GP on equipment of your choice.

Arrows (20), Explorer’s Pack, Longbow, Quiver, Scimitar, Shortsword, Studded Leather Armor, 8 GP

MULTICLASSING AND THE ROGUE

Here’s what you need to know if you choose Rogue as one of your Classes when multiclassing.

Ability Score Minimum. As a multiclass character, you must have a score of at least 13 in the Rogue’s primary ability, Dexterity, to take a level in this Class or to take a level in another Class if you are already a Rogue.

Armor Training. When you gain your first Rogue level, you gain Light Armor Training.

Proficiencies. If Rogue isn’t your initial Class, here are the Proficiencies you gain when you take your first Rogue level: Thieves’ Tools, and one Skill of your choice from the Rogue’s Skill list.

CLASS FEATURES

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

EXPERTISE

Levels: 1st, 7th

You gain Expertise in two of your Skill Proficiencies of your choice.

Sleight of Hand and Stealth are iconic choices for a Rogue if you have Proficiency in them.

SNEAK ATTACK

Levels: 1st, every further odd level

You know how to turn a subtle attack into a deadly one. Once on each of your turns when you take the Attack Action, you can deal extra damage to one creature you hit with an Attack Roll if you’re attacking with a Finesse Weapon or a Ranged Weapon and if at least one of the following requirements is met:

Advantage. You have Advantage on the Attack Roll.

Ally Adjacent to Target. At least one of your allies is within 5 feet of the target, the ally isn’t Incapacitated, and you don’t have Disadvantage on the Attack Roll.

To determine the extra damage, roll a number of d6s equal to half your Rogue level (round up), and add the dice together (the Rogue table shows the number of Sneak Attack dice you get at each Rogue level). The extra damage’s type is the same as the weapon’s Damage Type

THIEVES’ CANT

Levels: 1st

You picked up various languages in the communities where you plied your roguish talents. You know Thieves’ Cant and one other language of your choice, which you choose from the Standard Languages and Rare Languages tables.

CUNNING ACTION

Levels: 2nd

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

ROGUE SUBCLASS AND FEATURES

Levels: 3rd, 6th, 10th, 14th

You gain a Rogue Subclass of your choice. Rogue Subclasses are detailed at the end of the Ranger Class description.

A Subclass is a specialization that grants you special abilities at certain Rogue levels. For the rest of your career, you gain each of your Subclass’s features that are of your Rogue level and lower.

UA Rogue Subclasses grant features at 3rd-level, 6th-level, 10th-level, and 14th-level.

FEAT

Levels: 4th, 8th, 10th, 12th, 16th, 19th

You gain the Ability Score Improvement Feat or another Feat of your choice.

UNCANNY DODGE

Levels: 5th

When an attacker that you can see hits you with an Attack Roll, you can use your Reaction to halve the attack's damage against you (round down).

EVASION

Levels: 9th

You can nimbly dodge out of the way of certain dangers. 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. You can't use this feature if you're Incapacitated.

RELIABLE TALENT

Levels: 11th

You have refined your talents until they approach perfection. Whenever you make an Ability Check that uses one of your Skill or Tool Proficiencies, you can treat a d20 roll of 9 or lower as a 10.

SUBTLE STRIKES

Levels: 13th

When you attack, you know how to exploit a target's distraction. You have Advantage on any Attack Roll that targets a creature that is within 5 feet of at least one of your allies who isn't Incapacitated.

SLIPPERY MIND

Levels: 15th

Your cunning mind is exceptionally difficult to control. You gain Proficiency in Wisdom and Charisma Saving Throws.

ELUSIVE

Levels: 17th

You are so evasive that attackers rarely gain the upper hand against you. No Attack Roll has Advantage against you while you aren't Incapacitated.

STROKE OF LUCK

Levels: 18th

You have an uncanny knack for succeeding when you need to. If you fail a d20 Test, you can turn the roll into a 20.

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

EPIC BOON

Levels: 20th

*You gain an Epic Boon Feat of your choice.
(Recommended: Epic Boon of Undetectability)*

ROGUE SUBCLASSES

A Rogue Subclass is a specialization that grants you special abilities at certain Rogue levels, as specified in the Subclass.

The iconic Rogue is a Thief.

THIEF

You have honed your larcenous arts. Burglars, bandits, cutpurses, and other criminals typically adopt this Subclass, but so do Rogues who prefer to think of themselves as treasure seekers, explorers, delvers, and investigators.

In addition to improving your agility and stealthiness, you gain abilities useful for delving into ruins and getting maximum benefit from the magic items you find there.

FAST HANDS

Levels: 3rd

You have additional options for the Bonus Action of your Cunning Action, with which you can do the following:

Search. Take the Search Action.

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

SECOND-STORY WORK

Levels: 3rd

You have trained to reach especially hard-to-reach places, granting you these benefits:

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

Jump Distance. When you take the Jump Action, you can make a Dexterity Check, instead of a Strength Check.

SUPREME SNEAK

Levels: 6th

You have Advantage on every Dexterity Check (Stealth) you make, provided you aren't wearing Medium or Heavy Armor.

USE MAGIC DEVICE

Levels: 10th

In your treasure hunting, you have learned how to maximize use of magic items, granting you the following benefits:

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

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

Scrolls. You can use any Spell Scroll that bears a cantrip or a 1st-level Spell. You can also try to use any Spell Scroll that contains a higher-level Spell, but you must first succeed on an Intelligence Check (Arcana) with a DC equal to $10 + \text{the Spell's level}$. On a successful check, you cast the Spell from the scroll, and you use Intelligence as your Spellcasting Ability for this casting. On a failed check, the scroll disintegrates.

THIEF'S REFLEXES

Levels: 14th

You can now take a second Bonus Action on your turn, provided it is the Bonus Action from Cunning Action. You can use this feature on a number of turns equal to your Proficiency Bonus, and you regain all expended uses when you finish a Long Rest.

RACES



HIS CHAPTER DETAILS THE PLAYABLE RACES. When you choose your character's Race, you determine whether your character is a member of the human race or of a fantastical race. This *chapter* provides descriptions and rules for the following Race options: Human, Ardling,

Dragonborn, Dwarf, Elf, Gnome, Halfling, Orc, and Tiefling. The description of each Race includes a section of game traits, which your character gains if you select that Race. NPCs of the same ancestry don't necessarily have the same traits, as explained in the Monster Manual; the traits here pertain to player characters.

CREATURE TYPE

All creatures in D&D, including every player character, has a special tag in the rules that identifies the type of creature they are. These types don't have rules themselves, but some rules in the game affect creatures of certain types in different ways. For example, the description of the Cure Wounds Spell specifies the healing doesn't work on a Construct.

Most player characters are of the Humanoid type. Here's a list of the game's Creature Types in alphabetical order:

Aberration, Beast, Celestial, Construct, Dragon, Elemental, Fey, Fiend, Giant, Humanoid, Monstrosity, Ooze, Plant, Undead

CHILDREN OF DIFFERENT HUMANOID KINDS

Thanks to the magical workings of the multiverse, Humanoids of different kinds sometimes have children together. For example, folk who have a human parent and an orc or an elf parent are particularly common. Many other combinations are possible. If you'd like to play the child of such a wondrous pairing, choose two Race options that are Humanoid to represent your parents. Then determine which of those Race options provides your game traits: Size, Speed, and special traits. You can then mix and match visual characteristics—color, ear shape, and the like—of the two options. For example, if your character has a halfling and a gnome parent, you might choose Halfling for your game traits and then decide that your character has the pointed ears that are characteristic of a gnome. Finally, determine the average of the two options' Life Span traits to figure out how long your character might live. For example, a child of a halfling and a gnome has an average life span of 288 years.

HUMAN

Found throughout the multiverse, humans are as varied as they are numerous. They are relatively short-lived, but they strive to achieve as much as they can in the years they are given. They are skilled pioneers and artisans. They are builders of nations, roads, cities, and ships. They strive to secure their place in the world and in the annals of history by creating art, amassing wealth, making laws, and questing for immortality. Their ambition and resourcefulness are commended, respected, and feared.

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

HUMANS OF MANY WORLDS

On any given world in the multiverse, the material culture of humans can change from one region to another. In the Forgotten Realms, for example, the clothing, architecture, cuisine, music, and literature are wildly different in the Western Heartlands than in the frozen north of Icewind Dale. As humans migrate, they bring elements of their cultures with them, giving rise to diverse settlements that contain people with different physical characteristics, not to mention a medley of clothing styles, customs, and beliefs.

HUMAN TRAITS

Use the information below for your character sheet.

Creature Type: Humanoid

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

Speed: 30 feet

Life Span: 80 years on average

As a Human, you have these special traits:

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

Skillful. You gain Proficiency in one Skill of your choice.

Versatile. You gain a 1st-level Feat of your choice.

DWARF

Resilient like the mountains, dwarves were raised up from the earth in the elder days by a deity of the forge. Called by various names on different worlds—Moradin, Reorx, and others—that god gave dwarves an affinity for stone and metal and for living underground.

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

DWARVES OF MANY WORLDS

On some worlds in the multiverse, the first dwarven settlements were built in hills or mountains, and the dwarven families who trace their ancestry to those settlements call themselves hill dwarves or mountain dwarves, respectively. Oerth and Krynn (the worlds of the Greyhawk and Dragonlance settings, respectively) are examples of worlds that have such dwarven communities. In other worlds, dwarves have given themselves other cultural designations. For example, on the continent of Faerûn in the Forgotten Realms, the dwarves of the south call themselves gold dwarves, and the dwarves of the north are shield dwarves.

DWARF TRAITS

Use the information below for your character sheet.

Creature Type: Humanoid

Size: Medium (about 4–5 feet tall)

Speed: 30 feet

Life Span: 350 years on average

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

Dwarven Resilience. You have Resistance to Poison Damage. You also have Advantage on saving throws you make to avoid or end the Poisoned Condition on yourself.

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

ELVEN LINEAGES

Lineage	1st-Level	3rd-Level	5th-Level
Drow	The range of your Darkvision increases to 120 feet. You also know the <i>Dancing Lights</i> cantrip.	Faerie Fire	Darkness
High Elf	You know <i>a cantrip from the Arcane Spell List</i> . <i>(Recommended: Prestidigitation)</i> Whenever you finish a Long Rest, you can replace that cantrip with a different cantrip from the Arcane Spell List.	Detect Magic	Misty Step
Wood Elf	Your Speed increases to 35 feet. You also know the <i>Druidcraft</i> cantrip.	Longstrider	Pass without Trace

Forge Wise. Your divine creator gave you an uncanny affinity for working with stone or metal. You gain Tool Proficiency with two of the following options of your choice: Jeweler's Tools, Mason's Tools, Smith's Tools, or Tinker's Tools.

Stonecunning. As a Bonus Action, you gain Tremorsense* with a range of 60 feet for 10 minutes. You must be on a stone surface or touching such a surface to use this Tremorsense. The stone can be natural or worked. You can use this Bonus Action a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a Long Rest.

ELF

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

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

Elves have the mystical ability to take on characteristics of the environments with which they are bonded—drow to the Underdark, high elves to fey crossings in the Material Plane, and wood elves to forests. These connections grant elves access to certain kinds of magic.

Elves are blessed with long lives and long memories. From birth, they don't sleep but instead enter a trance when they need to rest. In this state, elves remain aware of their surroundings while immersing themselves in their own memories. What an elf remembers during this reverie depends largely on how long the elf has lived and the events that have shaped the elf's existence.

Elves have pointed ears and tend to be light on their feet. Another common physical characteristic of elves is their lack of facial and body hair.

ELVES OF MANY WORLDS

After leaving the Feywild, elves established deep roots on worlds throughout the multiverse. Within their respective domains, elves often use their magic and other resources to build fabulous enclaves. The subterranean cities and outposts of the drow, the gleaming towers and citadels of the high elves, and the forest sanctuaries of the wood elves are nothing short of architectural wonders, which reflect their builders' otherworldly origins.

Drow. Known for their white hair and duskygray skin tones, drow typically dwell in the Underdark.

Noteworthy exceptions include Drizzt Do'Urdan and Jarlaxle Baenre, two drow adventurers of the Forgotten Realms who shun their subterranean homeland. Some drow societies avoid the Underdark altogether. On the world of Eberron, for example, drow dwell in gloomy rainforests and cyclopean ruins on the continent of Xen'drik.

High Elves. On some worlds, high elves refer to themselves by other names. For example, the sun elves and moon elves of Toril (the world of the Forgotten Realms setting) are high elves, as are the Silvanesti and Qualinesti of Krynn (the world of Dragonlance) and the Aereni of Eberron.

Wood Elves. Wood elves are known across the multiverse by many other names, including wild elves, green elves, and forest elves. Grugach are reclusive wood elves on Oerth (the world of the Greyhawk setting), while the Kagonesti and the Tairnadal are wood elves of Krynn and Eberron, respectively.

ELF TRAITS

Use the information below for your character sheet.

Creature Type: Humanoid

Size: Medium (about 5–6 feet tall)

Speed: 30 feet

Life Span: 750 years on average

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

Elven Lineage. You are part of an elven lineage that grants you supernatural abilities. Choose a lineage from the Elven Lineages table: Drow, the lineage of the Underdark; High Elf, the lineage of fey crossings and other magical locations; or Wood Elf, the lineage of primeval forests. You gain the 1st-level benefit of that lineage.

Starting at 3rd level and again at 5th level, you also gain the ability to cast a Spell with this trait. Once you cast the Spell with this trait, you can't cast that Spell with it again until you finish a Long Rest; however, you can cast the Spell using any Spell Slots you have of the appropriate level.

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

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

yourself. Keen Senses. You have Proficiency in the Perception Skill.

Trance. You don't need to sleep, and magic can't put you to sleep. You can finish a Long

GNOME

Gnomes are magical folk created by gods of hard work, invention, trickery, and life underground. The earliest gnomes were seldom seen by other folk due to the gnomes' secretive nature and their propensity for lairing in sylvan forests, hillside burrows, and sprawling warrens under mountains. What they lacked in size, they made up for in cleverness and cunning. They confounded predators with elaborate traps and low, narrow, labyrinthine tunnels. They also learned useful magic from gods like Garl Glittergold, Baervan Wildwanderer, and Baravar Cloakshadow, who often lived among them (usually in disguise).

Gnomes are petite folk with big eyes, pointed ears, and wistful imaginations. Harkening back to a time when their ancestors hid in tunnels and under thick forest canopies, many gnomes like the feeling of a roof over their head, even if that "roof" is nothing more than a hat.

GNOMES OF MANY WORLDS

Gnomes past and present are known to equate secrecy with safety, which is why gnome settlements are often tucked away or concealed by magical illusions.

Forest Gnomes. Gnomes who have ancestral ties to forests are called forest gnomes. They use their magic to befriend small forest animals and rely on them for news concerning their neighbors—be they malevolent or benign.

Rock Gnomes. Gnomes whose ancestors dwelled under mountains are called rock gnomes. On some worlds, including Krynn (the world of the Dragonlance setting), rock gnomes are also known as tinker gnomes due to their fondness for artifice and clockwork inventions.

GNOMISH LINEAGE

Lineage Benefit

Forest	You know the Minor Illusion cantrip.
Gnome	You can cast the Speak with Animals Spell with this trait. You can cast it with the trait a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a Long Rest. You can also use any Spell Slots you have to cast the Spell.

Rock	You know the Mending and Prestidigitation cantrips.
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GNOme TRAITS

Use the information below for your character sheet.

Creature Type: Humanoid

Size: Small (about 3–4 feet tall)

Speed: 30 feet

Life Span: 425 years on average

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

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

Gnomish Lineage. You are part of a gnomish lineage that grants you supernatural abilities.

Choose a lineage from the Gnomish Lineages table: Forest Gnome, the lineage of magic-filled forests, or Rock Gnome, the lineage of primeval mountains. You gain the benefits of that lineage.

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

HALFLING

Cherished and guided by gods who value life, home, and hearth, halflings gravitate toward bucolic havens where family and community help shape their lives. That said, many halflings are blessed (some might say cursed) with a brave and adventurous spirit that leads them on journeys of discovery, affording them the chance to explore a bigger world and make new friends along the way. Their size—being not unlike that of a human child—helps them avoid unwanted entanglements and slip into and out of tight spaces.

Anyone who has spent time around halflings, and particularly halfling adventurers, has likely witnessed the storied “luck of the halflings” in action. When a halfling is in mortal danger, it seems as though an unseen force intervenes on the halfling’s behalf. Many halflings believe in the power of luck, and they attribute their unusual gift to one or more of their benevolent gods, including Yondalla, Brandobaris, and Charmalaine.

HALFLINGS OF MANY WORLDS

On many worlds, halflings are walking, talking contradictions: home, tradition, and pastoral pursuits collide with a gods-given love of adventure and a knack for getting into and out of trouble. Halfling communities come in all varieties. For every sequestered halfling shire tucked away in some unspoiled corner of the world, there’s a halfling crime syndicate like the Boromar Clan on the world of Eberron or a territorial mob of halflings like those found on the world of Athas.

Some halfling settlers, particularly ones who prefer to live underground, are thought to have a little bit of dwarven blood coursing through their veins and are sometimes called strongheart halflings or stouts. Nomadic halflings, as well as those who live among

humans and other tall folk, are sometimes called lightfoot halflings or tallfellows.

HALFLING TRAITS

Use the information below for your character sheet.

Creature Type: Humanoid

Size: Small (about 2–3 feet tall)

Speed: 30 feet

Life Span: 150 years on average

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

Halfling Nimbleness. You can move through the space of any creature that is of a Size larger than yours, but you can’t stop there.

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

Naturally Stealthy. You have Proficiency in the Stealth Skill.

ORC

Orcs trace their creation to Gruumsh, the One-Eyed God, an unstoppable warrior and powerful leader. Gruumsh armed his children with certain gifts to help them thrive on worlds beset by monsters. Even when they turn their devotion to other gods, orcs retain the gifts that the One-Eyed God bestowed upon them: might, endurance, determination, and the ability to see in the dark.

Orcs are, on average, tall and broad. They have gray skin, ears that are small and slightly pointed, and prominent lower canines that resemble small tusks. Young orcs are often told about their ancestors’ ancient conflicts with elves in forests, dwarves under mountains, and invaders from evil planes of existence. Inspired by those tales, young orcs often wonder when Gruumsh will call on them to match the heroic deeds of their ancestors, and if they will prove worthy of the One-Eyed God’s grace.

ORCS OF MANY WORLDS

On many worlds, orcs occupy territory claimed by their ancestors. Their settlements and strongholds can be found almost anywhere, above ground and below.

Orcs sometimes flock to the banners of powerful monarchs. King Obould Many-Arrows of Toril (the world of the Forgotten Realms setting) is one such figure, his strength tempered by a willingness to make peace with his enemies.

On worlds such as Eberron, orcs were among those who defended the natural order from the encroachments of Fiends and other extraplanar threats. Their descendants learned to live in harmony with their neighbors and the natural world, and to many of them, Gruumsh’s wars are distant memories.

Orc Traits

Use the information below for your character sheet.

Creature Type: Humanoid

Size: Medium (about 6–7 feet tall)

Speed: 30 feet

Life Span: 80 years on average

Adrenaline Rush. You can take the Dash Action as a Bonus Action. When you do so, you gain a number of Temporary Hit Points equal to your Proficiency Bonus. You can use this trait a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a Long Rest.

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

Powerful Build. You count as one Size larger when determining your carrying capacity and the weight you can push, drag, or lift.

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

Ardling

Ardlings are supernal beings who are either born on the Upper Planes or have one or more ancestors who originated there. Their bright souls shine with the light of immortal beings who call the Upper Planes home.

An ardling has a head resembling that of an animal, typically one with virtuous associations. Depending on the animal, the ardling might also have soft fur, downy feathers, or supple bare skin. The ardling's celestial legacy determines the animal it resembles.

An ardling gains a measure of magical power from their celestial legacy, as well as the ability to manifest spectral wings. An ardling's moral and ethical outlook is self-determined, however, not fixed by ancestry.

The three celestial legacies are as follows:

Exalted. The fierce passions of Arborea, the heroic heart of Ysgard, and the wondrous nature of the Beastlands call to ardlings who have the Exalted celestial legacy. Their celestial ancestors are heroic champions of the Chaotic Good planes.

Heavenly. The blissful harmony of Arcadia, the unwavering justice of Mount Celestia, and the bucolic paradise of Bytopia touch the souls of ardlings who have the Heavenly celestial legacy. Their celestial ancestors are staunch defenders of the Lawful Good planes.

Idyllic. The Idyllic celestial legacy connects ardlings not only to the Beastlands and Bytopia but also to the

eternal compassion of Elysium. Their celestial ancestors are paragons of kindness who hail from the Neutral Good planes.

Ardlings of Many Worlds

Ardlings bring a little bit of the Upper Planes with them wherever they go. On many worlds, the first ardlings used the magic of their celestial legacies to inspire and heal others.

By virtue of their celestial legacies, some ardlings strive to make the world a better place. Others use their supernal gifts to be the best version of themselves they can be. Still others are delighted to have a connection to the Upper Planes without the responsibility of always having to do the right thing.

Ardling Traits

Use the information below for your character sheet.

Creature Type: Humanoid

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

Speed: 30 feet

Life Span: 200 years on average

Angelic Flight. As a Bonus Action, you sprout spectral wings for a moment and fly up to a number of feet equal to your Speed. If you are in the air at the end of this movement, you fall if nothing is holding you aloft. You can use this Bonus Action a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a Long Rest.

Celestial Legacy. You are the recipient of a celestial legacy that grants you magical abilities. Choose a legacy from the Celestial Legacies table: Exalted, associated with Chaotic Good planes; Heavenly, associated with Lawful Good planes; or Idyllic, associated with Neutral Good planes. You gain the initial benefit of the chosen legacy: a cantrip that you learn. You also choose the animal you most closely resemble; the table provides a few suggestions for each legacy (you don't gain wings by choosing an animal that can fly).

Starting at 3rd level and again at 5th level, you gain the ability to cast a higher-level Spell with this trait, as shown on the table. Once you cast the Spell with this trait, you can't cast that Spell with it again until you finish a Long Rest; however, you can cast the Spell using any Spell Slots you have of the appropriate level.

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

Damage Resistance. You have Resistance to Radiant Damage.

Celestial Legacies

Legacy	Suggested Animals	1st-Level	3rd-Level	5th-Level
Exalted	Cat, eagle, goat, mule	Thaumaturgy	Divine Favor	Lesser Restoration
Heavenly	Elephant, owl, pig, stork	Light	Cure Wounds	Zone of Truth
Idyllic	Bear, dog, raven, toad	Guidance	Healing Word	Animal Messenger

DRAGONBORN

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

Dragonborn look like wingless, bipedal dragons—scaly, bright-eyed, and thick-boned, with horns on their heads. Dragonborn of chromatic ancestry have scales that are black, blue, green, red, or white, whereas dragonborn of metallic ancestry have scales that are the color of brass, bronze, copper, gold, or silver. When two dragonborn whose scales are of different colors produce a child, their offspring's scales match those of one parent or the other.

Like their draconic ancestors, dragonborn can exhale acid, cold, fire, lightning, or poison. One can tell the type of energy a dragonborn breathes by the color of the dragonborn's scales.

DRAGONBORN OF MANY WORLDS

Like dragons, dragonborn have a mystical bond to the Material Plane and are spread across its many worlds.

On some worlds, the earliest dragonborn settlements were built near dragon lairs so that the dragonborn could pay tribute to their draconic progenitors. Many of these ancient settlements still exist. For example, the dragonruled continent of Argonnessen (on the world of Eberron) has dragonborn cities tucked among its mountain ranges.

On other worlds, dragonborn ply their skills in settlements populated mostly by nondragonborn, fulfilling an urge to expand their presence and influence, much as dragons do.

DRACONIC ANCESTOR

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

Use the information below for your character sheet.

Creature Type: Humanoid

Size: Medium (about 5–7 feet tall)

Speed: 30 feet

Life Span: 80 years on average

Draconic Ancestry. Your lineage stems from a dragon progenitor. Choose the type of dragon from the Draconic Ancestor table. Your choice affects your Breath Weapon and Damage Resistance traits. The chosen dragon also affects your appearance, with you displaying coloration and other features reminiscent of that dragon.

Breath Weapon. As an Action, you exhale destructive energy in a 15-foot cone. Each creature in that area must make a Dexterity saving throw against a DC equal to $8 + \text{your Constitution modifier} + \text{your Proficiency Bonus}$. On a failed save, a creature takes $1d10 + \text{your character level}$ in damage of the type determined by your Draconic Ancestry trait. On a successful save, a creature takes half as much damage.

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

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

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

Draconic Language. You instinctively know the language of dragons. You can therefore speak, read, and write Draconic.

DRAGONBORN TRAITS

TIEFLING

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

A tiefling chooses whether to embrace or lament their fiendish legacy. The three legacies are as follows:

Abyssal. The heartless entropy of the Abyss, the howling chaos of Pandemonium, and the vast despair of Carceri call to tieflings who have the Abyssal fiendish legacy. Horns, fur, tusks, black blood, and peculiar odors are common physical features of such tieflings, most of whom have the blood of demons coursing through their veins.

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

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

FIENDISH LEGACIES

Legacy	1st-Level	3rd-Level	5th-Level
Abyssal	You have Resistance to Poison Damage. You also know the Poison Spray cantrip.	Ray of Sickness	Hold Person
Chthonic	You have Resistance to Necrotic Damage. You also know the Chill Touch cantrip.	False Life	Ray of Enfeeblement
Infernal	You have Resistance to Fire Damage. You also know the Fire Bolt cantrip.	Hellish Rebuke	Darkness

TIEFLINGS OF MANY WORLDS

Tieflings born in the Lower Planes often migrate to other planes of existence and never look back. Their descendants are scattered across many worlds and are especially prevalent in Sigil, the torus-shaped city at the center of the multiverse.

The earliest tieflings joined ranks with nontieflings to repel fiendish incursions on many worlds, earning the trust of those who might otherwise have mistaken them for Fiends. Thanks to the victories and sacrifices of these legends, tieflings throughout the multiverse enjoy widespread acceptance.

TIEFLING TRAITS

Use the information below for your character sheet.

Creature Type: Humanoid

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

Speed: 30 feet

Life Span: 100 years on average

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

Fiendish Legacy. You are the recipient of a fiendish legacy that grants you supernatural abilities. Choose a legacy from the Fiendish Legacies table: Abyssal, associated with Chaotic Evil planes; Chthonic, associated with Neutral Evil planes; or Infernal, associated with Lawful Evil planes. You gain the 1st-level benefit of the chosen legacy.

Starting at 3rd level and again at 5th level, you gain the ability to cast a higher-level Spell with this trait, as shown on the table. Once you cast the Spell with this trait, you can't cast that Spell with it again until you finish a Long Rest.

BACKGROUNDS



HIS CHAPTER DETAILS BACKGROUNDS.

Your character's Background is a collection of characteristics that represent the place and occupation that were most formative for the character before they embarked on a life of adventure. When you choose a Background, you have three options:

- Build a Background by using the rules in the "Build Your Background" section.
- Select a premade Background from the "Sample Backgrounds" section.
- Select a premade Background from the "Sample Backgrounds" section and then customize it with the rules in the "Build Your Background" section.

No matter which Background you choose, consider these questions from your character's viewpoint:

- How does your Background influence your current worldview?
- Do you embrace or reject your Background?
- Did you form any relationships during your Background that endure today?

BUILD YOUR BACKGROUND

Using the rules here, you can build a Background from scratch or customize a premade Background, focusing on details related to the backstory you have in mind for your character.

When you build a Background, your character gains the features in the "Background Features" section below. As you make choices for those features, think about your character's past. Where did they spend most of their time? What did they do for a living? What capabilities and possessions did they acquire? What language did they learn from their family, associates, or studies? How did their past affect their ability scores?

If you instead decide to customize a premade Background, you can choose any features in that Background and replace them with the features below of the same name. For example, if you want to change a Background's Language feature, you can replace that feature with the Language feature below.

BACKGROUND FEATURES

Ability Scores. When you determine your character's ability scores, choose two of them, and increase one by 2 and the other one by 1. Alternatively, choose three ability scores, and increase each of them by 1.

Skill Proficiencies. Choose two Skills. Your character gains Proficiency in them.

Tool Proficiency. Choose one tool. Your character gains Tool Proficiency with it.

Language. *Your character begins play knowing at least three languages: Common, one language from the*

Standard Languages Table, and one language from either Languages table below.

Feat. Choose one 1st-level Feat. Your character gains that Feat.

Equipment. Your character gains 50 GP to spend on starting equipment. The character keeps any unspent GP as spare coin.

LANGUAGES

Knowledge of a language means your character can communicate in that language and can read and write it.

The Standard Languages table lists languages that are widespread on D&D worlds in the Material Plane, and the Rare Languages table lists languages that are more rarely known on those worlds. In each table, typical users of a language are mentioned.

STANDARD LANGUAGES

Language	Typical User
Common	Anyone
Common Sign Language	Anyone
Dwarvish	Dwarves
Elvish	Elves
Giant	Giants
Gnomish	Gnomes
Goblin	Goblinoids
Halfling	Halflings
Orc	Orcs

RARE LANGUAGES

Language	Typical User
Abyssal	Demons
Celestial	Celestials
Deep Speech	Aberrations
Draconic	Dragons
Druidic	Druids
Infernal	Devils
Primordial (includes the Aquan, Auran, Ignan, and Terran dialects)	Elementals
Sylvan	Fey
Thieves' Cant	Rogues
Undercommon	Underdark folk

ABILITY SCORE INCREASES FROM ELSEWHERE

Since 2014, characters have received ability score increases from several sources, either from a Race that has the Ability Score Increase trait or from the ability score rules in Tasha's Cauldron of Everything, Monsters of the Multiverse, and other books. If you make a character using one of those older sources and get ability score increases from it, the character doesn't also get ability score increases from Background, unless you forgo the older ability score increases to gain the increases from the Background rules here.

SAMPLE BACKGROUNDS

Here is a collection of sample Backgrounds that you can choose from when making a character. These Backgrounds were built using the rules in the “Build Your Background” section, and each of them contains story-oriented details that are meant inspire you as you think of your character’s backstory.

ACOLYTE

Ability Scores: +2 Wisdom, +1 Intelligence

Skill Proficiencies: Insight, Religion

Tool Proficiency: Calligrapher’s Supplies

Languages: Common, Celestial, any standard language

Feat: Magic Initiate (Divine)

Equipment: Book (Prayers), Calligrapher’s Supplies, Holy Symbol, Parchment (10 sheets), Robe, 3 GP

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

ARTISAN

Ability Scores: +2 Intelligence, +1 Charisma

Skill Proficiencies: Investigation, Persuasion

Tool Proficiency: Artisan’s Tools (one of your choice)

Languages: Common, Gnomish, any standard language

Feat: Crafter

Equipment: Abacus, Artisan’s Tools (same as above), Merchant’s Scale, Pouch (2), Traveler’s Clothes, 25 GP

You began mopping floors and scrubbing counters in an artisan’s workshop for a few coppers per day as soon as you were strong enough to carry a bucket. When you were finally old enough to apprentice, you learned to create basic crafts of your own, as well as how to sweet-talk the occasional demanding customer. As part of your studies, you picked up Gnomish, the tongue from which so many of the artisan’s terms of art are derived.

CHARLATAN

Ability Scores: +2 Charisma, +1 Dexterity

Skill Proficiencies: Deception, Sleight of Hand

Tool Proficiency: Forgery Kit

Language: Common, Infernal, any standard language

Feat: Skilled

Equipment: Costume, Fine Clothes, Forgery Kit, 15 GP

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

forged “treasure map.” You are fluent in Infernal, the ancient language of deception.

CRIMINAL

Ability Scores: +2 Dexterity, +1 Intelligence

Skill Proficiencies: Sleight of Hand, Stealth

Tool Proficiency: Thieves’ Tools

Languages: Common, Thieves’ Cant, any standard language

Feat: Alert

Equipment: Crowbar, Dagger (2), Pouch (2), Thieves’ Tools, Traveler’s Clothes, 16 GP

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

CULTIST

Ability Scores: +2 Intelligence, +1 Charisma

Skill Proficiencies: Arcana, Religion

Tool Proficiency: Disguise Kit

Language: Common, Abyssal, any standard language

Feat: Magic Initiate (Arcane)

Equipment: Bell, Common Clothes, Dagger, Disguise Kit, Lamp, Robe, 19 GP

You scarcely recall what drove you into the service of the otherworldly being. Those memories were blotted out long ago by recurrent dreams of midnight gatherings round the obsidian pillar in the glade. By the light of each waning moon, the hierophants instructed you in the being’s creed and the rudiments of the arcane arts. When you came of age, you were ordered to blend in among the nonbelievers and await whatever mission the Great One has in store for you.

ENTERTAINER

Ability Scores: +2 Charisma, +1 Dexterity

Skill Proficiencies: Acrobatics, Performance

Tool Proficiency: Musical Instrument (one of your choice)

Language: Common, Elvish, any standard language

Feat: Musician

Equipment: Costume (2), Musical Instrument (same as above), Perfume, Steel Mirror, Traveler’s Clothes, 8 GP

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

FARMER

Ability Scores: +2 Constitution, +1 Wisdom
Skill Proficiencies: Animal Handling, Nature
Tool Proficiency: Carpenter's Tools
Languages: Common, Halfling, any standard language
Feat: Tough
Equipment: Carpenter's Tools, Healer's Kit, Iron Pot, Shovel, Sickle, Traveler's Clothes, 23 GP

You grew up close to the land. Years tending animals and cultivating the earth rewarded you with patience and good health. You have a keen appreciation for nature's bounty alongside a healthy respect for nature's wrath. Like many farmers, you made frequent use of the agricultural almanacs produced by the greatest halfling farmers.

GLADIATOR

Ability Scores: +2 Strength, +1 Charisma
Skill Proficiencies: Athletics, Performance
Tool Proficiency: Smith's Tools
Language: Common, Orc, any standard language
Feat: Savage Attacker
Equipment: Chain, Costume, Healer's Kit, Javelin (6), Smith's Tools, Traveler's Clothes, 15 GP

Your first few appearances in the gladiatorial pits led you to appreciate every one of the scars you carry from your instructors and sparring partners. Each scar was a lesson that taught you how to best your opponents and curry favor with the crowds your brawls entertained. Your time in the pits left you with a strong hand and a strong heart. You'll forever share a remarkable bond with the other pit fighters in your stable—humans, dragonborn, dwarves, and orcs—hardened warriors all.

GUARD

Ability Scores: +2 Strength, +1 Wisdom
Skill Proficiencies: Athletics, Perception
Tool Proficiency: Gaming Set (one of your choice)
Languages: Common, Dwarvish, any standard language
Feat: Alert
Equipment: Crossbow Bolt (20), Gaming Set (same as above), Hooded Lantern, Light Crossbow, Manacles, Quiver, Spear, Traveler's Clothes, 12 GP

Your feet begin to ache when you remember the countless hours you spent at your post in the tower. You were trained to keep one eye outside the wall, watching for marauders sweeping from the nearby forest, and your other eye inside the wall, searching for cutpurses and troublemakers. At the end of each shift, you bunked in the mayor's barracks alongside your fellow sentries and the dwarven smiths who kept your armor snug and your weapons sharp.

GUIDE

Ability Scores: +2 Wisdom, +1 Dexterity
Skill Proficiencies: Stealth, Survival
Tool Proficiency: Cartographer's Tools
Languages: Common, Giant, any standard language
Feat: Magic Initiate (Primal)
Equipment: Arrow (20), Bedroll, Cartographer's Tools, Fishing Tackle, Quiver, Shortbow, Tent, Traveler's Clothes, 2 GP

You came of age in the outdoors, far from settled lands. Your home? Anywhere you chose to unfurl your bedroll. There are wonders on the frontier—strange monsters, pristine forests and streams, overgrown ruins of great halls once trod by giants—and you learned to fend for yourself as you explored them. From time to time, you traveled with a pair of friendly druids who were kind enough to instruct you in the fundamentals of channeling the magic of the wild.

HERMIT

Ability Scores: +2 Wisdom, +1 Constitution
Skill Proficiencies: Medicine, Religion
Tool Proficiency: Herbalism Kit
Languages: Common, Sylvan, any standard language
Feat: Magic Initiate (Primal)
Equipment: Bedroll, Book (Philosophy), Fishing Tackle, Herbalism Kit, Lamp, Oil (3 flasks), Quarterstaff, Traveler's Clothes, 15 GP

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

LABORER

Ability Scores: +2 Constitution, +1 Strength
Skill Proficiencies: Athletics, Survival
Tool Proficiency: Mason's Tools
Languages: Common, Dwarvish, any standard language
Feat: Tough
Equipment: Bullseye Lantern, Common Clothes, Handaxe, Light Hammer, Mason's Tools, Mess Kit, Oil (1 flask), Shovel, Waterskin, 15 GP

Your apprenticeship consumed the better part of your youth. First, you learned to cut and polish a stone. After several years of polishing stones, you learned how to cement those stones into a wall. After several years building walls, you learned to join your walls to form a structure. The structures you built were exceptionally durable. The masons who taught you were taught by even older masons who were taught by dwarf artisans of old.

NOBLE

Ability Scores: +2 Charisma, +1 Intelligence
Skill Proficiencies: History, Persuasion
Tool Proficiency: Gaming Set (one of your choice)
Languages: Common, Draconic, any standard language
Feat: Skilled
Equipment: Fine Clothes, Gaming Set, Perfume, Signet Ring, 24 GP

You were raised in a castle as a creature of wealth, power, and privilege—none of it earned. Your family are minor aristocrats who saw to it that you received a first-class education, some of which you appreciated and some of which you resented. (Was it truly necessary to read all those ancient histories in their original Draconic?) Your time in the castle, especially the many hours you spent observing your family at court, also taught you a great deal about leadership.

PILGRIM

Ability Scores: +2 Wisdom, +1 Constitution
Skill Proficiencies: Religion, Survival
Tool Proficiency: Musical Instrument (one of your choice)
Languages: Common, Halfling, any standard language
Feat: Healer
Equipment: Bedroll, Healer's Kit, Holy Symbol, Musical Instrument, Rations (2 days), Traveler's Clothes, 16 GP

You and a group of like-minded believers—mostly humans and halflings—once endeavored to walk a thousand miles of road to reach a faraway shrine. Priests counseled at the outset that, long after your journey was complete, you'd come to realize that you found the key to your salvation not at your destination, but somewhere along the road that led there.

SAGE

Ability Scores: +2 Intelligence, +1 Wisdom
Skill Proficiencies: Arcana, History
Tool Proficiency: Calligrapher's Supplies
Languages: Common, Elvish, any standard language
Feat: Magic Initiate (Arcane)
Equipment: Book (History), Calligrapher's Supplies, Parchment (8 sheets), Quarterstaff, Robe, 8 GP

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

SAILOR

Ability Scores: +2 Dexterity, +1 Wisdom
Skill Proficiencies: Acrobatics, Perception
Tool Proficiency: Navigator's Tools
Languages: Common, Primordial, any standard language

Feat: Tavern Brawler
Equipment: Dagger, Fishing Tackle, Navigator's Tools, Silk Rope, Traveler's Clothes, 10 GP

Thus far, you've spent most of your days living the life of a seafarer, wind at your back and decks swaying beneath your feet, as you sailed toward your next adventure. You've perched on barstools in more ports of call than you can remember, faced down mighty storms, and swapped stories with the folk who live beneath the waves.

SOLDIER

Ability Scores: +2 Strength, +1 Constitution
Skill Proficiencies: Athletics, Intimidation
Tool Proficiency: Gaming Set (one of your choice)
Languages: Common, Goblin, any standard language
Feat: Savage Attacker
Equipment: Arrow (20), Gaming Set (same as above), Healer's Kit, Quiver, Shortbow, Spear, Traveler's Clothes, 14 GP

You began training for war at such an early age that you carry only a precious few memories of what life was like before you took up arms. Battle is in your blood. Sometimes you catch yourself reflexively performing the basic fighting exercises you learned as a youth. Eventually, you put that training to use on the battlefield, protecting the realm by waging war and studying the strategies of goblinoid generals.

URCHIN

Ability Scores: +2 Dexterity, +1 Wisdom
Skill Proficiencies: Insight, Stealth
Tool Proficiency: Thieves' Tools
Languages: Common, Common Sign Language, any standard language
Feat: Lucky
Equipment: Bedroll, Common Clothes, Dagger (2), Gaming Set

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

FEATS



HIS CHAPTER DETAILS PLAYER CHARACTER FEATS. A feat represents a talent or an area of expertise that gives a character special capabilities. It embodies training, experience, and abilities separate from what a class provides.

BONUS FEATS AT 20TH LEVEL

A DM can use bonus Feats as a form of advancement after characters reach 20th level, a way to provide greater power to characters who have no more levels to gain. With this approach, each character gains one Feat of their choice for every 30,000 XP the character earns above 355,000 XP. Epic Boon Feats are especially appropriate for these bonus Feats, but a player can choose any Feat for which their 20th-level character qualifies.

PARTS OF A FEAT

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

Level. Each Feat has a level. To take a Feat, your level must equal or exceed the Feat's level.

Prerequisite. You must meet any prerequisite specified in a Feat to take that Feat, unless a special feature allows you to take the Feat without the prerequisite. If a prerequisite is a Class or a Class Group, you must have at least 1 level in an eligible Class to qualify for the Feat.

Repeatable. If a Feat is repeatable, you can take it more than once. If it isn't repeatable, you can take the Feat only once.

FEAT DESCRIPTIONS

Here are the descriptions of Feats available to player characters from One D&D Unearthed Arcana.

Feats are sorted by level and then alphabetically.

ALERT

1st-Level Feat

Prerequisite: None

Repeatable: No

Always on the lookout for danger, you gain the following benefits:

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

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

CRAFTER

1st-Level Feat

Prerequisite: None

Repeatable: No

You are adept at crafting things and bargaining with merchants, granting you the following benefits:

Tool Proficiency. You gain Tool Proficiency with three different Artisan's Tools of your choice.

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

Faster Crafting. When you craft an item using a tool with which you have Tool Proficiency, the required crafting time is reduced by 20 percent.

FIGHTING STYLE: ARCHERY

1st-Level Feat

Prerequisite: Warrior Group

Repeatable: No

You gain a +2 bonus to Attack Rolls you make with Ranged Weapons.

FIGHTING STYLE: DEFENSE

1st-Level Feat

Prerequisite: Warrior Group

Repeatable: No

While you are wearing armor, you gain a +1 bonus to Armor Class.

FIGHTING STYLE: DUELING

1st-Level Feat

Prerequisite: Warrior Group

Repeatable: No

When you are wielding a Melee Weapon in one hand and no other Weapons, you gain a +2 bonus to damage rolls with that Melee Weapon.

FIGHTING STYLE: GREAT WEAPON

FIGHTING

1st-Level Feat

Prerequisite: Warrior Group

Repeatable: No

When you roll a 1 or 2 on a damage die for an attack you make with a Melee Weapon that you are wielding with two hands, you can reroll the die, and you must use the new roll. The Weapon must have the Two-Handed or Versatile property to gain this benefit.

FIGHTING STYLE: PROTECTION

1st-Level Feat

Prerequisite: Warrior Group

Repeatable: No

Immediately after a creature you can see makes an Attack Roll and hits a target other than you that is within 5 feet of you, you can use your Reaction to interpose your Shield and impose a -2 penalty on the Attack Roll, potentially turning it into a miss. You must be wielding a Shield to use this Reaction.

FIGHTING STYLE: TWO-WEAPON FIGHTING

1st-Level Feat

Prerequisite: Warrior Group

Repeatable: No

When you make the extra attack of the Light weapon property, you can add your Ability Modifier to the damage of the extra attack.

HEALER

1st-Level Feat

Prerequisite: None

Repeatable: No

You have the training and intuition to administer first aid and other care effectively, granting you the following benefits:

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

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

LIGHTLY ARMORED

1st-Level Feat

Prerequisite: None

Repeatable: No

You gain the following Armor Training: Light Armor, Medium Armor, and Shield.

LUCKY

1st-Level Feat

Prerequisite: None

Repeatable: No

You have inexplicable luck that can kick in at just the right moment, granting you the following benefits:

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

Advantage. Immediately after you roll a d20 for a d20 Test, you can spend 1 Luck Point to give yourself Advantage on the roll.

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

MAGIC INITIATE

1st-Level Feat

Prerequisite: None

Repeatable: Yes, but you must choose a different Spell list each time

You have learned the basics of a particular magical tradition. Choose one Spell list: Arcane, Divine, or Primal. You gain the following benefits related to that choice:

Two Cantrips. You learn two cantrips of your choice from the Spell list.

1st-Level Spell. Choose one 1st-level Spell from the Spell list. You always have that Spell prepared. You can cast it once without a Spell Slot, and you regain the ability to cast it in that way when you finish a Long Rest. You can also cast the Spell using any Spell Slots you have.

Intelligence, Wisdom, or Charisma is your spellcasting ability for these Spells (choose when you select this Feat). See the Spellcasting chapter for the rules on spellcasting.

Whenever you gain a new level, you can replace one of the Spells you chose for this Feat with a different Spell of the same level from the chosen Spell list.

MUSICIAN

1st-Level Feat

Prerequisite: None

Repeatable: No

You are a practiced musician, granting you the following benefits:

Instrument Training. You gain Tool Proficiency with three Musical Instruments of your choice.

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

SAVAGE ATTACKER

1st-Level Feat

Prerequisite: None

Repeatable: No

You have trained to deal particularly damaging strikes. When you take the Attack Action and hit a target with a Weapon as part of that Action, you can roll the Weapon's damage dice twice and use either roll against the target. You can use this benefit only once per turn.

SKILLED

1st-Level Feat

Prerequisite: None

Repeatable: Yes

You have exceptionally broad learning. Choose three Skills in which you lack Proficiency. You gain Proficiency in those Skills.

TAVERN BRAWLER

1st-Level Feat

Prerequisite: None

Repeatable: No

Accustomed to brawling, you gain the following benefits:

Enhanced Unarmed Strike. When you hit with your Unarmed Strike and deal damage, you can deal Bludgeoning Damage equal to $1d4 + \text{your Strength modifier}$, instead of the normal damage of an Unarmed Strike.

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

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

Furniture as Weapons. You can wield furniture as a Weapon, using the rules of the Greatclub for Small or Medium furniture and the rules of the Club for Tiny furniture.

TOUGH

1st-Level Feat

Prerequisite: None

Repeatable: No

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

ABILITY SCORE IMPROVEMENT

4th-Level Feat

Prerequisite: None

Repeatable: Yes

You increase one Ability Score of your choice by 2, or you increase two Ability Scores of your choice by 1. You can't increase an Ability Score above 20.

ACTOR

4th-Level Feat

Prerequisite: Charisma 13+

Repeatable: No

Skilled at mimicry and dramatics, you gain the following benefits:

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

Impersonation. While you're disguised as a fictional person or a real person other than yourself, you have Advantage on Charisma Checks (Performance) to convince others that you are that person.

Mimicry. You can mimic the sounds of other creatures, including speech. To mimic a sound or a way of speaking, you must listen to it for at least 1 minute. Any time thereafter, you can make a DC 15 Charisma Check (Performance) to perform the mimicry; on a success, you perform it convincingly for up to 1 hour.

ATHLETE

4th-Level Feat

Prerequisite: Strength, Dexterity, or Constitution 13+

Repeatable: No

You have undergone extensive physical training to gain the following benefits:

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

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

Hop Up. When you are Prone, you can right yourself with only 5 feet of movement.

Jumping. You have Advantage on any Ability Check you make for the Jump Action.

CHARGER

4th-Level Feat

Prerequisite: Proficiency with Any Martial Weapon

Repeatable: No

You have trained to charge headlong into battle, gaining the following benefits:

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

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

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

CROSSBOW EXPERT

4th-Level Feat

Prerequisite: Proficiency with any *Martial Weapon Crossbow*

Repeatable: No

Thanks to extensive practice with crossbows, you gain the following benefits:

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

Ignore Loading. You ignore the Loading property of crossbows.

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

Dual Wielding. When you make the extra attack of the Light weapon property, you can add your Ability Modifier to the damage of the extra attack if that attack is with a crossbow that has the Light property.

DEFENSIVE DUELIST

4th-Level Feat

Prerequisite: Dexterity 13+

Repeatable: No You've learned to deftly parry attacks, granting you the following benefits:

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

Parry. If you are holding a Finesse Weapon and another creature hits you with a Melee Attack, you can use your Reaction to add your Proficiency Bonus to your Armor Class for that attack, potentially causing the attack to miss you.

4th-Level Feat

Prerequisite: Proficiency with Any Martial Weapon

Repeatable: No

You master fighting with two weapons, gaining the following benefits:

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

Enhanced Dual Wielding. When you are holding a Weapon with the Light property in one hand, you can treat a non-Light Weapon in your other hand as if it had the Light property, provided that Weapon lacks the Two-Handed property.

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

DURABLE

4th-Level Feat

Prerequisite: Constitution 13+

Repeatable: No

Hardy and resilient, you gain the following benefits:

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

Defy Death. You have Advantage on Death Saving Throws.

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

ELEMENTAL ADEPT

4th-Level Feat

Prerequisite: Spellcasting or Pact Magic Feature

Repeatable: Yes, but you must choose a different Damage Type each time for Energy Mastery

In your spellcasting, you can harness a particular form of energy with deadly mastery, granting you the following benefits:

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

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

DUAL WIELDER

GRAPPLER

4th-Level Feat

Prerequisite: Strength or Dexterity 13+

Repeatable: No

You're an accomplished wrestler, granting you the following benefits:

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

Attack Advantage. You have Advantage on Attack Rolls against a creature Grappled by you.

Fast Wrestler. You aren't Slowed when you move a creature Grappled by you, provided the creature is your Size or smaller.

Punch and Grab. When you hit a creature with an Unarmed Strike as part of the Attack Action on your turn, you can deal damage to the target and also grapple it. You can use this benefit only once per turn.

GREAT WEAPON MASTER

4th-Level Feat

Prerequisite: Proficiency with Any Martial Weapon

Repeatable: No

You've learned to use the weight of a weapon to your advantage, letting its momentum empower your strikes. You gain the following benefits:

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

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

Heavy Weapon Mastery. When you hit a creature with a Heavy Weapon as part of the Attack Action on your turn, you can cause the weapon to deal extra damage to the target. The extra damage equals your Proficiency Bonus, and you can deal it only once per turn.

HEAVILY ARMORED

4th-Level Feat

Prerequisite: Medium Armor Training

Repeatable: No

You have trained to use Heavy Armor effectively, gaining the following benefits:

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

Armor Training. You gain Heavy Armor Training

HEAVY ARMOR MASTER

4th-Level Feat

Prerequisite: Heavy Armor Training

Repeatable: No

You can use your Heavy Armor to deflect strikes, granting you the following benefits:

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

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

INSPIRING LEADER

4th-Level Feat

Prerequisite: Wisdom or Charisma 13+

Repeatable: No

You are adept at encouraging others, granting you the following benefits:

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

Encouraging Performance. At the end of a Short Rest or a Long Rest, you can give an inspiring performance: a speech, a song, or a dance. When you do so, choose up to six friendly creatures (which can include yourself) within 30 feet of you who witness the performance. The chosen creatures each gain Temporary Hit Points equal to $2d4 + \text{your Proficiency Bonus}$.

KEEN MIND

4th-Level Feat

Prerequisite: Intelligence 13+

Repeatable: No

You have trained to rapidly recall or discover vital details, granting you the following benefits:

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

Lore Knowledge. Choose one of the following Skills: Arcana, History, Investigation, Nature, or Religion. If you lack Proficiency in the chosen Skill, you gain Proficiency in it, and if you have Proficiency in it, you gain Expertise in it.

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

MAGE SLAYER

4th-Level Feat

Prerequisite: Proficiency with Any Martial Weapon

Repeatable: No

You have practiced techniques useful in battling magic-users, gaining the following benefits:

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

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

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

MEDIUM ARMOR MASTER

4th-Level Feat

Prerequisite: Medium Armor Training

Repeatable: No

You have practiced moving in medium armor to gain the following benefits:

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

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

MOUNTED COMBAT

4th-Level Feat

Prerequisite: Proficiency with Any Martial Weapon

Repeatable: No

You have developed a bond with your mounts, granting you the following benefits:

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

Mount Handler. You have Advantage on Wisdom Checks (Animal Handling) made to handle or train horses and other Beasts employed as mounts.

Mounted Strike. While mounted, you have Advantage on Attack Rolls against any creature that is within 5 feet of your mount and at least one Size smaller than it.

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

Veer. While mounted, you can use your Reaction to force an attack that hits your mount to hit you instead.

OBSERVANT

4th-Level Feat

Prerequisite: Intelligence or Wisdom 13+

Repeatable: No

Quick to notice details around you, you gain the following benefits:

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

Keen Observer. Choose one of the following Skills: Insight, Investigation, or Perception. If you lack Proficiency with the chosen Skill, you gain Proficiency in it, and if you have Proficiency in it, you gain Expertise in it.

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

POLEARM MASTER

4th-Level Feat

Prerequisite: Proficiency with Any Martial Weapon with the Heavy and Reach properties

Repeatable: No

You have trained extensively with pole weapons that have Reach, granting you the following benefits:

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

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

Reactive Strike. While you are holding a Weapon that has the Heavy and Reach properties, you can use your Reaction to make one Melee Attack against a creature that enters the Reach you have with that Weapon.

RESILIENT

4th-Level Feat

Prerequisite: None

Repeatable: No

You have developed the resilience to better withstand certain dangers, granting you the following benefits:

Ability Score Increase. Choose one ability in which you lack Saving Throw Proficiency. Increase the chosen Ability Score by 1, to a maximum of 20.

Saving Throw Proficiency. You gain Saving Throw Proficiency with the chosen ability.

RITUAL CASTER

4th-Level Feat

Prerequisite: Intelligence, Wisdom, or Charisma 13+

Repeatable: No You have studied ritual magic, granting you the following benefits:

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

Ritual Spells. Choose two 1st-level Spells that have the Ritual tag from the Arcane, Divine, and Primal Spell Lists. You always have those two Spells prepared, and you can cast them with any Spell Slots you have. The Spells' Spellcasting Ability is the ability increased by this Feat.

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

SENTINEL

4th-Level Feat

Prerequisite: Proficiency with Any Martial Weapon

Repeatable: No

You have mastered techniques to take advantage of every drop in any enemy's guard, gaining the following benefits:

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

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

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

SHARPSHOOTER

4th-Level Feat

Prerequisite: Proficiency with Any Martial Ranged Weapon

Repeatable: No

You can make shots that others find impossible, granting you the following benefits:

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

Bypass Cover. Your Ranged Attacks with Weapons ignore Half Cover and Three Quarters Cover.

Firing in Melee. Being within 5 feet of an enemy doesn't impose Disadvantage on your ranged Attack Rolls with Weapons.

Long Shots. Attacking at Long Range doesn't impose

Disadvantage on your ranged Attack Rolls with Weapons.

SHIELD MASTER

4th-Level Feat

Prerequisite: Shield Training

Repeatable: No

You've trained to use shields not just for protection, but also for offense, granting you the following benefits:

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

Shield Bash. If you attack a creature within 5 feet of you as part of the Attack Action and hit with a Melee Weapon, you can immediately bash the target with your Shield if it's equipped, forcing the target to make a Strength Saving Throw against a DC equal to $8 + \text{your Strength modifier} + \text{your Proficiency Bonus}$. On a failed save, you knock the target Prone or push it 5 feet away. You can use this benefit only once on each of your turns.

Interpose Shield. If you are subjected to an effect that allows you to make a Dexterity Saving Throw to take only half damage, you can use your Reaction to take no damage if you succeed on the Saving Throw and are wielding a Shield, interposing your shield between yourself and the source of the effect.

SKULKER

4th-Level Feat

Prerequisite: Dexterity 13+

Repeatable: No

You are expert at slinking through shadows, granting you the following benefits:

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

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

Fog of War. Exploiting the distractions of battle, you have Advantage on any Dexterity Check (Stealth) you make as part of the Hide Action during combat.

Sniper. If you make an Attack Roll while Hidden and the roll misses, making the Attack Roll doesn't end the Hidden Condition on you.

SPEEDSTER

4th-Level Feat

Prerequisite: Dexterity or Constitution 13+

Repeatable: No

You possess exceptional speed and stamina, granting you the following benefits:

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

Speed Increase. Your Speed increases by 10 feet while you aren't wearing Heavy Armor.

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

SPELL SNIPER

4th-Level Feat

Prerequisite: Spellcasting or Pact Magic Feature

Repeatable: No

You have learned techniques to enhance your attacks with certain kinds of spells, gaining the following benefits:

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

Bypass Cover: Your Attack Rolls for Spells ignore Half Cover and Three-Quarters Cover. Casting in Melee. Being within 5 feet of an enemy doesn't impose Disadvantage on your Attack Rolls with Spells.

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

WAR CASTER

4th-Level Feat

Prerequisite: Spellcasting or Pact Magic Feature

Repeatable: No

You have practiced casting spells in the midst of combat, granting you the following benefits:

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

Concentration. You have Advantage on Constitution Saving Throws that you make to maintain your Concentration.

Reactive Spell. When a creature provokes an Opportunity Attack from you by moving out of your Reach, you can use your Reaction to cast a Spell at the creature, rather than making an Opportunity Attack. The Spell must have a casting time of one Action and must target only that creature.

Somatic Components. You can perform the Somatic

Components of Spells even when you have Weapons or a Shield in one or both hands.

WEAPON TRAINING

4th-Level Feat

Prerequisite: None

Repeatable: No

You have practiced extensively with a variety of weapons, gaining the following benefits:

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

Weapon Proficiency. You gain Martial Weapon Proficiency.

EPIC BOON OF COMBAT PROWESS

20th-Level Feat

Prerequisite: Expert or Warrior Group

Repeatable: No

When you miss with a Melee Attack, you can hit instead. Once you use this benefit, you can't use it again until you roll Initiative.

EPIC BOON OF DIMENSIONAL TRAVEL

20th-Level Feat

Prerequisite: Expert or Mage Group

Repeatable: No

You can cast the Misty Step Spell without expending a Spell Slot. Once you use this benefit, you can't use it again until you roll Initiative or finish a Short Rest or a Long Rest.

EPIC BOON OF ENERGY RESISTANCE

20th-Level Feat

Prerequisite: Expert or Mage Group

Repeatable: No

You gain Resistance to one of the following Damage Types of your choice: Acid, Cold, Fire, Lightning, Necrotic, Poison, Psychic, Radiant, or Thunder.

Whenever you finish a Short Rest or a Long Rest, you can meditate and change that Damage Type choice.

EPIC BOON OF FORTITUDE

20th-Level Feat

Prerequisite: None

Repeatable: No

Your Hit Point Maximum increases by 40. In addition, whenever you regain Hit Points, you regain additional Hit Points equal to your Constitution Modifier. You can regain these additional Hit Points no more than once per round.

EPIC BOON OF IRRESISTIBLE OFFENSE

20th-Level Feat

Prerequisite: Expert or Warrior Group
Repeatable: No

The damage you deal always ignores Resistance.

EPIC BOON OF LUCK

20th-Level Feat

Prerequisite: Expert Group
Repeatable: No

Immediately after you roll a d20 for a d20 Test, you can roll a d10 and add the number rolled to the test. Once you use this benefit, you can't use it again until you roll Initiative or finish a Short Rest or a Long Rest.

EPIC BOON OF THE NIGHT SPIRIT

20th-Level Feat

Prerequisite: Expert or Mage Group
Repeatable: No

While within Dim Light or Darkness, you can become Invisible as an Action. You remain Invisible until immediately after you take an Action or a Reaction.

EPIC BOON OF PEERLESS AIM

20th-Level Feat

Prerequisite: Expert or Warrior Group
Repeatable: No

If you make a Ranged Attack against a target in range and miss, you can cause the attack to hit instead. Once you use this benefit, you can't use it again until you roll Initiative.

EPIC BOON OF RECOVERY

20th-Level Feat

Prerequisite: None
Repeatable: No

You can use a Bonus Action to regain a number of Hit Points equal to half your Hit Point Maximum. Once you use this benefit, you can't use it again until you finish a Long Rest. In addition, you succeed on every Death Saving Throw that isn't a roll of 1.

EPIC BOON OF SKILL PROFICIENCY

20th-Level Feat

Prerequisite: None
Repeatable: No

You gain Proficiency in all Skills.

EPIC BOON OF SPEED

20th-Level Feat

Prerequisite: Expert or Warrior Group
Repeatable: No

Your Speed increases by 30 feet.

EPIC BOON OF UNDETECTABILITY

20th-Level Feat

Prerequisite: Expert Group
Repeatable: No

You can't be seen or heard by any means—magical or nonmagical—while you are Hidden.

EPIC BOON OF UNFETTERED

20th-Level Feat

Prerequisite: Expert or Warrior Group
Repeatable: No

As a Bonus Action, you can take the Disengage Action, which also ends the Grappled and the Restrained Conditions on you.

EQUIPMENT



HIS CHAPTER DETAILS MUNDANE EQUIPMENT.

This chapter is not yet entirely covered in the UA and the UA currently explicitly states to use content from the PHB. Some of the tables in this section are unchanged from the SRD tables which have a purple background. Other tables are PHB tables modified with UA content and have normal formatting.

ARMOR AND SHIELDS

Fantasy gaming worlds are a vast tapestry made up of many different cultures, each with its own technology level. For this reason, adventurers have access to a variety of armor types, ranging from leather armor to chain mail to costly plate armor, with several other kinds of arm or in between. The Armor table collects the most commonly available types of armor found in the game and separates them into three categories: light armor, medium armor, and heavy armor. Many warriors supplement their armor with a shield.

ARMOR TRAINING

If you wear Light, Medium, or Heavy Armor and lack Armor Training with that type of Armor, you have Disadvantage on any d20 Test you make that involves Strength or Dexterity, and you can't cast Spells. If you equip a Shield and lack Armor Training with Shields, you don't gain the Armor Class bonus of the Shield.

GETTING IN AND OUT OF ARMOR

The time it takes to don or doff armor depends on the armor's category.

Don. This is the time it takes to put on armor. You benefit from the armor's AC only if you take the full time to don the suit of armor.

Doff. This is the time it takes to take off armor. If you have help, reduce this time by half.

DONNING AND DOFFING ARMOR

Category	Don	Doff
Light Armor	1 minute	1 minute
Medium Armor	5 minute	1 minute
Heavy Armor	10 minute	5 minute
Shield	1 action	1 action

ARMOR

Armor	Cost	Armor Class	Strength	Stealth	Weight
Light Armor					
Padded	5 gp	11 + Dex mod	—	Disadv.	8 lb.
Leather	10 gp	11 + Dex mod	—	—	10 lb.
Studded Leather	45 gp	12 + Dex mod	—	—	13 lb.
Medium Armor					
Hide	10 gp	12 + Dex mod (max2)	—	—	12 lb.
Chain shirt	50 gp	13 + Dex mod (max2)	—	—	20 lb.
Scale mail	50 gp	14 + Dex mod (max2)	—	Disadv.	45 lb.
Breastplate	400 gp	14 + Dex mod (max2)	—	—	20 lb.
Half plate	750 gp	15 + Dex mod (max2)	—	Disadv.	40 lb.
Heavy Armor					
Ringmail	30 gp	14	—	Disadv.	40 lb.
Chain mail	75 gp	16	Str 13	Disadv.	55 lb.
Splint	200 gp	17	Str 15	Disadv.	60 lb.
Plate	1,500 gp	18	Str 15	Disadv.	65 lb.
Shield					
Shield	10 gp	+2	—	—	6 lb.

WEAPONS

Your class grants proficiency in certain weapons, reflecting both the class's focus and the tools you are most likely to use. Whether you favor a longsword or a longbow, your weapon and your ability to wield it effectively can mean the difference between life and death while adventuring.

The Weapons table shows the most common weapons used in the fantasy gaming worlds, their price and weight, the damage they deal when they hit, and any special properties they possess. Every weapon is classified as either melee or ranged. A melee weapon is used to attack a target within 5 feet of you, whereas a ranged weapon is used to attack a target at a distance.

WEAPONS

Name	Cost	Damage	Weight	Properties
<i>Simple Melee Weapons</i>				
Club	1 sp	1d4 bludgeoning	2 lb.	Light
Dagger	2 gp	1d4 piercing	1 lb.	Finesse, Light, Thrown (range 20/60)
Greatclub	2 sp	1d8 bludgeoning	20 lb.	Two-handed
Handaxe	5 gp	1d6 slashing	2 lb.	Light, thrown (range 20/60)
Javelin	5 sp	1d6 piercing	2 lb.	Thrown (range 30/120)
Light hammer	2 gp	1d4 bludgeoning	2 lb.	Light, thrown (range 20/60)
Mace	5 gp	1d6 bludgeoning	4 lb.	—
Quarterstaff	2 sp	1d6 bludgeoning	4 lb.	Versatile (1d8)
Shortsword	10 gp	1d6 piercing	2 lb.	Finesse, Light
Sickle	1 gp	1d4 slashing	2 lb.	Light
Spear	1 gp	1d6 piercing	3 lb.	Thrown (range 20/60), Versatile (1d8)
<i>Simple Ranged Weapons</i>				
Crossbow, light	25 gp	1d8 piercing	5 lb.	Ammunition (range 80/320), Loading, Two-handed
Dart	5 cp	1d4 piercing	1/4 lb.	Finesse, Thrown (range 20/60)
Shortbow	25 gp	1d6 piercing	2 lb.	Ammunition (range 80/320), Two-Handed
Sling	1 sp	1d4 bludgeoning	—	Ammunition (range 30/120)
<i>Martial Melee Weapons</i>				
Battleaxe	10 gp	1d8 slashing	4 lb.	Versatile (1d10)
Flail	10 gp	1d8 bludgeoning	2 lb.	—
Glaive	20 gp	1d10 slashing	6 lb.	Heavy, Reach, Two-handed
Greataxe	30 gp	1d12 slashing	7 lb.	Heavy, Two-handed
Greatsword	50 gp	2d6 slashing	6 lb.	Heavy, Two-handed
Halberd	20 gp	1d10 slashing	6 lb.	Heavy, Reach, Two-handed
Lance	10 gp	1d12 piercing	6 lb.	Reach, Special
Longsword	15 gp	1d8 slashing	3 lb.	Versatile (1d10)
Maul	10 gp	2d6 bludgeoning	10 lb.	Heavy, Two-handed
Morningstar	15 gp	1d8 piercing	4 lb.	—
Pike	5 gp	1d10 piercing	18 lb.	Heavy, Reach, Two-handed
Rapier	25 gp	1d8 piercing	2 lb.	Finesse
Scimitar	25 gp	1d6 slashing	3 lb.	Finesse, Light
Trident	5 gp	1d6 piercing	4 lb.	Thrown (range 20/60), Versatile (1d8)
War pick	5 gp	1d8 piercing	2 lb.	—
Warhammer	15 gp	1d8 bludgeoning	2 lb.	Versatile (1d10)
Whip	2 gp	1d4 slashing	3 lb.	Finesse, reach
<i>Martial Ranged Weapons</i>				
Blowgun	10 gp	1 piercing	1 lb.	Ammunition (range 25/100), Loading
Crossbow, hand	75 gp	1d6 piercing	3 lb.	Ammunition (range 30/120), Light, Loading
Crossbow, heavy	50 gp	1d10 piercing	18 lb.	Ammunition (range 100/400), Heavy, Loading, two-handed
Longbow	50 gp	1d8 piercing	2 lb.	Ammunition (range 150/600), Heavy, Two-handed
Net	1 gp	—	3 lb.	Thrown (range 5/15)

WEAPON PROFICIENCY

Your race, class, and feats can grant you proficiency with certain weapons or categories of weapons. The two categories are simple and martial. Most people can use simple weapons with proficiency. These weapons include clubs, maces, and other weapons often found in the hands of commoners. Martial weapons, including swords, axes, and polearms, require more specialized training to use effectively. Most warriors use martial weapons because these weapons put their fighting style and training to best use.

Proficiency with a weapon allows you to add your proficiency bonus to the attack roll for any attack you make with that weapon. If you make an attack roll using a weapon with which you lack proficiency, you do not add your proficiency bonus to the attack roll.

WEAPON PROPERTIES

LIGHT [WEAPON PROPERTY]

When you take the Attack Action on your turn and attack with a Light weapon in one hand, you can make one extra attack as part of the same Action. That extra attack must be made with a different Light weapon in the other hand, and you don't add your Ability Modifier to the extra attack's damage. You can make this extra attack only once on each of your turns.

ADVENTURING GEAR

TOOLS

Tools aid your ability checks. See the ‘Tool Proficiency’ section in the Abilities and Skills Chapter

TOOLS

Item	Cost	Weight
Artisan's tools		
Alchemist's supplies	15 gp	8 lb.
Brewer's supplies	15 gp	9 lb.
Calligrapher's supplies	15 gp	5 lb.
Carpenter's tools	15 gp	6 lb.
Cartographer's tools	15 gp	6 lb.
Cobbler's tools	15 gp	5 lb.
Cook's utensils	15 gp	8 lb.
Glassblower's tools	15 gp	5 lb.
Jeweler's tools	15 gp	2 lb.
Leatherworker's tools	15 gp	5 lb.
Mason's tools	15 gp	8 lb.
Painter's supplies	15 gp	5 lb.
Potter's tools	15 gp	3 lb.
Smith's tools	15 gp	8 lb.
Tinker's tools	15 gp	10 lb.
Weaver's tools	15 gp	5 lb.
Woodcarver's tools	15 gp	5 lb.
Gaming set		
Dice set	1 gp	—
Dragonchess set	1 gp	1/2 lb.
Playing card set	1 gp	—
Three-Dragon Ante set	1 gp	—
Musical instrument		
Bagpipes	20 gp	6 lb.
Drum	20 gp	3 lb.
Dulcimer	20 gp	10 lb.
Flute	20 gp	1 lb.
Lute	20 gp	2 lb.
Lyre	20 gp	2 lb.
Horn	20 gp	2 lb.
Pan flute	20 gp	2 lb.
Shawm	20 gp	1 lb.
Viol	20 gp	1 lb.
Other Tools		
Disguise kit	25 gp	3 lb.
Forgery kit	15 gp	5 lb.
Herbalism kit	5 gp	3 lb.
Navigator's tools	25 gp	2 lb.
Poisoner's kit	50 gp	2 lb.
Thieves' tools	25 gp	1 lb.

ABILITIES AND SKILLS



HIS CHAPTER COVERS ABILITIES AND SKILLS.

Six Abilities provide a quick description of every creature's physical and mental characteristics:

- **Strength**, measuring physical power
- **Dexterity**, measuring agility
- **Constitution**, measuring endurance
- **Intelligence**, measuring reasoning and memory
- **Wisdom**, measuring perception and insight
- **Charisma**, measuring force of personality

D20 TESTS

The term d20 Test encompasses the three main d20 rolls of the game: Ability Checks, Attack Rolls, and Saving Throws. If something in the game affects d20 Tests, it affects all three of these rolls.

Whenever a player character rolls a 1 for a d20 Test, that character gains Heroic Inspiration.

The DM determines whether a d20 Test is warranted in any given circumstance.

Rules on D20 Tests and Ability Checks are covered in this chapter. For rules specific to Attack Rolls and Saving Throws, see the Combat chapter

ADVANTAGE AND DISADVANTAGE

Sometimes a special ability or spell tells you that you have advantage or disadvantage on an ability check, a saving throw, or an attack roll. When that happens, you roll a second d20 when you make the roll. Use the higher of the two rolls if you have advantage, and use the lower roll if you have disadvantage. For example, if you have disadvantage and roll a 17 and a 5, you use the 5. If you instead have advantage and roll those numbers, you use the 17.

If multiple situations affect a roll and each one grants advantage or imposes disadvantage on it, you don't roll more than one additional d20. If two favorable situations grant advantage, for example, you still roll only one additional d20.

If circumstances cause a roll to have both advantage and disadvantage, you are considered to have neither of them, and you roll one d20. This is true even if multiple circumstances impose disadvantage and only one grants advantage or vice versa. In such a situation, you have neither advantage nor disadvantage.

When you have advantage or disadvantage and something in the game, such as the halfling's Lucky trait, lets you reroll the d20, you can reroll only one of the dice. You choose which one. For example, if a halfling has advantage on an ability check and rolls a 1 and a 13, the halfling could use the Lucky trait to reroll the 1.

You usually gain advantage or disadvantage through the use of special abilities, actions, or spells. *Heroic Inspiration* (see chapter 4) can also give a character advantage on checks related to the character's personality, ideals, or bonds. The GM can also decide that circumstances influence a roll in one direction or the other and grant advantage or impose disadvantage as a result.

HEROIC INSPIRATION

When you have Heroic Inspiration (also called Inspiration), you can expend it to give yourself Advantage on a d20 Test. You decide to do so immediately after rolling the d20.

GAINING HEROIC INSPIRATION

A player character gains Heroic Inspiration if the character rolls a 1 for a d20 Test. That 1 must be on the d20 used for the test's total, not on a d20 that was rerolled or discarded. This Heroic Inspiration represents a character's resolve to do better after fumbling an attempt.

The DM can also award Heroic Inspiration to a player character who's done something that is particularly heroic or in character.

ONLY ONE AT A TIME

You can never have more than one instance of Heroic Inspiration. If something gives you Heroic Inspiration and you already have it, you can give Heroic Inspiration to a player character in your group who lacks it.

ABILITY CHECK

The Ability Check is one of three types of d20 Tests. The rules often call for an Ability Check, and the DM can also call for an Ability Check, determining which ability to use when a creature attempts something (other than an Attack Roll or a Saving Throw) that has a chance of meaningful failure. When the outcome is uncertain and narratively interesting, the dice determine the results.

The Ability Check has the following special rules.

SKILLS

When you make an Ability Check, the rules or the DM determines whether a Skill Proficiency is relevant to the check. If you have a relevant Skill Proficiency, you can add your Proficiency Bonus to the roll. For example, if a rule refers to a Strength Check (Acrobatics or Athletics), you can add your Proficiency Bonus to the check if you have Acrobatics or Athletics Proficiency.

EXPERTISE

Expertise is a special feature that enhances your use of a particular Skill Proficiency. If you gain Expertise, you gain it in one Skill in which you have Proficiency. You can never have Expertise in the same Skill Proficiency more than once.

When you make an Ability Check with a Skill Proficiency in which you have Expertise, your Proficiency Bonus is doubled for that check.

TOOL PROFICIENCY

If you have Proficiency with a tool, you can add your Proficiency Bonus to any Ability Check you make that uses that tool. If you have Proficiency in the Skill that's also used with that check, you have Advantage on the check too. This means you can benefit from both Skill Proficiency and Tool Proficiency on the same Ability Check.

ACTION REQUIRED

Making an Ability Check requires you to take an Action unless a rule says otherwise. Several of the named Actions—such as Hide and Influence—include Ability Checks. The DM may override this requirement and allow a particular Ability Check to be made as part of a Bonus Action or as no Action at all.

DIFFICULTY CLASS (DC)

The DM determines the Difficulty Class of an Ability Check and can override a DC specified in the rules. The Typical Difficulty Class table shows the most common DCs. The default DC for a check is 15, and it is rarely worth calling for an Ability Check if the DC is as low as 5, unless the potential failure is narratively interesting.

TYPICAL DIFFICULTY CLASS

Task Difficulty	DC
Very Easy	5
Easy	10
Medium	15
Hard	20
Very Hard	25
Nearly Impossible	30

SKILLS

Each ability covers a broad range of capabilities, including skills that a character or a monster can be proficient in. A skill represents a specific aspect of an ability score, and an individual's proficiency in a skill demonstrates a focus on that aspect. (A character's starting skill proficiencies are determined at character creation, and a monster's skill proficiencies appear in the monster's stat block.)

For example, a Dexterity check might reflect a character's attempt to pull off an acrobatic stunt, to palm an object, or to stay hidden. Each of these aspects of Dexterity has an associated skill: Acrobatics, Sleight of Hand, and Stealth, respectively. So a character who has proficiency in the Stealth skill is particularly good at Dexterity checks related to sneaking and hiding.

The skills related to each ability score are shown in the following list. (No skills are related to Constitution.) See an ability's description in the later sections of this chapter for examples of how to use a skill associated with an ability.

Strength: Athletics

Dexterity: Acrobatics, Sleight of Hand, Stealth

Intelligence: Arcana, History, Investigation, Nature, Religion

Wisdom: Animal Handling, Insight, Medicine, Perception, Survival

Charisma: Deception, Intimidation, Performance, Persuasion

Sometimes, the GM might ask for an ability check using a specific skill—for example, “Make a Wisdom (Perception) check.” At other times, a player might ask the GM if proficiency in a particular skill applies to a check. In either case, proficiency in a skill means an individual can add his or her proficiency bonus to ability checks that involve that skill. Without proficiency in the skill, the individual makes a normal ability check.

INTERACTING WITH THE WORLD



ULES ON HOW PLAYERS INTERACT WITH THE WORLD.

AWARENESS

This section covers aspects of perception, knowledge, and any other measure of a creature's awareness of the world around them.

VISION AND LIGHT

The most fundamental tasks of adventuring—noticing danger, finding hidden objects, hitting an enemy in combat, and targeting a spell, to name just a few—rely heavily on a character's ability to see. Darkness and other effects that obscure vision can prove a significant hindrance.

A given area might be lightly or heavily obscured. In a **lightly obscured** area, such as dim light, patchy fog, or moderate foliage, creatures have disadvantage on Wisdom (Perception) checks that rely on sight.

A **heavily obscured** area—such as darkness, opaque fog, or dense foliage—blocks vision entirely. A creature effectively suffers from the blinded condition (see appendix PH-A) when trying to see something in that area.

The presence or absence of light in an environment creates three categories of illumination: bright light, dim light, and darkness.

Bright light lets most creatures see normally. Even gloomy days provide bright light, as do torches, lanterns, fires, and other sources of illumination within a specific radius.

Dim light, also called shadows, creates a lightly obscured area. An area of dim light is usually a boundary between a source of bright light, such as a torch, and surrounding darkness. The soft light of twilight and dawn also counts as dim light. A particularly brilliant full moon might bathe the land in dim light.

Darkness creates a heavily obscured area. Characters face darkness outdoors at night (even most moonlit nights), within the confines of an unlit dungeon or a subterranean vault, or in an area of magical darkness.

BLINDSIGHT

If you have Blindsight, you can effectively see within a specific range without relying on physical sight. Within that range, you can effectively see anything that isn't behind Total Cover, even if you're Blinded or in Darkness. Moreover, you can effectively see a Hidden or an Invisible creature in that range.

DARKVISION

Many creatures in fantasy gaming worlds, especially those that dwell underground, have darkvision. Within a specified range, a creature with darkvision can see in darkness as if the darkness were dim light, so areas of darkness are only lightly obscured as far as that creature is concerned. However, the creature can't discern color in darkness, only shades of gray.

TREMORSENSE

A creature with Tremorsense can pinpoint the location of creatures and moving objects within a specific range, provided that the creature with Tremorsense and anything it's detecting are both in contact with the same surface (such as the ground, a wall, or a ceiling) or the same liquid.

Tremorsense can't detect creatures or objects in the air, and Tremorsense doesn't count as a form of sight.

TRUEVISION

A creature with truesight can, out to a specific range, see in normal and magical darkness, see invisible creatures and objects, automatically detect visual illusions and succeed on saving throws against them, and perceives the original form of a shapeshifter or a creature that is transformed by magic. Furthermore, the creature can see into the Ethereal Plane.

COVER

Walls, trees, creatures, and other obstacles can provide cover during combat, making a target more difficult to harm. A target can benefit from cover only when an attack or other effect originates on the opposite side of the cover.

There are three degrees of cover. If a target is behind multiple sources of cover, only the most protective degree of cover applies; the degrees aren't added together. For example, if a target is behind a creature that gives half cover and a tree trunk that gives three-quarters cover, the target has three-quarters cover.

A target with **half cover** has a +2 bonus to AC and Dexterity saving throws. A target has half cover if an obstacle blocks at least half of its body. The obstacle might be a low wall, a large piece of furniture, a narrow tree trunk, or a creature, whether that creature is an enemy or a friend.

A target with **three-quarters cover** has a +5 bonus to AC and Dexterity saving throws. A target has three-quarters cover if about three-quarters of it is covered by an obstacle. The obstacle might be a portcullis, an arrow slit, or a thick tree trunk.

A target with **total cover** can't be targeted directly by an attack or a spell, although some spells can reach such a target by including it in an area of effect. A target has total cover if it is completely concealed by an obstacle.

UNSEEN ATTACKERS AND TARGETS

Combatants often try to escape their foes' notice by hiding, casting the invisibility spell, or lurking in darkness.

When you attack a target that you can't see, you have disadvantage on the attack roll. This is true whether you're guessing the target's location or you're targeting a creature you can hear but not see. If the target isn't in the location you targeted, you automatically miss, but the GM typically just says that the attack missed, not whether you guessed the target's location correctly.

When a creature can't see you, you have advantage on attack rolls against it. If you are hidden—both unseen and unheard—when you make an attack, you give away your location when the attack hits or misses.

HOW TO RUN HIDING IN THE UA

This is an interpretation of the UA rules and is subject to peer review.

Who are you hiding from?: Hiding has become a condition.

According to the condition text, the creatures you are hidden from are referred to as 'enemies'. This implies that non-enemies may or may not see you, but don't affect your condition and may still be able to target you with line of sight effects.

Determining Cover: Cover is a one-to-many relationship between you and every other enemy. When checking cover for hiding, use the least applicable cover from all visible enemies. If you are trying to hide while there are no enemies, assume full cover.

Breaking Line of Sight: A creature can not see you under the following situations: You have Full Cover, you are Heavily Obscured, you have the Hidden Condition, you have the Invisible Condition. In any of these situations, you aren't affected by any effect from that creature that requires its target to be seen.

Three-Quarters Cover and No Line of Sight: I honestly don't understand this. If you have 3/4 cover, it means an enemy still has line of sight. I would rule that 3/4 cover never allows hiding because the other hiding requirement can't be fulfilled.

Unseen Enemies: If you can't see an enemy, but they can see you, you can still succeed on your Hide check. When an unseen enemy that can see you, begins to interact with you while you have the Hidden condition and no cover from that enemy, it immediately ends the hidden condition.

Revealed: If at any time you lose all cover from a visible enemy and are not heavily obscured, the hidden condition ends.

Found: If an enemy uses the Search Action to find you with a Wisdom Check (Perception), they must exceed the Stealth check total from your Hide Action.

Location: While you have the hidden condition, an enemy may not know your exact location, and must use the rules for guessing the target's location as detailed in the 'Unseen Attackers and Targets' entry.

AWARENESS ACTIONS

SEARCH [ACTION]

When you take the Search Action, you make a Wisdom Check to discern something that isn't obvious. The Search table suggests which Skills are applicable when you take this Action, depending on what you're trying to detect.

SEARCH

Skill	Thing to Detect
Insight	Creature's state of mind
Medicine	Creature's ailment
Perception	Concealed creature or object
Survival	Tracks or food

STUDY [ACTION]

When you take the Study Action, you make an Intelligence Check to study your memory, a book, a creature, a clue, an object, or another source of knowledge and call to mind an important piece of information about it.

The Areas of Knowledge table suggests which Skills are applicable when you take this Action, depending on the area of knowledge the Intelligence Check is about.

AREAS OF KNOWLEDGE

Skill	Areas
Arcana	Spells, magic items, eldritch symbols, magical traditions, planes of existence, and certain creatures (Aberrations, Constructs, Elementals, Fey, and Monstrosities)
History	Historic events and people, ancient civilizations, wars, and certain creatures (Giants and Humanoids)
Investigation	Traps, ciphers, riddles, and gadgetry
Nature	Terrain, flora, weather, and certain creatures (Beasts, Dragons, Oozes, and Plants)
Religion	Deities, religious hierarchies and rites, holy symbols, cults, and certain creatures (Celestials, Fiends, and Undead)

HIDE [ACTION]

With the Hide Action, you try to conceal yourself. To do so, you must make a DC 15 Dexterity Check (Stealth) while you're Heavily Obscured or behind Three-Quarters Cover or Total Cover, and you must be out of any visible enemy's line of sight; if you can see a creature, you can discern whether it can see you.

On a successful check, you are Hidden. Make note of your check's total, which becomes the DC for a creature to find you with a Wisdom Check (Perception).

MOVEMENT

MOVE

When you Move, you can go a distance equal to your Speed or less. For example, if you have a Speed of 30 feet, you can go up to 30 feet when you Move. Difficult Terrain can slow you down.

BREAKING UP YOUR MOVE

You can break up your Move, using some of its movement before and after any Action you take on the same turn. For example, if you have a Speed of 30 feet, you could go 10 feet, take an Action, and then go 20 feet.

MOVING AROUND OTHER CREATURES

During your Move, you can pass through the space of an ally, an Incapacitated creature, a Tiny creature, or a creature who is two Sizes larger or smaller than you.

Another creature's space is Difficult Terrain for you, unless that creature is Tiny.

You can't willingly end your Move in a space occupied by another creature.

CLIMBING AND SWIMMING

You can use your Speed to climb or swim. Some creatures also have a Climb Speed or a Swim Speed.

If you use your Speed to climb or swim, each foot of movement costs 1 extra foot. For example, if you swim or climb 5 feet, you must spend 10 feet of movement to do so with your Speed. If you're swimming or climbing through Difficult Terrain, that 5 feet of movement costs 15 feet!

SPECIAL SPEEDS

Some creatures have special speeds, such as a Climb Speed, a Fly Speed, or a Swim Speed. If you have more than one speed, you must choose which one to use each time you take your Move. For example, if you have a Speed and a Climb Speed, you can use one of those speeds when you Move, not both during the same Move.

If you take more than one Move on a turn and have more than one speed, each Move can use the same speed or a different one. For example, if you have both a Speed and a Fly Speed and you take the Dash Action on your turn, you could use your Speed for the Move and your Fly Speed for the Dash or vice versa.

SPEED OF 0

If an effect zeroes your Speed for a time, any special speed you have is also zeroed for the same duration. For example, if you have a Speed and a Climb Speed, both speeds are zeroed if you're subjected to the Grappled Condition.

DIFFICULT TERRAIN

If a space is Difficult Terrain, every foot of movement in that space costs 1 extra foot. For example, moving 5 feet through Difficult Terrain costs 10 feet of movement. Difficult Terrain isn't cumulative; either a space is Difficult Terrain or it isn't.

A space is Difficult Terrain for a creature if the space contains any of the following:

- Creature that isn't Tiny
- Furniture that is Small or larger
- Heavy snow
- Heavy undergrowth
- Ice
- Liquid that's between shin- and waist-deep (any deeper and you need to Swim)
- Narrow opening that is sized for a creature one Size smaller
- Pit or another gap of 2–5 feet
- Rubble
- Slope of 20 degrees or more
- *Things the DM may determine as Difficult Terrain*

CLIMB SPEED

A Climb Speed can be used to move on a vertical surface without expending the extra movement normally associated with climbing. A Climb Speed can also be used in any situation in which your Speed is usable.

Some creatures have the Spider Climb trait, which allows their Climb Speed to work even on the underside of horizontal surfaces.

SWIM SPEED

A Swim Speed can be used to move through a liquid without expending the extra movement normally associated with swimming.

FLY SPEED

A Fly Speed can be used to move through the air. While you have a Fly Speed, you can stay aloft until you land, fall, or die.

While flying, you fall if you are Incapacitated or Restrained. If you have the Hover trait, you can stay aloft even while Incapacitated or Restrained.

TELEPORTATION

Teleportation is a special kind of magical transportation. If you teleport, you disappear and reappear elsewhere instantly, without moving through the intervening space. This transportation doesn't expend movement, unless a rule tells you otherwise, and teleportation never provokes Opportunity Attacks.

When you teleport, all the equipment you are wearing and carrying teleports with you.

If you are touching another creature when you teleport, that creature doesn't teleport with you, unless the teleportation effect says otherwise.

If the destination space of your teleportation is occupied by another creature or blocked by a solid obstacle, you instead appear in the nearest unoccupied space of your choice.

The description of a teleportation effect tells you if you must see the teleportation's destination.

MOVEMENT ACTIONS

DASH [ACTION]

Taking the Dash Action allows you to make a bonus Move during the current turn.

JUMP [ACTION]

With the Jump Action, you attempt to leap more than 5 feet (a jump of 5 feet or less is treated as Difficult Terrain). When you take this Action, your Speed must be greater than 0, and you must make a DC 10 Strength Check (Acrobatics or Athletics). If you don't Move at least 10 feet immediately before this Action, you have Disadvantage on the check.

On a failed check, you leap 5 feet horizontally or vertically.

On a successful check, the check's total determines the distance in feet that you can clear horizontally, or half that total if you're jumping vertically (round down). This jump doesn't expend your movement, but the distance you clear can't exceed your Speed.

INTERACTING WITH PEOPLE

INTERACTION ACTIONS

HELP [ACTION]

When you take the Help Action, you do one of the following:

Assist Ability Check.

Choose one of your Skill Proficiencies and one ally who can see or hear you. You give Advantage to the next Ability Check that ally makes with the chosen Skill. This benefit expires if the ally doesn't use it before the start of your next turn. To give this assistance, you must be near enough to the ally to assist verbally or physically when the ally makes the check. The DM has final say on whether your assistance is possible.

INFLUENCE [ACTION]

With the Influence Action, you can try to influence another creature to do something you request or demand. This Action can be used only on creatures controlled by the DM, and it isn't mind control; it can't force a creature to do something that is counter to the creature's alignment or that is otherwise repugnant to the creature.

This Action has three main parts: Attitude, interaction, and a Charisma Check.

ATTITUDE

A creature's Attitude determines how a character can influence that creature. Each DMcontrolled creature has one of the following Attitudes toward the player characters:

Indifferent. This is the default Attitude for DMcontrolled creatures. An Indifferent creature might help or hinder the party, depending on what the creature sees as most beneficial. A creature's indifference doesn't necessarily make it standoffish or disinterested. Indifferent creatures might be polite and genial, surly and irritable, or anything in between. A successful Charisma Check is often necessary when the adventurers try to persuade an Indifferent creature to do something.

Friendly. A Friendly creature wants to help the adventurers and wishes for them to succeed. For tasks or actions that require no particular risk, effort, or cost, Friendly creatures often help happily. If an element of personal risk is involved, a successful Charisma Check might be required to convince a Friendly creature to take that risk.

Hostile. A Hostile creature opposes the adventurers and their goals but doesn't necessarily attack them on sight. The adventurers need to succeed on one or more challenging Charisma Checks to convince a Hostile creature to do anything on the party's behalf; however, the DM might determine that the Hostile creature is so ill-disposed toward the characters that

no Charisma Check can sway it, in which case the first check fails automatically and no further Influence attempts can be made on the creature unless its Attitude shifts.

INTERACTION

When you take the Influence Action, either roleplay how your character interacts with the creature or describe your character's behavior—focusing on your character's request or demand. If the interaction is especially suited to the creature's desires and outlook, the DM might grant Advantage to your subsequent check or might temporarily shift a Hostile creature to Indifferent or an Indifferent creature to Friendly.

Similarly, if the interaction is particularly irksome to the creature, the DM might impose Disadvantage on your subsequent check or might temporarily shift a Friendly creature to Indifferent or an Indifferent creature to Hostile.

ABILITY CHECK

To determine whether your request or demand is successful, you make a Charisma Check (Animal Handling, Deception, Intimidation, or Persuasion); the applicable Skill depends on the interaction, with Animal Handling being reserved for Beasts and Monstrosities. Also, each request or demand requires a different check.

The creature's Attitude determines the DC required to achieve a specific response, as shown in the Influence Responses table.

INFLUENCE RESPONSES

DC	Indifferent Creature's Response
10	The creature does as asked, as long as no risks or sacrifices are involved.
20	The creature accepts a minor risk or sacrifice to do as asked.
DC	Friendly Creature's Response
10	The creature accepts a minor risk or sacrifice to do as asked.
20	The creature accepts a significant risk or sacrifice to do as asked.
DC	Hostile Creature's Response
10	The creature offers no help but does no harm.
20	The creature does as asked, as long as no risks or sacrifices are involved.

RESTING, EATING, TRAVEL

RESTING

SHORT REST

A short rest is a period of downtime, at least 1 hour long, during which a character does nothing more strenuous than eating, drinking, reading, and tending to wounds.

A character can spend one or more Hit Dice at the end of a short rest, up to the character's maximum number of Hit Dice, which is equal to the character's level. For each Hit Die spent in this way, the player rolls the die and adds the character's Constitution modifier to it. The character regains hit points equal to the total. The player can decide to spend an additional Hit Die after each roll. A character regains some spent Hit Dice upon finishing a long rest, as explained below.

LONG REST

A Long Rest is a period of extended downtime— at least 8 hours long—available to any creature. During a Long Rest, you sleep for at least 6 hours and perform no more than 2 hours of light activity, such as reading, talking, eating, or standing watch.

BENEFITS OF THE REST

When you finish a Long Rest, you gain the following benefits:

Regain All HP. You regain all lost Hit Points.

Regain All HD. You regain all spent Hit Dice.

HP Max Restored. If your Hit Point Maximum was reduced, it returns to normal.

Ability Scores Restored. If any of your Ability Scores were reduced, they return to normal. You can't benefit from more than one Long Rest in a 24-hour period, and you must have at least 1 Hit Point at the start of the rest to gain its benefits.

INTERRUPTING THE REST

If a Long Rest is interrupted by combat or by 1 hour of walking, casting Spells, or similar activity, the rest confers no benefit and must be restarted; however, if the rest was at least 1 hour long before the interruption, you gain the benefits of a Short Rest.

COMBAT



HIS CHAPTER COVERS RULES FOR COMBAT.

MAKING AN ATTACK

Whether you're striking with a melee weapon, firing a weapon at range, or making an attack roll as part of a spell, an attack has a simple structure.

- 1. Choose a target.** Pick a target within your attack's range: a creature, an object, or a location.
- 2. Determine modifiers.** The GM determines whether the target has cover and whether you have advantage or disadvantage against the target. In addition, spells, special abilities, and other effects can apply penalties or bonuses to your attack roll.
- 3. Resolve the attack.** You make the attack roll. On a hit, you roll damage, unless the particular attack has rules that specify otherwise. Some attacks cause special effects in addition to or instead of damage.

If there's ever any question whether something you're doing counts as an attack, the rule is simple: if you're making an attack roll, you're making an attack.

UNARMED STRIKE

An Unarmed Strike is a melee attack that involves you using your body to damage, grapple, or shove a target within your Reach.

Your bonus to hit with an Unarmed Strike equals your Strength modifier plus your Proficiency Bonus. On a hit, your Unarmed Strike causes one of the following effects of your choice:

- Damage.** The target takes Bludgeoning Damage equal to $1 + \text{your Strength modifier}$.
- Grapple.** The target is Grappled, and the grapple's escape DC equals $8 + \text{your Strength modifier} + \text{your Proficiency Bonus}$. This grapple is possible only if the target is no more than one Size larger than you and if you have a hand free to grab the target.
- Shove.** You either push the target 5 feet away or knock the target Prone. This shove is possible only if the target is no more than one Size larger than you.

COMBAT ACTIONS

While the actions presented here are generally related to combat, they are not restricted to combat. Likewise, actions from other Chapters may be used in combat.

ATTACK [ACTION]

When you take the Attack Action, you can make one attack with a Weapon or an Unarmed Strike.

HAVING THE LIGHT WEAPON PROPERTY

When you take the Attack Action on your turn and attack with a Light weapon in one hand, you can make one extra attack as part of the same Action. That extra attack must be made with a different Light weapon in the other hand, and you don't add your Ability Modifier to the extra attack's damage. You can make this extra attack only once on each of your turns.

For example, if you take the Attack Action on your turn and have a Shortsword in one hand and a Dagger in the other—each of which has the Light property—you can make one attack with each weapon, but you don't add your Strength or Dexterity Modifier to the damage roll of the second weapon.

EQUIPPING WEAPONS

You can equip or unequip one Weapon before or after any attack you make as part of this Action, even if the attack is with an Unarmed Strike.

MOVING BETWEEN ATTACKS

If you Move on your turn, you can use some or all of that movement to move between the attacks of this Action if you have a feature, such as Extra Attack, that gives you more than one attack as part of the Attack Action.

HELP [ACTION]

When you take the Help Action, you do one of the following:

- Assist Attack Roll.** You momentarily distract an enemy within 5 feet of you, granting Advantage to the next Attack Roll by one of your allies against that enemy. This benefit expires at the start of your next turn.

SPELLCASTING



HIS CHAPTER COVERS RULES FOR SPELLCASTING.

WHAT IS A SPELL?

A spell is a discrete magical effect, a single shaping of the magical energies that suffuse the multiverse into a specific, limited expression.

CANTRIPS

A cantrip is a spell that can be cast at will, without using a spell slot and without being prepared in advance. Repeated practice has fixed the spell in the caster's mind and infused the caster with the magic needed to produce the effect over and over. A cantrip's spell level is 0.

RITUALS

If you have a Spell prepared that has the Ritual tag, you can cast that Spell as a Ritual.

Such a spell can be cast following the normal rules for spellcasting, or the spell can be cast as a ritual. The ritual version of a spell takes 10 minutes longer to cast than normal. It also doesn't expend a spell slot, which means the ritual version of a spell can't be cast at a higher level.

CASTING A SPELL

CONCENTRATION

Some spells require you to maintain concentration in order to keep their magic active. If you lose concentration, such a spell ends.

If a spell must be maintained with concentration, that fact appears in its Duration entry, and the spell specifies how long you can concentrate on it. You can end concentration at any time (no action required).

Normal activity, such as moving and attacking, doesn't interfere with concentration. The following factors can break concentration:

- **Casting another spell that requires concentration.** You lose concentration on a spell if you cast another spell that requires concentration. You can't concentrate on two spells at once.
- **Taking damage.** Whenever you take damage while you are concentrating on a spell, you must make a Constitution saving throw to maintain your concentration. The DC equals 10 or half the damage you take, whichever number is higher. If you take damage from multiple sources, such as an arrow and a dragon's breath, you make a separate saving throw for each source of damage.
- **Being incapacitated or killed.** You lose concentration on a spell if you are incapacitated or if you die.
- **Other Conditions.** The GM might also decide that certain environmental phenomena, such as a wave crashing over you while you're on a storm-tossed ship, require you to succeed on a DC 10 Constitution saving throw to maintain concentration on a spell.

SPELLCASTING ACTIONS

MAGIC [ACTION]

When you take the Magic Action, you cast a Spell that has a casting time of an Action, or you use a Magic Item that requires an Action to be activated.

If you cast a Spell that has a casting time of 1 minute or longer, you must take the Magic Action on each turn of that casting, and you must maintain Concentration while you do so. If your Concentration is broken, the Spell fails, but you don't expend a Spell Slot.

CASTING IN ARMOR

If you wear Light, Medium, or Heavy Armor and lack Armor Training with that type of Armor, you can't cast Spells.

SPELLS



HIS CHAPTER DETAILS THE CORE SET OF SPELLS. There are three core Spell types: Arcane, Divine, and Primal.

ARCANE SPELLS

An Arcane Spell draws on the ambient magic of the multiverse. Bards, Sorcerers, Warlocks, and Wizards harness this magic, as do Artificers. For a partial list of Arcane Spells, see “Spell Lists” below.

DIVINE SPELLS

A Divine Spell draws on the power of gods and the Outer Planes. Clerics and Paladins harness this magic. For a partial list of Divine Spells, see “Spell Lists” below.

PRIMAL SPELLS

A Primal Spell draws on the forces of nature and the Inner Planes. Druids and Rangers harness this magic. For a partial list of Primal Spells, see “Spell Lists” below.

SPELL LISTS

Each list provides a Spell’s level (*Cantrips are listed as level 0*), name, and School of Magic. The list also indicates whether a Spell has the Ritual tag.

ARCANE SPELLS

Level	Spell	School	Ritual
0	Acid Splash	Conjuration	No
0	Blade Ward	Abjuration	No
0	Chill Touch	Necromancy	No
0	Dancing Lights	Illusion	No
0	Fire Bolt	Evocation	No
0	Friends	Enchantment	No
0	Light	Evocation	No
0	Mage Hand	Conjuration	No
0	Mending	Transmutation	No
0	Message	Transmutation	No
0	Minor Illusion	Illusion	No
0	Poison Spray	Conjuration	No
0	Prestidigitation	Transmutation	No
0	Ray of Frost	Evocation	No
0	Shocking Grasp	Evocation	No
0	True Strike	Divination	No
0	Vicious Mockery	Enchantment	No
1	Alarm	Abjuration	Yes
1	Armor of Agathys	Abjuration	No
1	Arms of Hadar	Conjuration	No
1	Burning Hands	Evocation	No
1	Charm Person	Enchantment	No
1	Chromatic Orb	Evocation	No

THE SCHOOLS OF MAGIC

Academies of magic group spells into eight categories called schools of magic. Scholars, particularly wizards, apply these categories to all spells, believing that all magic functions in essentially the same way, whether it derives from rigorous study or is bestowed by a deity.

The schools of magic help describe spells; they have no rules of their own, although some rules refer to the schools.

Abjuration spells are protective in nature, though some of them have aggressive uses. They create magical barriers, negate harmful effects, harm trespassers, or banish creatures to other planes of existence.

Conjuration spells involve the transportation of objects and creatures from one location to another. Some spells summon creatures or objects to the caster’s side, whereas others allow the caster to teleport to another location. Some conjurations create objects or effects out of nothing.

Divination spells reveal information, whether in the form of secrets long forgotten, glimpses of the future, the locations of hidden things, the truth behind illusions, or visions of distant people or places.

Enchantment spells affect the minds of others, influencing or controlling their behavior. Such spells can make enemies see the caster as a friend, force creatures to take a course of action, or even control another creature like a puppet.

Evocation spells manipulate magical energy to produce a desired effect. Some call up blasts of fire or lightning. Others channel positive energy to heal wounds.

Illusion spells deceive the senses or minds of others. They cause people to see things that are not there, to miss things that are there, to hear phantom noises, or to remember things that never happened. Some illusions create phantom images that any creature can see, but the most insidious illusions plant an image directly in the mind of a creature.

Necromancy spells manipulate the energies of life and death. Such spells can grant an extra reserve of life force, drain the life energy from another creature, create the undead, or even bring the dead back to life. Creating the undead through the use of necromancy spells such as animate dead is not a good act, and only evil casters use such spells frequently.

Transmutation spells change the properties of a creature, object, or environment. They might turn an enemy into a harmless creature, bolster the strength of an ally, make an object move at the caster’s command, or enhance a creature’s innate healing abilities to rapidly recover from injury

Level	Spell	School	Ritual	Level	Spell	School	Ritual
1	Color Spray	Illusion	No	2	Melf's Acid Arrow	Evocation	No
1	Comprehend Languages	Divination	Yes	2	Mirror Image	Illusion	No
1	Detect Magic	Divination	Yes	2	Misty Step	Conjuration	No
1	Disguise Self	Illusion	No	2	Phantasmal Force	Illusion	No
1	Dissonant Whispers	Enchantment	No	2	Ray of Enfeeblement	Necromancy	No
1	Expeditious Retreat	Transmutation	No	2	Rope Trick	Transmutation	No
1	False Life	Necromancy	No	2	Scorching Ray	Evocation	No
1	Feather Fall	Transmutation	No	2	See Invisibility	Divination	No
1	Find Familiar	Conjuration	Yes	2	Shatter	Transmutation	No
1	Fog Cloud	Conjuration	No	2	Spider Climb	Transmutation	No
1	Grease	Conjuration	No	2	Suggestion	Enchantment	No
1	Hellish Rebuke	Evocation	No	2	Web	Conjuration	No
1	Hex	Enchantment	No	3	Animate Dead	Necromancy	No
1	Identify	Divination	Yes	3	Bestow Curse	Necromancy	No
1	Illusory Script	Illusion	Yes	3	Blink	Transmutation	No
1	Jump	Transmutation	No	3	Clairvoyance	Divination	No
1	Longstrider	Transmutation	No	3	Counterspell	Abjuration	No
1	Mage Armor	Abjuration	No	3	Dispel Magic	Abjuration	No
1	Magic Missile	Evocation	No	3	Fear	Illusion	No
1	Protection from Evil and Good	Abjuration	No	3	Fireball	Evocation	No
1	Ray of Sickness	Necromancy	No	3	Fly	Transmutation	No
1	Shield	Abjuration	No	3	Gaseous Form	Transmutation	No
1	Silent Image	Illusion	No	3	Glyph of Warding	Abjuration	No
1	Sleep	Enchantment	No	3	Haste	Transmutation	No
1	Tasha's Hideous Laughter	Enchantment	No	3	Hunger of Hadar	Conjuration	No
1	Tenser's Floating Disk	Conjuration	Yes	3	Hypnotic Pattern	Illusion	No
1	Thunderwave	Transmutation	No	3	Leomund's Tiny Hut	Evocation	Yes
1	Unseen Servant	Conjuration	Yes	3	Lightning Bolt	Evocation	No
1	Witch Bolt	Evocation	No	3	Magic Circle	Abjuration	No
2	Alter Self	Transmutation	No	3	Major Image	Illusion	No
2	Arcane Lock	Abjuration	No	3	Nondetection	Abjuration	No
2	Blindness/Deafness	Transmutation	No	3	Phantom Steed	Illusion	Yes
2	Blur	Illusion	No	3	Protection from Energy	Abjuration	No
2	Calm Emotions	Enchantment	No	3	Remove Curse	Abjuration	No
2	Cloud of Daggers	Conjuration	No	3	Sending	Divination	No
2	Continual Flame	Evocation	No	3	Sleet Storm	Conjuration	No
2	Crown of Madness	Enchantment	No	3	Slow	Transmutation	No
2	Darkness	Evocation	No	3	Stinking Cloud	Conjuration	No
2	Darkvision	Transmutation	No	3	Tongues	Divination	No
2	Detect Thoughts	Divination	No	3	Vampiric Touch	Necromancy	No
2	Enlarge/Reduce	Transmutation	No	3	Water Breathing	Transmutation	Yes
2	Enthrall	Enchantment	No	4	Arcane Eye	Divination	No
2	Flaming Sphere	Evocation	No	4	Banishment	Abjuration	No
2	Gust of Wind	Evocation	No	4	Blight	Necromancy	No
2	Hold Person	Enchantment	No	4	Compulsion	Enchantment	No
2	Invisibility	Illusion	No	4	Confusion	Enchantment	No
2	Knock	Transmutation	No	4	Conjure Minor Elementals	Conjuration	No
2	Levitate	Transmutation	No	4	Control Water	Transmutation	No
2	Locate Object	Divination	No	4	Dimension Door	Conjuration	No
2	Magic Aura	Illusion	No	4	Evard's Black Tentacles	Conjuration	No
2	Magic Mouth	Illusion	Yes	4	Fabricate	Transmutation	No
2	Magic Weapon	Transmutation	No	4	Fire Shield	Evocation	No

Level	Spell	School	Ritual	6	Wall of Ice	Evocation	No
4	Greater Invisibility	Illusion	No	7	Delayed Blast Fireball	Evocation	No
4	Hallucinatory Terrain	Illusion	No	7	Etherealness	Transmutation	No
4	Ice Storm	Evocation	No	7	Finger of Death	Necromancy	No
4	Leomund's Secret Chest	Conjuration	No	7	Forcecage	Evocation	No
4	Locate Creature	Divination	No	7	Mirage Arcane	Illusion	No
4	Mordenkainen's Faithful Hound	Conjuration	No	7	Mordenkainen's Magnificent Mansion	Conjuration	No
4	Mordenkainen's Private Sanctum	Abjuration	No	7	Mordenkainen's Sword	Evocation	No
4	Otiluke's Resilient Sphere	Evocation	No	7	Plane Shift	Conjuration	No
4	Phantasmal Killer	Illusion	No	7	Prismatic Spray	Evocation	No
4	Polymorph	Transmutation	No	7	Project Image	Illusion	No
4	Stone Shape	Transmutation	No	7	Reverse Gravity	Transmutation	No
4	Stoneskin	Transmutation	No	7	Sequester	Transmutation	No
4	Wall of Fire	Evocation	No	7	Simulacrum	Illusion	No
5	Animate Objects	Transmutation	No	7	Symbol	Abjuration	No
5	Bigby's Hand	Evocation	No	7	Teleport	Conjuration	No
5	Cloudkill	Conjuration	No	8	Antimagic Field	Abjuration	No
5	Cone of Cold	Evocation	No	8	Antipathy/Sympathy	Enchantment	No
5	Conjure Elemental	Conjuration	No	8	Clone	Necromancy	No
5	Contact Other Plane	Divination	Yes	8	Control Weather	Transmutation	No
5	Creation	Illusion	No	8	Demiplane	Conjuration	No
5	Dominate Person	Enchantment	No	8	Dominate Monster	Enchantment	No
5	Dream	Illusion	No	8	Feeblemind	Enchantment	No
5	Geas	Enchantment	No	8	Glibness	Enchantment	No
5	Hold Monster	Enchantment	No	8	Incendiary Cloud	Conjuration	No
5	Legend Lore	Divination	No	8	Maze	Conjuration	No
5	Mislead	Illusion	No	8	Mind Blank	Abjuration	No
5	Modify Memory	Enchantment	No	8	Power Word Stun	Enchantment	No
5	Passwall	Transmutation	No	8	Sunburst	Evocation	No
5	Planar Binding	Abjuration	No	8	Telepathy	Divination	No
5	Rary's Telepathic Bond	Divination	Yes	9	Astral Projection	Necromancy	No
5	Scrying	Divination	No	9	Foresight	Divination	No
5	Seeming	Illusion	No	9	Gate	Conjuration	No
5	Telekinesis	Transmutation	No	9	Imprisonment	Abjuration	No
5	Teleportation Circle	Conjuration	No	9	Meteor Swarm	Evocation	No
5	Wall of Force	Evocation	No	9	Power Word Kill	Enchantment	No
5	Wall of Stone	Evocation	No	9	Prismatic Wall	Abjuration	No
6	Arcane Gate	Conjuration	No	9	Shapechange	Transmutation	No
6	Chain Lightning	Evocation	No	9	Time Stop	Transmutation	No
6	Circle of Death	Necromancy	No	9	True Polymorph	Transmutation	No
6	Contingency	Abjuration	No	9	Weird	Illusion	No
6	Create Undead	Necromancy	No	9	Wish	Conjuration	No
6	Disintegrate	Transmutation	No				
6	Eyebite	Necromancy	No				
6	Flesh to Stone	Transmutation	No				
6	Globe of Invulnerability	Abjuration	No				
6	Guards and Wards	Abjuration	No				
6	Instant Summons	Conjuration	Yes				
6	Magic Jar	Necromancy	No				
6	Mass Suggestion	Enchantment	No				
6	Move Earth	Transmutation	No				
6	Otiluke's Freezing Sphere	Evocation	No				
6	Otto's Irresistible Dance	Enchantment	No				
6	Programmed Illusion	Illusion	No				
6	Sunbeam	Evocation	No				
6	True Seeing	Divination	No				

DIVINE SPELLS

Level	Spell	School	Ritual
0	Guidance	Divination	No
0	Light	Evocation	No
0	Resistance	Abjuration	No
0	Sacred Flame	Evocation	No
0	Spare the Dying	Necromancy	No
0	Thaumaturgy	Transmutation	No
1	Bane	Enchantment	No
1	Bless	Enchantment	No
1	Command	Enchantment	No
1	Compelled Duel	Enchantment	No
1	Cure Wounds	Abjuration	No
1	Detect Evil and Good	Divination	No
1	Detect Magic	Divination	Yes
1	Detect Poison and Disease	Divination	Yes
1	Divine Favor	Evocation	No
1	Guiding Bolt	Evocation	No
1	Healing Word	Abjuration	No
1	Heroism	Enchantment	No
1	Inflict Wounds	Necromancy	No
1	Protection from Evil and Good	Abjuration	No
1	Purify Food and Drink	Transmutation	Yes
1	Sanctuary	Abjuration	No
1	Searing Smite	Evocation	No
1	Shield of Faith	Abjuration	No
1	Thunderous Smite	Evocation	No
1	Wrathful Smite	Evocation	No
2	Aid	Abjuration	No
2	Augury	Divination	Yes
2	Blindness/ Deafness	Transmutation	No
2	Branding Smite	Evocation	No
2	Calm Emotions	Enchantment	No
2	Find Steed	Conjuration	No
2	Find Traps	Divination	No
2	Gentle Repose	Necromancy	Yes
2	Hold Person	Enchantment	No
2	Lesser Restoration	Abjuration	No
2	Locate Object	Divination	No
2	Magic Weapon	Transmutation	No
2	Prayer of Healing	Abjuration	No
2	Protection from Poison	Abjuration	No
2	Silence	Illusion	Yes
2	Spiritual Weapon	Evocation	No
2	Warding Bond	Abjuration	No
2	Zone of Truth	Enchantment	No
3	Aura of Vitality	Abjuration	No
3	Beacon of Hope	Abjuration	No
3	Blinding Smite	Evocation	No
3	Clairvoyance	Divination	No
3	Create Food and Water	Conjuration	No
3	Crusader's Mantle	Evocation	No
3	Daylight	Evocation	No

Level	Spell	School	Ritual
3	Dispel Magic	Abjuration	No
3	Feign Death	Necromancy	Yes
3	Glyph of Warding	Abjuration	No
3	Magic Circle	Abjuration	No
3	Mass Healing Word	Abjuration	No
3	Remove Curse	Abjuration	No
3	Revivify	Necromancy	No
3	Speak with Dead	Necromancy	No
3	Spirit Guardians	Conjuration	No
3	Tongues	Divination	No
4	Aura of Life	Abjuration	No
4	Aura of Purity	Abjuration	No
4	Banishment	Abjuration	No
4	Death Ward	Abjuration	No
4	Divination	Divination	Yes
4	Freedom of Movement	Abjuration	No
4	Guardian of Faith	Abjuration	No
4	Locate Creature	Divination	No
4	Staggering Smite	Evocation	No
5	Banishing Smite	Abjuration	No
5	Circle of Power	Abjuration	No
5	Commune	Divination	Yes
5	Contagion	Necromancy	No
5	Destructive Wave	Evocation	No
5	Dispel Evil and Good	Abjuration	No
5	Flame Strike	Evocation	No
5	Geas	Enchantment	No
5	Greater Restoration	Abjuration	No
5	Hallow	Abjuration	No
5	Legend Lore	Divination	No
5	Mass Cure Wounds	Abjuration	No
5	Planar Binding	Abjuration	No
5	Raise Dead	Necromancy	No
5	Scrying	Divination	No
6	Blade Barrier	Evocation	No
6	Find the Path	Divination	No
6	Forbiddance	Abjuration	Yes
6	Harm	Necromancy	No
6	Heal	Abjuration	No
6	Heroes' Feast	Conjuration	No
6	Planar Ally	Conjuration	No
6	Sunbeam	Evocation	No
6	True Seeing	Divination	No
6	Word of Recall	Conjuration	No
7	Conjure Celestial	Conjuration	No
7	Divine Word	Evocation	No
7	Etherealness	Transmutation	No
7	Plane Shift	Conjuration	No
7	Regenerate	Transmutation	No
7	Resurrection	Necromancy	No
7	Symbol	Abjuration	No
8	Antimagic Field	Abjuration	No

Level	Spell	School	Ritual
8	Antipathy/ Sympathy	Enchantment	-
8	Holy Aura	Abjuration	No
8	Sunburst	Evocation	No
9	Astral Projection	Necromancy	No
9	Foresight	Divination	No
9	Gate	Conjuration	No
9	Mass Heal	Abjuration	No
9	Power Word Heal	Abjuration	No
9	True Resurrection	Necromancy	No

Level	Spell	School	Ritual
2	Gust of Wind	Evocation	No
2	Heat Metal	Transmutation	No
2	Lesser Restoration	Abjuration	No
2	Locate Animals or Plants	Divination	Yes
2	Locate Object	Divination	No
2	Moonbeam	Evocation	No
2	Pass without Trace	Abjuration	No
2	Protection from Poison	Abjuration	No
2	Silence	Illusion	Yes
2	Spike Growth	Transmutation	No
3	Call Lightning	Conjuration	No
3	Conjure Animals	Conjuration	No
3	Conjure Barrage	Conjuration	No
3	Daylight	Evocation	No
3	Dispel Magic	Abjuration	No
3	Elemental Weapon	Transmutation	No
3	Feign Death	Necromancy	Yes
3	Lightning Arrow	Transmutation	No
3	Mass Healing Word	Abjuration	No
3	Meld into Stone	Transmutation	Yes
3	Nondetection	Abjuration	No
3	Plant Growth	Transmutation	No
3	Protection from Energy	Abjuration	No
3	Revify	Necromancy	No
3	Sleet Storm	Conjuration	No
3	Speak with Plants	Transmutation	No
3	Water Breathing	Transmutation	Yes
3	Water Walk	Transmutation	Yes
3	Wind Wall	Evocation	No
4	Conjure Minor Elementals	Conjuration	No
4	Conjure Woodland Beings	Conjuration	No
4	Control Water	Transmutation	No
4	Dominate Beast	Enchantment	No
4	Freedom of Movement	Abjuration	No
4	Giant Insect	Transmutation	No
4	Grasping Vine	Conjuration	No
4	Ice Storm	Evocation	No
4	Locate Creature	Divination	No
4	Polymorph	Transmutation	No
4	Stone Shape	Transmutation	No
4	Stoneskin	Transmutation	No
4	Wall of Fire	Evocation	No
5	Antilife Shell	Abjuration	No
5	Awaken	Transmutation	No
5	Commune with Nature	Divination	Yes
5	Conjure Elemental	Conjuration	No
5	Conjure Volley	Conjuration	No
5	Greater Restoration	Abjuration	No
5	Insect Plague	Conjuration	No
5	Mass Cure Wounds	Abjuration	No
5	Reincarnate	Necromancy	No
5	Scrying	Divination	No

PRIMAL SPELLS

Level	Spell	School	Ritual
0	Druidcraft	Transmutation	No
0	Guidance	Divination	No
0	Mending	Transmutation	No
0	Message	Transmutation	No
0	Poison Spray	Conjuration	No
0	Produce Flame	Evocation	No
0	Resistance	Abjuration	No
0	Shillelagh	Transmutation	No
0	Spare the Dying	Necromancy	No
0	Thorn Whip	Transmutation	No
1	Animal Friendship	Enchantment	No
1	Create or Destroy Water	Transmutation	No
1	Cure Wounds	Abjuration	No
1	Detect Magic	Divination	Yes
1	Detect Poison and Disease	Divination	Yes
1	Ensnaring Strike	Conjuration	No
1	Entangle	Conjuration	No
1	Faerie Fire	Evocation	No
1	Fog Cloud	Conjuration	No
1	Goodberry	Transmutation	No
1	Hail of Thorns	Conjuration	No
1	Healing Word	Abjuration	No
1	Hunter's Mark	Divination	No
1	Jump	Transmutation	No
1	Longstrider	Transmutation	No
1	Purify Food and Drink	Transmutation	Yes
1	Speak with Animals	Divination	Yes
1	Thunderwave	Transmutation	No
2	Animal Messenger	Enchantment	Yes
2	Augury	Divination	Yes
2	Barkskin	Transmutation	No
2	Beast Sense	Divination	Yes
2	Cordon of Arrows	Transmutation	No
2	Darkvision	Transmutation	No
2	Enhance Ability	Transmutation	No
2	Enlarge/Reduce	Transmutation	No
2	Find Traps	Divination	No
2	Flame Blade	Evocation	No
2	Flaming Sphere	Evocation	No
2	Gentle Repose	Necromancy	Yes

Level	Spell	School	Ritual
5	Swift Quiver	Transmutation	No
5	Tree Stride	Conjuration	No
5	Wall of Stone	Evocation	No
6	Conjure Fey	Conjuration	No
6	Find the Path	Divination	No
6	Heal	Abjuration	No
6	Move Earth	Transmutation	No
6	Sunbeam	Evocation	No
6	Transport via Plants	Conjuration	No
6	Wall of Ice	Evocation	No
6	Wall of Thorns	Conjuration	No
6	Wind Walk	Transmutation	No
7	Fire Storm	Evocation	No
7	Regenerate	Transmutation	No
7	Reverse Gravity	Transmutation	No
8	Animal Shapes	Transmutation	No
8	Control Weather	Transmutation	No
8	Earthquake	Transmutation	No
8	Sunburst	Evocation	No
8	Tsunami	Conjuration	No
9	Power Word Heal	Abjuration	No
9	Shapechange	Transmutation	No
9	Storm of Vengeance	Conjuration	No
9	True Resurrection	Necromancy	No

GUIDANCE

Cantrip Divination Spell (Divine, Primal)

Casting Time: Reaction, which you take in response to you or an ally within 30 feet of you failing an Ability Check

Range: 30 feet

Components: V, S

Duration: Instantaneous

You channel magical insight to the creature who failed the Ability Check. That creature can roll a d4 and add the number rolled to the check, potentially turning it into a success.

Once a creature rolls the die for this Spell, that creature can't benefit from the Spell again until the creature finishes a Long Rest.

SPELL DESCRIPTIONS

The spells are presented in alphabetical order.

BARKSKIN

2nd-level Transmutation Spell (Primal)

Casting Time: Bonus Action

Range: Touch

Components: V, S, M (a handful of bark)

Duration: Concentration, up to 1 hour

You touch one willing creature to protect it with regenerating bark. Until the Spell ends, the target's skin assumes a bark-like appearance, and at the start of each of the target's turns, the target gains a number of Temporary Hit Points equal to your Spellcasting Ability Modifier plus your Proficiency Bonus.

At Higher Levels. When you cast this Spell using a Spell Slot of 3rd level or higher, you can target one additional willing creature for each slot level above 2nd.

APPENDIX A: CONDITIONS

Conditions alter a creature's capabilities in a variety of ways and can arise as a result of a spell, a class feature, a monster's attack, or other effect. Most conditions, such as blinded, are impairments, but a few, such as invisible, can be advantageous. A condition lasts either until it is countered (the prone condition is countered by standing up, for example) or for a duration specified by the effect that imposed the condition.

If multiple effects impose the same condition on a creature, each instance of the condition has its own duration, but the condition's effects don't get worse. A creature either has a condition or doesn't.

The following definitions specify what happens to a creature while it is subjected to a condition.

BLINDED

- A blinded creature can't see and automatically fails any ability check that requires sight.
- Attack rolls against the creature have advantage, and the creature's attack rolls have disadvantage.

CHARMED

- A charmed creature can't attack the charmer or target the charmer with harmful abilities or magical effects.
- The charmer has advantage on any ability check to interact socially with the creature.

DEAFENED

- A deafened creature can't hear and automatically fails any ability check that requires hearing.

EXHAUSTED

While you are subjected to the Exhausted Condition, you experience the following effects:

Levels of Exhaustion. This Condition is cumulative.

Each time you receive it, you gain 1 level of exhaustion. You die if your exhaustion level exceeds 10.

d20 Rolls Affected. When you make a d20 Test, you subtract your exhaustion level from the d20 roll.

Spell Save DCs Affected. Subtract your exhaustion level from the Spell save DC of any Spell you cast.

Ending the Condition. Finishing a Long Rest removes 1 of your levels of exhaustion. When your exhaustion level reaches 0, you are no longer Exhausted.

FRIGHTENED

- A frightened creature has disadvantage on ability checks and attack rolls while the source of its fear is within line of sight.
- The creature can't willingly move closer to the source of its fear.

GRAPPLED

While you are Grappled, you experience the following effects:

Speed 0. Your Speed is 0 and can't change.

Attacks Affected. You have Disadvantage on Attack Rolls against any target other than the grappler.

Movable. The grappler can drag or carry you, but the grappler suffers the Slowed Condition while moving, unless you are Tiny or two or more Sizes smaller than the grappler.

Escape. While Grappled, you can make a Dexterity or Strength Saving Throw against the grapple's escape DC at the end of each of your turns, ending the Condition on yourself on a success. The Condition also ends if the grappler is Incapacitated or if something moves you outside the grapple's range without using your Speed.

HIDDEN

While you are Hidden, you experience the following effects:

Concealed. You aren't affected by any effect from an enemy that requires its target to be seen.

Surprise. If you are Hidden when you roll Initiative, you have Advantage on the roll.

Attacks Affected. Attack Rolls against you have Disadvantage, and your Attack Rolls have Advantage.

Ending the Condition. The Condition ends on you immediately after any of the following occurrences: you make a sound louder than a whisper, an enemy finds you, you make an Attack Roll, you cast a Spell with a verbal component, or you aren't Heavily Obscured or behind any Cover.

INCAPACITATED

While you are Incapacitated, you experience the following effects:

Inactive. You can't take Actions or Reactions.

No Concentration. Your Concentration is broken.

Speechless. You can't speak.

Surprised. If you are Incapacitated when you roll Initiative, you have Disadvantage on the roll.

INVISIBLE

While you are Invisible, you experience the following effects:

Unseeable. You can't be seen, so you aren't affected by any effect that requires its target to be seen. Any equipment you are wearing or carrying also can't be seen.

Surprise. If you are Invisible when you roll initiative, you have Advantage on the roll.

Attacks Affected. Attack Rolls against you have Disadvantage, and your Attack Rolls have Advantage.

PARALYZED

- A paralyzed creature is incapacitated (see the condition) and can't move or speak.
- The creature automatically fails Strength and Dexterity saving throws.
- Attack rolls against the creature have advantage.
- Any attack that hits the creature is a critical hit if the attacker is within 5 feet of the creature.

PETRIFIED

- A petrified creature is transformed, along with any nonmagical object it is wearing or carrying, into a solid inanimate substance (usually stone). Its weight increases by a factor of ten, and it ceases aging.
- The creature is incapacitated (see the condition), can't move or speak, and is unaware of its surroundings.
- Attack rolls against the creature have advantage.
- The creature automatically fails Strength and Dexterity saving throws.
- The creature has resistance to all damage.
- The creature is immune to poison and disease, although a poison or disease already in its system is suspended, not neutralized.

POISONED

- A poisoned creature has disadvantage on attack rolls and ability checks.

PRONE

- A prone creature's only movement option is to crawl, unless it stands up and thereby ends the condition.
- The creature has disadvantage on attack rolls.
- An attack roll against the creature has advantage if the attacker is within 5 feet of the creature.
Otherwise, the attack roll has disadvantage.

RESTRAINED

- A restrained creature's speed becomes 0, and it can't benefit from any bonus to its speed.
- Attack rolls against the creature have advantage, and the creature's attack rolls have disadvantage.
- The creature has disadvantage on Dexterity saving throws.

SLOWED

While you are Slowed, you experience the following effects:

Limited Movement. You must spend 1 extra foot of movement for every foot you move using your Speed.

Attacks Affected. Attack Rolls against you have Advantage.

Dexterity Saves Affected. You have Disadvantage on Dexterity Saving Throws.

STUNNED

- A stunned creature is incapacitated (see the condition), can't move, and can speak only falteringly.
- The creature automatically fails Strength and Dexterity saving throws.
- Attack rolls against the creature have advantage.

UNCONSCIOUS

- An unconscious creature is incapacitated (see the condition), can't move or speak, and is unaware of its surroundings.
- The creature drops whatever it's holding and falls prone.
- The creature automatically fails Strength and Dexterity saving throws.
- Attack rolls against the creature have advantage.
- Any attack that hits the creature is a critical hit if the attacker is within 5 feet of the creature.