

A silvery beam of pale light shines down in a 5-foot-radius, 40-foot-high Cylinder centered on a point within range. Until the spell ends, Dim Light fills the Cylinder, and you can take a Magic action on later turns to move the Cylinder up to 60 feet.

When the Cylinder appears, each creature in it makes a Constitution saving throw. On a failed save, a creature takes 2d10 Radiant damage, and if the creature is shape-shifted (as a result of the *Poly-morph* spell, for example), it reverts to its true form and can't shape-shift until it leaves the Cylinder. On a successful save, a creature takes half as much damage only. A creature also makes this save when the spell's area moves into its space and when it enters the spell's area or ends its turn there. A creature makes this save only once per turn.

Using a Higher-Level Spell Slot. The damage increases by 1d10 for each spell slot level above 2.

Move Earth

Level 6 Transmutation (Druid, Sorcerer, Wizard)

Casting Time: Action

Range: 120 feet

Components: V, S, M (a miniature shovel)

Duration: Concentration, up to 2 hours

Choose an area of terrain no larger than 40 feet on a side within range. You can reshape dirt, sand, or clay in the area in any manner you choose for the duration. You can raise or lower the area's elevation, create or fill in a trench, erect or flatten a wall, or form a pillar. The extent of any such changes can't exceed half the area's largest dimension. For example, if you affect a 40-foot square, you can create a pillar up to 20 feet high, raise or lower the square's elevation by up to 20 feet, dig a trench up to 20 feet deep, and so on. It takes 10 minutes for these changes to complete. Because the terrain's transformation occurs slowly, creatures in the area can't usually be trapped or injured by the ground's movement.

At the end of every 10 minutes you spend concentrating on the spell, you can choose a new area of terrain to affect within range.

This spell can't manipulate natural stone or stone construction. Rocks and structures shift to accommodate the new terrain. If the way you shape the terrain would make a structure unstable, it might collapse.

Similarly, this spell doesn't directly affect plant growth. The moved earth carries any plants along with it.

Nondetection

Level 3 Abjuration (Bard, Ranger, Wizard)

Casting Time: Action

Range: Touch

Components: V, S, M (a pinch of diamond dust worth 25+ GP, which the spell consumes)

Duration: 8 hours

For the duration, you hide a target that you touch from Divination spells. The target can be a willing creature, or it can be a place or an object no larger than 10 feet in any dimension. The target can't be targeted by any Divination spell or perceived through magical scrying sensors.

Passwall

Level 5 Transmutation (Wizard)

Casting Time: Action

Range: 30 feet

Components: V, S, M (a pinch of sesame seeds)

Duration: 1 hour

A passage appears at a point that you can see on a wooden, plaster, or stone surface (such as a wall, ceiling, or floor) within range and lasts for the duration. You choose the opening's dimensions: up to 5 feet wide, 8 feet tall, and 20 feet deep. The passage creates no instability in a structure surrounding it.

When the opening disappears, any creatures or objects still in the passage created by the spell are safely ejected to an unoccupied space nearest to the surface on which you cast the spell.

Pass without Trace

Level 2 Abjuration (Druid, Ranger)

Casting Time: Action

Range: Self

Components: V, S, M (ashes from burned mistletoe)

Duration: Concentration, up to 1 hour

You radiate a concealing aura in a 30-foot Emanation for the duration. While in the aura, you and each creature you choose have a +10 bonus to Dexterity (Stealth) checks and leave no tracks.

Phantasmal Force

Level 2 Illusion (Bard, Sorcerer, Wizard)

Casting Time: Action

Range: 60 feet

Components: V, S, M (a bit of fleece)

Duration: Concentration, up to 1 minute

You attempt to craft an illusion in the mind of a creature you can see within range. The target makes an Intelligence saving throw. On a failed save, you create a phantasmal object, creature, or other phenomenon that is no larger than a 10-foot Cube and that is perceivable only to the target for the duration. The phantasm includes sound, temperature, and other stimuli.

The target can take a Study action to examine the phantasm with an Intelligence (Investigation) check against your spell save DC. If the check succeeds,

the target realizes that the phantasm is an illusion, and the spell ends.

While affected by the spell, the target treats the phantasm as if it were real and rationalizes any illogical outcomes from interacting with it. For example, if the target steps through a phantasmal bridge and survives the fall, it believes the bridge exists and something else caused it to fall.

An affected target can even take damage from the illusion if the phantasm represents a dangerous creature or hazard. On each of your turns, such a phantasm can deal 2d8 Psychic damage to the target if it is in the phantasm's area or within 5 feet of the phantasm. The target perceives the damage as a type appropriate to the illusion.

Phantasmal Killer

Level 4 Illusion (Bard, Wizard)

Casting Time: Action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 1 minute

You tap into the nightmares of a creature you can see within range and create an illusion of its deepest fears, visible only to that creature. The target makes a Wisdom saving throw. On a failed save, the target takes 4d10 Psychic damage and has Disadvantage on ability checks and attack rolls for the duration. On a successful save, the target takes half as much damage, and the spell ends.

For the duration, the target makes a Wisdom saving throw at the end of each of its turns. On a failed save, it takes the Psychic damage again. On a successful save, the spell ends.

Using a Higher-Level Spell Slot. The damage increases by 1d10 for each spell slot level above 4.

Phantom Steed

Level 3 Illusion (Wizard)

Casting Time: 1 minute or Ritual

Range: 30 feet

Components: V, S

Duration: 1 hour

A Large, quasi-real, horselike creature appears on the ground in an unoccupied space of your choice within range. You decide the creature's appearance, and it is equipped with a saddle, bit, and bridle. Any of the equipment created by the spell vanishes in a puff of smoke if it is carried more than 10 feet away from the steed.

For the duration, you or a creature you choose can ride the steed. The steed uses the **Riding Horse** stat block (see "Monsters"), except it has a Speed of 100 feet and can travel 13 miles in an hour. When the spell ends, the steed gradually fades, giving the rider 1 minute to dismount. The spell ends early if the steed takes any damage.

Planar Ally

Level 6 Conjunction (Cleric)

Casting Time: 10 minutes

Range: 60 feet

Components: V, S

Duration: Instantaneous

You beseech an otherworldly entity for aid. The being must be known to you: a god, a demon prince, or some other being of cosmic power. That entity sends a Celestial, an Elemental, or a Fiend loyal to it to aid you, making the creature appear in an unoccupied space within range. If you know a specific creature's name, you can speak that name when you cast this spell to request that creature, though you might get a different creature anyway (GM's choice).

When the creature appears, it is under no compulsion to behave a particular way. You can ask it to perform a service in exchange for payment, but it isn't obliged to do so. The requested task could range from simple (fly us across the chasm, or help us fight a battle) to complex (spy on our enemies, or protect us during our foray into the dungeon). You must be able to communicate with the creature to bargain for its services.

Payment can take a variety of forms. A Celestial might require a sizable donation of gold or magic items to an allied temple, while a Fiend might demand a living sacrifice or a gift of treasure. Some creatures might exchange their service for a quest undertaken by you.

A task that can be measured in minutes requires a payment worth 100 GP per minute. A task measured in hours requires 1,000 GP per hour. And a task measured in days (up to 10 days) requires 10,000 GP per day. The GM can adjust these payments based on the circumstances under which you cast the spell. If the task is aligned with the creature's ethos, the payment might be halved or even waived. Nonhazardous tasks typically require only half the suggested payment, while especially dangerous tasks might require a greater gift. Creatures rarely accept tasks that seem suicidal.

After the creature completes the task, or when the agreed-upon duration of service expires, the creature returns to its home plane after reporting back to you if possible. If you are unable to agree on a price for the creature's service, the creature immediately returns to its home plane.

Planar Binding

Level 5 Abjuration (Bard, Cleric, Druid, Warlock, Wizard)

Casting Time: 1 hour

Range: 60 feet

Components: V, S, M (a jewel worth 1,000+ GP, which the spell consumes)

Duration: 24 hours

You attempt to bind a Celestial, an Elemental, a Fey, or a Fiend to your service. The creature must be within range for the entire casting of the spell. (Typically, the creature is first summoned into the center of the inverted version of the *Magic Circle* spell to trap it while this spell is cast.) At the completion of the casting, the target must succeed on a Charisma saving throw or be bound to serve you for the duration. If the creature was summoned or created by another spell, that spell's duration is extended to match the duration of this spell.

A bound creature must follow your commands to the best of its ability. You might command the creature to accompany you on an adventure, to guard a location, or to deliver a message. If the creature is Hostile, it strives to twist your commands to achieve its own objectives. If the creature carries out your commands completely before the spell ends, it travels to you to report this fact if you are on the same plane of existence. If you are on a different plane, it returns to the place where you bound it and remains there until the spell ends.

Using a Higher-Level Spell Slot. The duration increases with a spell slot of level 6 (10 days), 7 (30 days), 8 (180 days), and 9 (366 days).

Plane Shift

Level 7 Conjuration (Cleric, Druid, Sorcerer, Warlock, Wizard)

Casting Time: Action

Range: Touch

Components: V, S, M (a forked, metal rod worth 250+ GP and attuned to a plane of existence)

Duration: Instantaneous

You and up to eight willing creatures who link hands in a circle are transported to a different plane of existence. You can specify a target destination in general terms, such as a specific city on the Elemental Plane of Fire or palace on the second level of the Nine Hells, and you appear in or near that destination, as determined by the GM.

Alternatively, if you know the sigil sequence of a teleportation circle on another plane of existence, this spell can take you to that circle. If the teleportation circle is too small to hold all the creatures you transported, they appear in the closest unoccupied spaces next to the circle.

Plant Growth

Level 3 Transmutation (Bard, Druid, Ranger)

Casting Time: Action (Overgrowth) or
8 hours (Enrichment)

Range: 150 feet

Components: V, S

Duration: Instantaneous

This spell channels vitality into plants. The casting time you use determines whether the spell has the Overgrowth or the Enrichment effect below.

Overgrowth. Choose a point within range. All normal plants in a 100-foot-radius Sphere centered on that point become thick and overgrown. A creature moving through that area must spend 4 feet of movement for every 1 foot it moves. You can exclude one or more areas of any size within the spell's area from being affected.

Enrichment. All plants in a half-mile radius centered on a point within range become enriched for 365 days. The plants yield twice the normal amount of food when harvested. They can benefit from only one *Plant Growth* per year.

Poison Spray

Necromancy Cantrip (Druid, Sorcerer, Warlock, Wizard)

Casting Time: Action

Range: 30 feet

Components: V, S

Duration: Instantaneous

You spray toxic mist at a creature within range. Make a ranged spell attack against the target. On a hit, the target takes 1d12 Poison damage.

Cantrip Upgrade. The damage increases by 1d12 when you reach levels 5 (2d12), 11 (3d12), and 17 (4d12).

Polymorph

Level 4 Transmutation (Bard, Druid, Sorcerer, Wizard)

Casting Time: Action

Range: 60 feet

Components: V, S, M (a caterpillar cocoon)

Duration: Concentration, up to 1 hour

You attempt to transform a creature that you can see within range into a Beast. The target must succeed on a Wisdom saving throw or shape-shift into a Beast form for the duration. That form can be any Beast you choose that has a Challenge Rating equal to or less than the target's (or the target's level if it doesn't have a Challenge Rating). The target's game statistics are replaced by the stat block of the chosen Beast, but the target retains its alignment, personality, creature type, Hit Points, and Hit Point Dice. See the "Animals" section of "Monsters" for a sample of Beast stat blocks.

The target gains a number of Temporary Hit Points equal to the Hit Points of the Beast form. These Temporary Hit Points vanish if any remain when the spell ends. The spell ends early on the target if it has no Temporary Hit Points left.

The target is limited in the actions it can perform by the anatomy of its new form, and it can't speak or cast spells.

The target's gear melds into the new form. The creature can't use or otherwise benefit from any of that equipment.

Power Word Heal

Level 9 Enchantment (Bard, Cleric)

Casting Time: Action

Range: 60 feet

Component: V

Duration: Instantaneous

A wave of healing energy washes over one creature you can see within range. The target regains all its Hit Points. If the creature has the Charmed, Frightened, Paralyzed, Poisoned, or Stunned condition, the condition ends. If the creature has the Prone condition, it can use its Reaction to stand up.

Power Word Kill

Level 9 Enchantment (Bard, Sorcerer, Warlock, Wizard)

Casting Time: Action

Range: 60 feet

Component: V

Duration: Instantaneous

You compel one creature you can see within range to die. If the target has 100 Hit Points or fewer, it dies. Otherwise, it takes 12d12 Psychic damage.

Power Word Stun

Level 8 Enchantment (Bard, Sorcerer, Warlock, Wizard)

Casting Time: Action

Range: 60 feet

Components: V

Duration: Instantaneous

You overwhelm the mind of one creature you can see within range. If the target has 150 Hit Points or fewer, it has the Stunned condition. Otherwise, its Speed is 0 until the start of your next turn.

The Stunned target makes a Constitution saving throw at the end of each of its turns, ending the condition on itself on a success.

Prayer of Healing

Level 2 Abjuration (Cleric, Paladin)

Casting Time: 10 minutes

Range: 30 feet

Components: V

Duration: Instantaneous

Up to five creatures of your choice who remain within range for the spell's entire casting gain the benefits of a Short Rest and also regain 2d8 Hit Points. A creature can't be affected by this spell again until that creature finishes a Long Rest.

Using a Higher-Level Spell Slot. The healing increases by 1d8 for each spell slot level above 2.

Prestidigitation

Transmutation Cantrip (Bard, Sorcerer, Warlock, Wizard)

Casting Time: Action

Range: 10 feet

Components: V, S

Duration: Up to 1 hour

You create a magical effect within range. Choose the effect from the options below. If you cast this spell multiple times, you can have up to three of its non-instantaneous effects active at a time.

Sensory Effect. You create an instantaneous, harmless sensory effect, such as a shower of sparks, a puff of wind, faint musical notes, or an odd odor.

Fire Play. You instantaneously light or snuff out a candle, a torch, or a small campfire.

Clean or Soil. You instantaneously clean or soil an object no larger than 1 cubic foot.

Minor Sensation. You chill, warm, or flavor up to 1 cubic foot of nonliving material for 1 hour.

Magic Mark. You make a color, a small mark, or a symbol appear on an object or a surface for 1 hour.

Minor Creation. You create a nonmagical trinket or an illusory image that can fit in your hand. It lasts until the end of your next turn. A trinket can deal no damage and has no monetary worth.

Prismatic Spray

Level 7 Evocation (Bard, Sorcerer, Wizard)

Casting Time: Action

Range: Self

Components: V, S

Duration: Instantaneous

Eight rays of light flash from you in a 60-foot Cone. Each creature in the Cone makes a Dexterity saving throw. For each target, roll 1d8 to determine which color ray affects it, consulting the Prismatic Rays table.

Prismatic Rays

1d8 Ray

- | | |
|---|--|
| 1 | Red. <i>Failed Save:</i> 12d6 Fire damage. <i>Successful Save:</i> Half as much damage. |
| 2 | Orange. <i>Failed Save:</i> 12d6 Acid damage. <i>Successful Save:</i> Half as much damage. |
| 3 | Yellow. <i>Failed Save:</i> 12d6 Lightning damage. <i>Successful Save:</i> Half as much damage. |
| 4 | Green. <i>Failed Save:</i> 12d6 Poison damage. <i>Successful Save:</i> Half as much damage. |

1d8 Ray

- 5 **Blue.** *Failed Save:* 12d6 Cold damage. *Successful Save:* Half as much damage.
- 6 **Indigo.** *Failed Save:* The target has the Restrained condition and makes a Constitution saving throw at the end of each of its turns. If it successfully saves three times, the condition ends. If it fails three times, it has the Petrified condition until it is freed by an effect like the *Greater Restoration* spell. The successes and failures needn't be consecutive; keep track of both until the target collects three of a kind.
- 7 **Violet.** *Failed Save:* The target has the Blinded condition and makes a Wisdom saving throw at the start of your next turn. On a successful save, the condition ends. On a failed save, the condition ends, and the creature teleports to another plane of existence (GM's choice).
- 8 **Special.** The target is struck by two rays. Roll twice, rerolling any 8.

Prismatic Wall

Level 9 Abjuration (Bard, Wizard)

Casting Time: Action

Range: 60 feet

Components: V, S

Duration: 10 minutes

A shimmering, multicolored plane of light forms a vertical opaque wall—up to 90 feet long, 30 feet high, and 1 inch thick—centered on a point within range. Alternatively, you shape the wall into a globe up to 30 feet in diameter centered on a point within range. The wall lasts for the duration. If you position the wall in a space occupied by a creature, the spell ends instantly without effect.

The wall sheds Bright Light within 100 feet and Dim Light for an additional 100 feet. You and creatures you designate when you cast the spell can pass through and be near the wall without harm. If another creature that can see the wall moves within 20 feet of it or starts its turn there, the creature must succeed on a Constitution saving throw or have the Blinded condition for 1 minute.

The wall consists of seven layers, each with a different color. When a creature reaches into or passes through the wall, it does so one layer at a time through all the layers. Each layer forces the creature to make a Dexterity saving throw or be affected by that layer's properties as described in the Prismatic Layers table.

The wall, which has AC 10, can be destroyed one layer at a time, in order from red to violet, by means

specific to each layer. If a layer is destroyed, it is gone for the duration. *Antimagic Field* has no effect on the wall, and *Dispel Magic* can affect only the violet layer.

Prismatic Layers

Order	Effects
1	Red. <i>Failed Save:</i> 12d6 Fire damage. <i>Successful Save:</i> Half as much damage. <i>Additional Effects:</i> Nonmagical ranged attacks can't pass through this layer, which is destroyed if it takes at least 25 Cold damage.
2	Orange. <i>Failed Save:</i> 12d6 Acid damage. <i>Successful Save:</i> Half as much damage. <i>Additional Effects:</i> Magical ranged attacks can't pass through this layer, which is destroyed by a strong wind (such as the one created by <i>Gust of Wind</i>).
3	Yellow. <i>Failed Save:</i> 12d6 Lightning damage. <i>Successful Save:</i> Half as much damage. <i>Additional Effects:</i> The layer is destroyed if it takes at least 60 Force damage.
4	Green. <i>Failed Save:</i> 12d6 Poison damage. <i>Successful Save:</i> Half as much damage. <i>Additional Effects:</i> A <i>Passwall</i> spell, or another spell of equal or greater level that can open a portal on a solid surface, destroys this layer.
5	Blue. <i>Failed Save:</i> 12d6 Cold damage. <i>Successful Save:</i> Half as much damage. <i>Additional Effects:</i> The layer is destroyed if it takes at least 25 Fire damage.
6	Indigo. <i>Failed Save:</i> The target has the Restrained condition and makes a Constitution saving throw at the end of each of its turns. If it successfully saves three times, the condition ends. If it fails three times, it has the Petrified condition until it is freed by an effect like the <i>Greater Restoration</i> spell. The successes and failures needn't be consecutive; keep track of both until the target collects three of a kind. <i>Additional Effects:</i> Spells can't be cast through this layer, which is destroyed by Bright Light shed by the <i>Daylight</i> spell.
7	Violet. <i>Failed Save:</i> The target has the Blinded condition and makes a Wisdom saving throw at the start of your next turn. On a successful save, the condition ends. On a failed save, the condition ends, and the creature teleports to another plane of existence (GM's choice). <i>Additional Effects:</i> This layer is destroyed by <i>Dispel Magic</i> .

Private Sanctum

Level 4 Abjuration (Wizard)

Casting Time: 10 minutes

Range: 120 feet

Components: V, S, M (a thin sheet of lead)

Duration: 24 hours

You make an area within range magically secure. The area is a Cube that can be as small as 5 feet to as large as 100 feet on each side. The spell lasts for the duration.

When you cast the spell, you decide what sort of security the spell provides, choosing any of the following properties:

- Sound can't pass through the barrier at the edge of the warded area.
- The barrier of the warded area appears dark and foggy, preventing vision (including Darkvision) through it.
- Sensors created by Divination spells can't appear inside the protected area or pass through the barrier at its perimeter.
- Creatures in the area can't be targeted by Divination spells.
- Nothing can teleport into or out of the warded area.
- Planar travel is blocked within the warded area.

Casting this spell on the same spot every day for 365 days makes the spell last until dispelled.

Using a Higher-Level Spell Slot. You can increase the size of the Cube by 100 feet for each spell slot level above 4.

Produce Flame

Conjuration Cantrip (Druid)

Casting Time: Bonus Action

Range: Self

Components: V, S

Duration: 10 minutes

A flickering flame appears in your hand and remains there for the duration. While there, the flame emits no heat and ignites nothing, and it sheds Bright Light in a 20-foot radius and Dim Light for an additional 20 feet. The spell ends if you cast it again.

Until the spell ends, you can take a Magic action to hurl fire at a creature or an object within 60 feet of you. Make a ranged spell attack. On a hit, the target takes 1d8 Fire damage.

Cantrip Upgrade. The damage increases by 1d8 when you reach levels 5 (2d8), 11 (3d8), and 17 (4d8).

Programmed Illusion

Level 6 Illusion (Bard, Wizard)

Casting Time: Action

Range: 120 feet

Components: V, S, M (jade dust worth 25+ GP)

Duration: Until dispelled

You create an illusion of an object, a creature, or some other visible phenomenon within range that activates when a specific trigger occurs. The illusion is imperceptible until then. It must be no larger than a 30-foot Cube, and you decide when you cast the spell how the illusion behaves and what sounds it makes. This scripted performance can last up to 5 minutes.

When the trigger you specify occurs, the illusion springs into existence and performs in the manner you described. Once the illusion finishes performing, it disappears and remains dormant for 10 minutes, after which the illusion can be activated again.

The trigger can be as general or as detailed as you like, though it must be based on visual or audible phenomena that occur within 30 feet of the area. For example, you could create an illusion of yourself to appear and warn off others who attempt to open a trapped door.

Physical interaction with the image reveals it to be illusory, since things can pass through it. A creature that takes the Study action to examine the image can determine that it is an illusion with a successful Intelligence (Investigation) check against your spell save DC. If a creature discerns the illusion for what it is, the creature can see through the image, and any noise it makes sounds hollow to the creature.

Project Image

Level 7 Illusion (Bard, Wizard)

Casting Time: Action

Range: 500 miles

Components: V, S, M (a statuette of yourself worth 5+ GP)

Duration: Concentration, up to 1 day

You create an illusory copy of yourself that lasts for the duration. The copy can appear at any location within range that you have seen before, regardless of intervening obstacles. The illusion looks and sounds like you, but it is intangible. If the illusion takes any damage, it disappears, and the spell ends.

You can see through the illusion's eyes and hear through its ears as if you were in its space. As a Magic action, you can move it up to 60 feet and make it gesture, speak, and behave in whatever way you choose. It mimics your mannerisms perfectly.

Physical interaction with the image reveals it to be illusory, since things can pass through it. A creature that takes the Study action to examine the image can determine that it is an illusion with a successful Intelligence (Investigation) check against your spell save DC. If a creature discerns the illusion for what it is, the creature can see through the

image, and any noise it makes sounds hollow to the creature.

Protection from Energy

Level 3 Abjuration (Cleric, Druid, Ranger, Sorcerer, Wizard)

Casting Time: Action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 hour

For the duration, the willing creature you touch has Resistance to one damage type of your choice: Acid, Cold, Fire, Lightning, or Thunder.

Protection from Evil and Good

Level 1 Abjuration (Cleric, Druid, Paladin, Warlock, Wizard)

Casting Time: Action

Range: Touch

Components: V, S, M (a flask of Holy Water worth 25+ GP, which the spell consumes)

Duration: Concentration up to 10 minutes

Until the spell ends, one willing creature you touch is protected against creatures that are Aberrations, Celestials, Elementals, Fey, Fiends, or Undead. The protection grants several benefits. Creatures of those types have Disadvantage on attack rolls against the target. The target also can't be possessed by or gain the Charmed or Frightened conditions from them. If the target is already possessed, Charmed, or Frightened by such a creature, the target has Advantage on any new saving throw against the relevant effect.

Protection from Poison

Level 2 Abjuration (Cleric, Druid, Paladin, Ranger)

Casting Time: Action

Range: Touch

Components: V, S

Duration: 1 hour

You touch a creature and end the Poisoned condition on it. For the duration, the target has Advantage on saving throws to avoid or end the Poisoned condition, and it has Resistance to Poison damage.

Purify Food and Drink

Level 1 Transmutation (Cleric, Druid, Paladin)

Casting Time: Action or Ritual

Range: 10 feet

Components: V, S

Duration: Instantaneous

You remove poison and rot from nonmagical food and drink in a 5-foot-radius Sphere centered on a point within range.

Raise Dead

Level 5 Necromancy (Bard, Cleric, Paladin)

Casting Time: 1 hour

Range: Touch

Components: V, S, M (a diamond worth 500+ GP, which the spell consumes)

Duration: Instantaneous

With a touch, you revive a dead creature if it has been dead no longer than 10 days and it wasn't Undead when it died.

The creature returns to life with 1 Hit Point. This spell also neutralizes any poisons that affected the creature at the time of death.

This spell closes all mortal wounds, but it doesn't restore missing body parts. If the creature is lacking body parts or organs integral for its survival—its head, for instance—the spell automatically fails.

Coming back from the dead is an ordeal. The target takes a –4 penalty to D20 Tests. Every time the target finishes a Long Rest, the penalty is reduced by 1 until it becomes 0.

Ray of Enfeeblement

Level 2 Necromancy (Warlock, Wizard)

Casting Time: Action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

A beam of enervating energy shoots from you toward a creature within range. The target must make a Constitution saving throw. On a successful save, the target has Disadvantage on the next attack roll it makes until the start of your next turn.

On a failed save, the target has Disadvantage on Strength-based D20 Tests for the duration. During that time, it also subtracts 1d8 from all its damage rolls. The target repeats the save at the end of each of its turns, ending the spell on a success.

Ray of Frost

Evocation Cantrip (Sorcerer, Wizard)

Casting Time: Action

Range: 60 feet

Components: V, S

Duration: Instantaneous

A frigid beam of blue-white light streaks toward a creature within range. Make a ranged spell attack against the target. On a hit, it takes 1d8 Cold damage, and its Speed is reduced by 10 feet until the start of your next turn.

Cantrip Upgrade. The damage increases by 1d8 when you reach levels 5 (2d8), 11 (3d8), and 17 (4d8).

Regenerate

Level 7 Transmutation (Bard, Cleric, Druid)

Casting Time: 1 minute

Range: Touch

Components: V, S, M (a prayer wheel)

Duration: 1 hour

A creature you touch regains 4d8 + 15 Hit Points. For the duration, the target regains 1 Hit Point at the start of each of its turns, and any severed body parts regrow after 2 minutes.

Ray of Sickness

Level 1 Necromancy (Sorcerer, Wizard)

Casting Time: Action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You shoot a greenish ray at a creature within range. Make a ranged spell attack against the target. On a hit, the target takes 2d8 Poison damage and has the Poisoned condition until the end of your next turn.

Using a Higher-Level Spell Slot. The damage increases by 1d8 for each spell slot level above 1.

Reincarnate

Level 5 Necromancy (Druid)

Casting Time: 1 hour

Range: Touch

Components: V, S, M (rare oils worth 1,000+ GP, which the spell consumes)

Duration: Instantaneous

You touch a dead Humanoid or a piece of one. If the creature has been dead no longer than 10 days, the spell forms a new body for it and calls the soul to enter that body. Roll 1d10 and consult the table below to determine the body's species, or the GM chooses another playable species.

1d10	Species	1d10	Species
1	Roll again.	6	Goliath
2	Dragonborn	7	Halfling
3	Dwarf	8	Human
4	Elf	9	Orc
5	Gnome	10	Tiefling

The reincarnated creature makes any choices that a species' description offers, and the creature recalls its former life. It retains the capabilities it had in its original form, except it loses the traits of its previous species and gains the traits of its new one.

Remove Curse

Level 3 Abjuration (Cleric, Paladin, Warlock, Wizard)

Casting Time: Action

Range: Touch

Components: V, S

Duration: Instantaneous

At your touch, all curses affecting one creature or object end. If the object is a cursed magic item, its curse remains, but the spell breaks its owner's Attunement to the object so it can be removed or discarded.

Resilient Sphere

Level 4 Abjuration (Wizard)

Casting Time: Action

Range: 30 feet

Components: V, S, M (a glass sphere)

Duration: Concentration, up to 1 minute

A shimmering sphere encloses a Large or smaller creature or object within range. An unwilling creature must succeed on a Dexterity saving throw or be enclosed for the duration.

Nothing—not physical objects, energy, or other spell effects—can pass through the barrier, in or out, though a creature in the sphere can breathe there. The sphere is immune to all damage, and a creature or object inside can't be damaged by attacks or effects originating from outside, nor can a creature inside the sphere damage anything outside it.

The sphere is weightless and just large enough to contain the creature or object inside. An enclosed creature can take an action to push against the sphere's walls and thus roll the sphere at up to half the creature's Speed. Similarly, the globe can be picked up and moved by other creatures.

A *Disintegrate* spell targeting the globe destroys it without harming anything inside.

Resistance

Abjuration Cantrip (Cleric, Druid)

Casting Time: Action

Range: Touch

Component: V, S

Duration: Concentration, up to 1 minute

You touch a willing creature and choose a damage type: Acid, Bludgeoning, Cold, Fire, Lightning, Necrotic, Piercing, Poison, Radiant, Slashing, or Thunder. When the creature takes damage of the chosen type before the spell ends, the creature reduces the total damage taken by 1d4. A creature can benefit from this spell only once per turn.

Resurrection

Level 7 Necromancy (Bard, Cleric)

Casting Time: 1 hour

Range: Touch

Components: V, S, M (a diamond worth 1,000+ GP, which the spell consumes)

Duration: Instantaneous

With a touch, you revive a dead creature that has been dead for no more than a century, didn't die of old age, and wasn't Undead when it died.

The creature returns to life with all its Hit Points. This spell also neutralizes any poisons that affected the creature at the time of death. This spell closes all mortal wounds and restores any missing body parts.

Coming back from the dead is an ordeal. The target takes a -4 penalty to D20 Tests. Every time the target finishes a Long Rest, the penalty is reduced by 1 until it becomes 0.

Casting this spell to revive a creature that has been dead for 365 days or longer taxes you. Until you finish a Long Rest, you can't cast spells again, and you have Disadvantage on D20 Tests.

Reverse Gravity

Level 7 Transmutation (Druid, Sorcerer, Wizard)

Casting Time: Action

Range: 100 feet

Components: V, S, M (a lodestone and iron filings)

Duration: Concentration, up to 1 minute

This spell reverses gravity in a 50-foot-radius, 100-foot high Cylinder centered on a point within range. All creatures and objects in that area that aren't anchored to the ground fall upward and reach the top of the Cylinder. A creature can make a Dexterity saving throw to grab a fixed object it can reach, thus avoiding the fall upward.

If a ceiling or an anchored object is encountered in this upward fall, creatures and objects strike it just as they would during a downward fall. If an affected creature or object reaches the Cylinder's top without striking anything, it hovers there for the duration. When the spell ends, affected objects and creatures fall downward.

Revivify

Level 3 Necromancy (Cleric, Druid, Paladin, Ranger)

Casting Time: Action

Range: Touch

Components: V, S, M (a diamond worth 300+ GP, which the spell consumes)

Duration: Instantaneous

You touch a creature that has died within the last minute. That creature revives with 1 Hit Point. This spell can't revive a creature that has died of old age, nor does it restore any missing body parts.

Rope Trick

Level 2 Transmutation (Wizard)

Casting Time: Action

Range: Touch

Components: V, S, M (a segment of rope)

Duration: 1 hour

You touch a rope. One end of it hovers upward until the rope hangs perpendicular to the ground or the rope reaches a ceiling. At the rope's upper end, an Invisible 3-foot-by-5-foot portal opens to an extra-dimensional space that lasts until the spell ends. That space can be reached by climbing the rope, which can be pulled into or dropped out of it.

The space can hold up to eight Medium or smaller creatures. Attacks, spells, and other effects can't pass into or out of the space, but creatures inside it can see through the portal. Anything inside the space drops out when the spell ends.

Sacred Flame

Evocation Cantrip (Cleric)

Casting Time: Action

Range: 60 feet

Components: V, S

Duration: Instantaneous

Flame-like radiance descends on a creature that you can see within range. The target must succeed on a Dexterity saving throw or take 1d8 Radiant damage. The target gains no benefit from Half Cover or Three-Quarters Cover for this save.

Cantrip Upgrade. The damage increases by 1d8 when you reach levels 5 (2d8), 11 (3d8), and 17 (4d8).

Sanctuary

Level 1 Abjuration (Cleric)

Casting Time: Bonus Action

Range: 30 feet

Components: V, S, M (a shard of glass from a mirror)

Duration: 1 minute

You ward a creature within range. Until the spell ends, any creature who targets the warded creature with an attack roll or a damaging spell must succeed on a Wisdom saving throw or either choose a new target or lose the attack or spell. This spell doesn't protect the warded creature from areas of effect. The spell ends if the warded creature makes an attack roll, casts a spell, or deals damage.

Scorching Ray

Level 2 Evocation (Sorcerer, Wizard)

Casting Time: Action

Range: 120 feet

Components: V, S

Duration: Instantaneous

You hurl three fiery rays. You can hurl them at one target within range or at several. Make a ranged spell attack for each ray. On a hit, the target takes 2d6 Fire damage.

Using a Higher-Level Spell Slot. You create one additional ray for each spell slot level above 2.

Scrying

Level 5 Divination (Bard, Cleric, Druid, Warlock, Wizard)

Casting Time: 10 minutes

Range: Self

Components: V, S, M (a focus worth 1,000+ GP, such as a crystal ball, mirror, or water-filled font)

Duration: Concentration, up to 10 minutes

You can see and hear a creature you choose that is on the same plane of existence as you. The target makes a Wisdom saving throw, which is modified (see the tables below) by how well you know the target and the sort of physical connection you have to it. The target doesn't know what it is making the save against, only that it feels uneasy.

Your Knowledge of the Target Is ...	Save Modifier
Secondhand (heard of the target)	+5
Firsthand (met the target)	+0
Extensive (know the target well)	−5

You Have the Target's ...	Save Modifier
Picture or other likeness	−2
Garment or other possession	−4
Body part, lock of hair, or bit of nail	−10

On a successful save, the target isn't affected, and you can't use this spell on it again for 24 hours.

On a failed save, the spell creates an Invisible, intangible sensor within 10 feet of the target. You can see and hear through the sensor as if you were there. The sensor moves with the target, remaining within 10 feet of it for the duration. If something can see the sensor, it appears as a luminous orb about the size of your fist.

Instead of targeting a creature, you can target a location you have seen. When you do so, the sensor appears at that location and doesn't move.

Searing Smite

Level 1 Evocation (Paladin)

Casting Time: Bonus Action, which you take immediately after hitting a target with a Melee weapon or an Unarmed Strike

Range: Self

Component: V

Duration: 1 minute

As you hit the target, it takes an extra 1d6 Fire damage from the attack. At the start of each of its turns until the spell ends, the target takes 1d6 Fire damage and then makes a Constitution saving throw. On a failed save, the spell continues. On a successful save, the spell ends.

Using a Higher-Level Spell Slot. All the damage increases by 1d6 for each spell slot level above 1.

Secret Chest

Level 4 Conjuration (Wizard)

Casting Time: Action

Range: Touch

Components: V, S, M (a chest, 3 feet by 2 feet by 2 feet, constructed from rare materials worth 5,000+ GP, and a Tiny replica of the chest made from the same materials worth 50+ GP)

Duration: Until dispelled

You hide a chest and all its contents on the Ethereal Plane. You must touch the chest and the miniature replica that serve as Material components for the spell. The chest can contain up to 12 cubic feet of nonliving material (3 feet by 2 feet by 2 feet).

While the chest remains on the Ethereal Plane, you can take a Magic action and touch the replica to recall the chest. It appears in an unoccupied space on the ground within 5 feet of you. You can send the chest back to the Ethereal Plane by taking a Magic action to touch the chest and the replica.

After 60 days, there is a cumulative 5 percent chance at the end of each day that the spell ends. The spell also ends if you cast this spell again or if the Tiny replica chest is destroyed. If the spell ends and the larger chest is on the Ethereal Plane, the chest remains there for you or someone else to find.

See Invisibility

Level 2 Divination (Bard, Sorcerer, Wizard)

Casting Time: Action

Range: Self

Components: V, S, M (a pinch of talc)

Duration: 1 hour

For the duration, you see creatures and objects that have the Invisible condition as if they were visible, and you can see into the Ethereal Plane. Creatures and objects there appear ghostly.

Seeming

Level 5 Illusion (Bard, Sorcerer, Wizard)

Casting Time: Action

Range: 30 feet

Components: V, S

Duration: 8 hours

You give an illusory appearance to each creature of your choice that you can see within range. An unwilling target can make a Charisma saving throw, and if it succeeds, it is unaffected by this spell.

You can give the same appearance or different ones to the targets. The spell can change the appearance of the targets' bodies and equipment. You can make each creature seem 1 foot shorter or taller and appear heavier or lighter. A target's new appearance must have the same basic arrangement of limbs as the target, but the extent of the illusion

is otherwise up to you. The spell lasts for the duration.

The changes wrought by this spell fail to hold up to physical inspection. For example, if you use this spell to add a hat to a creature's outfit, objects pass through the hat.

A creature that takes the Study action to examine a target can make an Intelligence (Investigation) check against your spell save DC. If it succeeds, it becomes aware that the target is disguised.

Sending

Level 3 Divination (Bard, Cleric, Wizard)

Casting Time: Action

Range: Unlimited

Components: V, S, M (a copper wire)

Duration: Instantaneous

You send a short message of 25 words or fewer to a creature you have met or a creature described to you by someone who has met it. The target hears the message in its mind, recognizes you as the sender if it knows you, and can answer in a like manner immediately. The spell enables targets to understand the meaning of your message.

You can send the message across any distance and even to other planes of existence, but if the target is on a different plane than you, there is a 5 percent chance that the message doesn't arrive. You know if the delivery fails.

Upon receiving your message, a creature can block your ability to reach it again with this spell for 8 hours. If you try to send another message during that time, you learn that you are blocked, and the spell fails.

Sequester

Level 7 Transmutation (Wizard)

Casting Time: Action

Range: Touch

Components: V, S, M (gem dust worth 5,000+ GP, which the spell consumes)

Duration: Until dispelled

With a touch, you magically sequester an object or a willing creature. For the duration, the target has the Invisible condition and can't be targeted by Divination spells, detected by magic, or viewed remotely with magic.

If the target is a creature, it enters a state of suspended animation; it has the Unconscious condition, doesn't age, and doesn't need food, water, or air.

You can set a condition for the spell to end early. The condition can be anything you choose, but it must occur or be visible within 1 mile of the target. Examples include "after 1,000 years" or "when the tarrasque awakens." This spell also ends if the target takes any damage.

Shapechange

Level 9 Transmutation (Druid, Wizard)

Casting Time: Action

Range: Self

Components: V, S, M (a jade circlet worth 1,500+ GP)

Duration: Concentration, up to 1 hour

You shape-shift into another creature for the duration or until you take a Magic action to shape-shift into a different eligible form. The new form must be of a creature that has a Challenge Rating no higher than your level or Challenge Rating. You must have seen the sort of creature before, and it can't be a Construct or an Undead.

When you cast the spell, you gain a number of Temporary Hit Points equal to the Hit Points of the first form into which you shape-shift. These Temporary Hit Points vanish if any remain when the spell ends.

Your game statistics are replaced by the stat block of the chosen form, but you retain your creature type; alignment; personality; Intelligence, Wisdom, and Charisma scores; Hit Points; Hit Point Dice; proficiencies; and ability to communicate. If you have the Spellcasting feature, you retain it too.

Upon shape-shifting, you determine whether your equipment drops to the ground or changes in size and shape to fit the new form while you're in it.

Shatter

Level 2 Evocation (Bard, Sorcerer, Wizard)

Casting Time: Action

Range: 60 feet

Components: V, S, M (a chip of mica)

Duration: Instantaneous

A loud noise erupts from a point of your choice within range. Each creature in a 10-foot-radius Sphere centered there makes a Constitution saving throw, taking 3d8 Thunder damage on a failed save or half as much damage on a successful one. A Construct has Disadvantage on the save.

A nonmagical object that isn't being worn or carried also takes the damage if it's in the spell's area.

Using a Higher-Level Spell Slot. The damage increases by 1d8 for each spell slot level above 2.

Shield

Level 1 Abjuration (Sorcerer, Wizard)

Casting Time: Reaction, which you take when you are hit by an attack roll or targeted by the *Magic Missile* spell

Range: Self

Components: V, S

Duration: 1 round

An imperceptible barrier of magical force protects you. Until the start of your next turn, you have a +5

bonus to AC, including against the triggering attack, and you take no damage from *Magic Missile*.

Shield of Faith

Level 1 Abjuration (Cleric, Paladin)

Casting Time: Bonus Action

Range: 60 feet

Components: V, S, M (a prayer scroll)

Duration: Concentration, up to 10 minutes

A shimmering field surrounds a creature of your choice within range, granting it a +2 bonus to AC for the duration.

Shillelagh

Transmutation Cantrip (Druid)

Casting Time: Bonus Action

Range: Self

Components: V, S, M (mistletoe)

Duration: 1 minute

A Club or Quarterstaff you are holding is imbued with nature's power. For the duration, you can use your spellcasting ability instead of Strength for the attack and damage rolls of melee attacks using that weapon, and the weapon's damage die becomes a d8. If the attack deals damage, it can be Force damage or the weapon's normal damage type (your choice).

The spell ends early if you cast it again or if you let go of the weapon.

Cantrip Upgrade. The damage die changes when you reach levels 5 (d10), 11 (d12), and 17 (2d6).

Shining Smite

Level 2 Transmutation (Paladin)

Casting Time: Bonus Action, which you take immediately after hitting a creature with a Melee weapon or an Unarmed Strike

Range: Self

Component: V

Duration: Concentration, up to 1 minute

The target hit by the strike takes an extra 2d6 Radiant damage from the attack. Until the spell ends, the target sheds Bright Light in a 5-foot radius, attack rolls against it have Advantage, and it can't benefit from the Invisible condition.

Using a Higher-Level Spell Slot. The damage increases by 1d6 for each spell slot level above 2.

Shocking Grasp

Evocation Cantrip (Sorcerer, Wizard)

Casting Time: Action

Range: Touch

Components: V, S

Duration: Instantaneous

Lightning springs from you to a creature that you try to touch. Make a melee spell attack against the

target. On a hit, the target takes 1d8 Lightning damage, and it can't make Opportunity Attacks until the start of its next turn.

Cantrip Upgrade. The damage increases by 1d8 when you reach levels 5 (2d8), 11 (3d8), and 17 (4d8).

Silence

Level 2 Illusion (Bard, Cleric, Ranger)

Casting Time: Action or Ritual

Range: 120 feet

Components: V, S

Duration: Concentration, up to 10 minutes

For the duration, no sound can be created within or pass through a 20-foot-radius Sphere centered on a point you choose within range. Any creature or object entirely inside the Sphere has Immunity to Thunder damage, and creatures have the Deafened condition while entirely inside it. Casting a spell that includes a Verbal component is impossible there.

Silent Image

Level 1 Illusion (Bard, Sorcerer, Wizard)

Casting Time: Action

Range: 60 feet

Components: V, S, M (a bit of fleece)

Duration: Concentration, up to 10 minutes

You create the image of an object, a creature, or some other visible phenomenon that is no larger than a 15-foot Cube. The image appears at a spot within range and lasts for the duration. The image is purely visual; it isn't accompanied by sound, smell, or other sensory effects.

As a Magic action, you can cause the image to move to any spot within range. As the image changes location, you can alter its appearance so that its movements appear natural for the image. For example, if you create an image of a creature and move it, you can alter the image so that it appears to be walking.

Physical interaction with the image reveals it to be an illusion, since things can pass through it. A creature that takes a Study action to examine the image can determine that it is an illusion with a successful Intelligence (Investigation) check against your spell save DC. If a creature discerns the illusion for what it is, the creature can see through the image.

Simulacrum

Level 7 Illusion (Wizard)

Casting Time: 12 hours

Range: Touch

Components: V, S, M (powdered ruby worth 1,500+ GP, which the spell consumes)

Duration: Until dispelled

You create a simulacrum of one Beast or Humanoid that is within 10 feet of you for the entire casting of the spell. You finish the casting by touching both the creature and a pile of ice or snow that is the same size as that creature, and the pile turns into the simulacrum, which is a creature. It uses the game statistics of the original creature at the time of casting, except it is a Construct, its Hit Point maximum is half as much, and it can't cast this spell.

The simulacrum is Friendly to you and creatures you designate. It obeys your commands and acts on your turn in combat. The simulacrum can't gain levels, and it can't take Short or Long Rests.

If the simulacrum takes damage, the only way to restore its Hit Points is to repair it as you take a Long Rest, during which you expend components worth 100 GP per Hit Point restored. The simulacrum must stay within 5 feet of you for the repair.

The simulacrum lasts until it drops to 0 Hit Points, at which point it reverts to snow and melts away. If you cast this spell again, any simulacrum you created with this spell is instantly destroyed.

Sleep

Level 1 Enchantment (Bard, Sorcerer, Wizard)

Casting Time: Action

Range: 60 feet

Components: V, S, M (a pinch of sand or rose petals)

Duration: Concentration, up to 1 minute

Each creature of your choice in a 5-foot-radius Sphere centered on a point within range must succeed on a Wisdom saving throw or have the Incapacitated condition until the end of its next turn, at which point it must repeat the save. If the target fails the second save, the target has the Unconscious condition for the duration. The spell ends on a target if it takes damage or someone within 5 feet of it takes an action to shake it out of the spell's effect.

Creatures that don't sleep, such as elves, or that have Immunity to the Exhaustion condition automatically succeed on saves against this spell.

Sleet Storm

Level 3 Conjuration (Druid, Sorcerer, Wizard)

Casting Time: Action

Range: 150 feet

Components: V, S, M (a miniature umbrella)

Duration: Concentration, up to 1 minute

Until the spell ends, sleet falls in a 40-foot-tall, 20-foot-radius Cylinder centered on a point you choose within range. The area is Heavily Obscured, and exposed flames in the area are doused.

Ground in the Cylinder is Difficult Terrain. When a creature enters the Cylinder for the first time on a turn or starts its turn there, it must succeed on a

Dexterity saving throw or have the Prone condition and lose Concentration.

Slow

Level 3 Transmutation (Bard, Sorcerer, Wizard)

Casting Time: Action

Range: 120 feet

Components: V, S, M (a drop of molasses)

Duration: Concentration, up to 1 minute

You alter time around up to six creatures of your choice in a 40-foot Cube within range. Each target must succeed on a Wisdom saving throw or be affected by this spell for the duration.

An affected target's Speed is halved, it takes a –2 penalty to AC and Dexterity saving throws, and it can't take Reactions. On its turns, it can take either an action or a Bonus Action, not both, and it can make only one attack if it takes the Attack action. If it casts a spell with a Somatic component, there is a 25 percent chance the spell fails as a result of the target making the spell's gestures too slowly.

An affected target repeats the save at the end of each of its turns, ending the spell on itself on a success.

Sorcerous Burst

Evocation Cantrip (Sorcerer)

Casting Time: Action

Range: 120 feet

Component: V, S

Duration: Instantaneous

You cast sorcerous energy at one creature or object within range. Make a ranged spell attack against the target. On a hit, the target takes 1d8 damage of a type you choose: Acid, Cold, Fire, Lightning, Poison, Psychic, or Thunder.

If you roll an 8 on a d8 for this spell, you can roll another d8, and add it to the damage. When you cast this spell, the maximum number of these d8s you can add to the spell's damage equals your spellcasting ability modifier.

Cantrip Upgrade. The damage increases by 1d8 when you reach levels 5 (2d8), 11 (3d8), and 17 (4d8).

Spare the Dying

Necromancy Cantrip (Cleric, Druid)

Casting Time: Action

Range: 15 feet

Components: V, S

Duration: Instantaneous

Choose a creature within range that has 0 Hit Points and isn't dead. The creature becomes Stable.

Cantrip Upgrade. The range doubles when you reach levels 5 (30 feet), 11 (60 feet), and 17 (120 feet).

Speak with Animals

Level 1 Divination (Bard, Druid, Ranger, Warlock)

Casting Time: Action or Ritual

Range: Self

Components: V, S

Duration: 10 minutes

For the duration, you can comprehend and verbally communicate with Beasts, and you can use any of the Influence action's skill options with them.

Most Beasts have little to say about topics that don't pertain to survival or companionship, but at minimum, a Beast can give you information about nearby locations and monsters, including whatever it has perceived within the past day.

Speak with Dead

Level 3 Necromancy (Bard, Cleric, Wizard)

Casting Time: Action

Range: 10 feet

Components: V, S, M (burning incense)

Duration: 10 minutes

You grant the semblance of life to a corpse of your choice within range, allowing it to answer questions you pose. The corpse must have a mouth, and this spell fails if the deceased creature was Undead when it died. The spell also fails if the corpse was the target of this spell within the past 10 days.

Until the spell ends, you can ask the corpse up to five questions. The corpse knows only what it knew in life, including the languages it knew. Answers are usually brief, cryptic, or repetitive, and the corpse is under no compulsion to offer a truthful answer if you are antagonistic toward it or it recognizes you as an enemy. This spell doesn't return the creature's soul to its body, only its animating spirit. Thus, the corpse can't learn new information, doesn't comprehend anything that has happened since it died, and can't speculate about future events.

Speak with Plants

Level 3 Transmutation (Bard, Druid, Ranger)

Casting Time: Action

Range: Self

Components: V, S

Duration: 10 minutes

You imbue plants in an immobile 30-foot Emanation with limited sentience and animation, giving them the ability to communicate with you and follow your simple commands. You can question plants about events in the spell's area within the past day, gaining information about creatures that have passed, weather, and other circumstances.

You can also turn Difficult Terrain caused by plant growth (such as thickets and undergrowth) into ordinary terrain that lasts for the duration. Or you

can turn ordinary terrain where plants are present into Difficult Terrain that lasts for the duration.

The spell doesn't enable plants to uproot themselves and move about, but they can move their branches, tendrils, and stalks for you.

If a Plant creature is in the area, you can communicate with it as if you shared a common language.

Spider Climb

Level 2 Transmutation (Sorcerer, Warlock, Wizard)

Casting Time: Action

Range: Touch

Components: V, S, M (a drop of bitumen and a spider)

Duration: Concentration, up to 1 hour

Until the spell ends, one willing creature you touch gains the ability to move up, down, and across vertical surfaces and along ceilings, while leaving its hands free. The target also gains a Climb Speed equal to its Speed.

Using a Higher-Level Spell Slot. You can target one additional creature for each spell slot level above 2.

Spike Growth

Level 2 Transmutation (Druid, Ranger)

Casting Time: Action

Range: 150 feet

Components: V, S, M (seven thorns)

Duration: Concentration, up to 10 minutes

The ground in a 20-foot-radius Sphere centered on a point within range sprouts hard spikes and thorns. The area becomes Difficult Terrain for the duration. When a creature moves into or within the area, it takes 2d4 Piercing damage for every 5 feet it travels.

The transformation of the ground is camouflaged to look natural. Any creature that can't see the area when the spell is cast must take a Search action and succeed on a Wisdom (Perception or Survival) check against your spell save DC to recognize the terrain as hazardous before entering it.

Spirit Guardians

Level 3 Conjuration (Cleric)

Casting Time: Action

Range: Self

Components: V, S, M (a prayer scroll)

Duration: Concentration, up to 10 minutes

Protective spirits flit around you in a 15-foot Emanation for the duration. If you are good or neutral, their spectral form appears angelic or fey (your choice). If you are evil, they appear fiendish.

When you cast this spell, you can designate creatures to be unaffected by it. Any other creature's Speed is halved in the Emanation, and whenever the Emanation enters a creature's space and whenever

a creature enters the Emanation or ends its turn there, the creature must make a Wisdom saving throw. On a failed save, the creature takes 3d8 Radiant damage (if you are good or neutral) or 3d8 Necrotic damage (if you are evil). On a successful save, the creature takes half as much damage. A creature makes this save only once per turn.

Using a Higher-Level Spell Slot. The damage increases by 1d8 for each spell slot level above 3.

Spiritual Weapon

Level 2 Evocation (Cleric)

Casting Time: Bonus Action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

You create a floating, spectral force that resembles a weapon of your choice and lasts for the duration. The force appears within range in a space of your choice, and you can immediately make one melee spell attack against one creature within 5 feet of the force. On a hit, the target takes Force damage equal to 1d8 plus your spellcasting ability modifier.

As a Bonus Action on your later turns, you can move the force up to 20 feet and repeat the attack against a creature within 5 feet of it.

Using a Higher-Level Spell Slot. The damage increases by 1d8 for every slot level above 2.

Starry Wisp

Evocation Cantrip (Bard, Druid)

Casting Time: Action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You launch a mote of light at one creature or object within range. Make a ranged spell attack against the target. On a hit, the target takes 1d8 Radiant damage, and until the end of your next turn, it emits Dim Light in a 10-foot radius and can't benefit from the Invisible condition.

Cantrip Upgrade. The damage increases by 1d8 when you reach levels 5 (2d8), 11 (3d8), and 17 (4d8).

Stinking Cloud

Level 3 Conjuration (Bard, Sorcerer, Wizard)

Casting Time: Action

Range: 90 feet

Components: V, S, M (a rotten egg)

Duration: Concentration, up to 1 minute

You create a 20-foot-radius Sphere of yellow, nauseating gas centered on a point within range. The cloud is Heavily Obscured. The cloud lingers in the air for the duration or until a strong wind (such as the one created by *Gust of Wind*) disperses it.

Each creature that starts its turn in the Sphere must succeed on a Constitution saving throw or have the Poisoned condition until the end of the current turn. While Poisoned in this way, the creature can't take an action or a Bonus Action.

Stone Shape

Level 4 Transmutation (Cleric, Druid, Wizard)

Casting Time: Action

Range: Touch

Components: V, S, M (soft clay)

Duration: Instantaneous

You touch a stone object of Medium size or smaller or a section of stone no more than 5 feet in any dimension and form it into any shape you like. For example, you could shape a large rock into a weapon, statue, or coffer, or you could make a small passage through a wall that is 5 feet thick. You could also shape a stone door or its frame to seal the door shut. The object you create can have up to two hinges and a latch, but finer mechanical detail isn't possible.

Stoneskin

Level 4 Transmutation (Druid, Ranger, Sorcerer, Wizard)

Casting Time: Action

Range: Touch

Components: V, S, M (diamond dust worth 100+ GP, which the spell consumes)

Duration: Concentration, up to 1 hour

Until the spell ends, one willing creature you touch has Resistance to Bludgeoning, Piercing, and Slashing damage.

Storm of Vengeance

Level 9 Conjuration (Druid)

Casting Time: Action

Range: 1 mile

Components: V, S

Duration: Concentration, up to 1 minute

A churning storm cloud forms for the duration, centered on a point within range and spreading to a radius of 300 feet. Each creature under the cloud when it appears must succeed on a Constitution saving throw or take 2d6 Thunder damage and have the Deafened condition for the duration.

At the start of each of your later turns, the storm produces different effects, as detailed below.

Turn 2. Acidic rain falls. Each creature and object under the cloud takes 4d6 Acid damage.

Turn 3. You call six bolts of lightning from the cloud to strike six different creatures or objects beneath it. Each target makes a Dexterity saving throw, taking 10d6 Lightning damage on a failed save or half as much damage on a successful one.

Turn 4. Hailstones rain down. Each creature under the cloud takes 2d6 Bludgeoning damage.

Turns 5–10. Gusts and freezing rain assail the area under the cloud. Each creature there takes 1d6 Cold damage. Until the spell ends, the area is Difficult Terrain and Heavily Obscured, ranged attacks with weapons are impossible there, and strong wind blows through the area.

Suggestion

Level 2 Enchantment (Bard, Sorcerer, Warlock, Wizard)

Casting Time: Action

Range: 30 feet

Components: V, M (a drop of honey)

Duration: Concentration, up to 8 hours

You suggest a course of activity—described in no more than 25 words—to one creature you can see within range that can hear and understand you. The suggestion must sound achievable and not involve anything that would obviously deal damage to the target or its allies. For example, you could say, “Fetch the key to the cult’s treasure vault, and give the key to me.” Or you could say, “Stop fighting, leave this library peacefully, and don’t return.”

The target must succeed on a Wisdom saving throw or have the Charmed condition for the duration or until you or your allies deal damage to the target. The Charmed target pursues the suggestion to the best of its ability. The suggested activity can continue for the entire duration, but if the suggested activity can be completed in a shorter time, the spell ends for the target upon completing it.

Summon Dragon

Level 5 Conjuration (Wizard)

Casting Time: Action

Range: 60 feet

Components: V, S, M (an object with the image of a dragon engraved on it worth 500+ GP)

Duration: Concentration, up to 1 hour

You call forth a Dragon spirit. It manifests in an unoccupied space that you can see within range and uses the **Draconic Spirit** stat block. The creature disappears when it drops to 0 Hit Points or when the spell ends.

The creature is an ally to you and your allies. In combat, the creature shares your Initiative count, but it takes its turn immediately after yours. It obeys your verbal commands (no action required by you). If you don’t issue any, it takes the Dodge action and uses its movement to avoid danger.

Using a Higher-Level Spell Slot. Use the spell slot’s level for the spell’s level in the stat block.

Draconic Spirit

Large Dragon, Neutral

AC 14 + the spell’s level

HP 50 + 10 for each spell level above 5

Speed 30 ft., Fly 60 ft., Swim 30 ft.

MOD				MOD				MOD			
SAVE				SAVE				SAVE			
STR	19	+4	+4	DEX	14	+2	+2	CON	17	+3	+3
INT	10	+0	+0	WIS	14	+2	+2	CHA	14	+2	+2

Resistances Acid, Cold, Fire, Lightning, Poison

Immunities Charmed, Frightened, Poisoned

Senses Blindsight 30 ft., Darkvision 60 ft.;

Passive Perception 12

Languages Draconic, understands the languages you know

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

Traits

Shared Resistances. When you summon the spirit, choose one of its Resistances. You have Resistance to the chosen damage type until the spell ends.

Actions

Multiattack. The spirit makes a number of Rend attacks equal to half the spell’s level (round down), and it uses Breath Weapon.

Rend. *Melee Attack Roll:* Bonus equals your spell attack modifier, reach 10 feet. *Hit:* 1d6 + 4 + the spell’s level Piercing damage.

Breath Weapon. *Dexterity Saving Throw:* DC equals your spell save DC, each creature in a 30-foot Cone. *Failure:* 2d6 damage of a type this spirit has Resistance to (your choice when you cast the spell). *Success:* Half damage.

Sunbeam

Level 6 Evocation (Cleric, Druid, Sorcerer, Wizard)

Casting Time: Action

Range: Self

Components: V, S, M (a magnifying glass)

Duration: Concentration, up to 1 minute

You launch a sunbeam in a 5-foot-wide, 60-foot-long Line. Each creature in the Line makes a Constitution saving throw. On a failed save, a creature takes 6d8 Radiant damage and has the Blinded condition until the start of your next turn. On a successful save, it takes half as much damage only.

Until the spell ends, you can take a Magic action to create a new Line of radiance.

For the duration, a mote of brilliant radiance shines above you. It sheds Bright Light in a 30-foot radius and Dim Light for an additional 30 feet. This light is sunlight.

Sunburst

Level 8 Evocation (Cleric, Druid, Sorcerer, Wizard)

Casting Time: Action

Range: 150 feet

Components: V, S, M (a piece of sunstone)

Duration: Instantaneous

Brilliant sunlight flashes in a 60-foot-radius Sphere centered on a point you choose within range. Each creature in the Sphere makes a Constitution saving throw. On a failed save, a creature takes 12d6 Radiant damage and has the Blinded condition for 1 minute. On a successful save, it takes half as much damage only.

A creature Blinded by this spell makes another Constitution saving throw at the end of each of its turns, ending the effect on itself on a success.

This spell dispels Darkness in its area that was created by any spell.

Symbol

Level 7 Abjuration (Bard, Cleric, Druid, Wizard)

Casting Time: 1 minute

Range: Touch

Components: V, S, M (powdered diamond worth 1,000+ GP, which the spell consumes)

Duration: Until dispelled or triggered

You inscribe a harmful glyph either on a surface (such as a section of floor or wall) or within an object that can be closed (such as a book or chest). The glyph can cover an area no larger than 10 feet in diameter. If you choose an object, it must remain in place; if it is moved more than 10 feet from where you cast this spell, the glyph is broken, and the spell ends without being triggered.

The glyph is nearly imperceptible and requires a successful Wisdom (Perception) check against your spell save DC to notice.

When you inscribe the glyph, you set its trigger and choose which effect the symbol bears: Death, Discord, Fear, Pain, Sleep, or Stunning. Each one is explained below.

Set the Trigger. You decide what triggers the glyph when you cast the spell. For glyphs inscribed on a surface, common triggers include touching or stepping on the glyph, removing another object covering it, or approaching within a certain distance of it. For glyphs inscribed within an object, common triggers include opening that object or seeing the glyph.

You can refine the trigger so that only creatures of certain types activate it (for example, the glyph could be set to affect Aberrations). You can also set conditions for creatures that don't trigger the glyph, such as those who say a certain password.

Once triggered, the glyph glows, filling a 60-foot-radius Sphere with Dim Light for 10

minutes, after which time the spell ends. Each creature in the Sphere when the glyph activates is targeted by its effect, as is a creature that enters the Sphere for the first time on a turn or ends its turn there. A creature is targeted only once per turn.

Death. Each target makes a Constitution saving throw, taking 10d10 Necrotic damage on a failed save or half as much damage on a successful save.

Discord. Each target makes a Wisdom saving throw. On a failed save, a target argues with other creatures for 1 minute. During this time, it is incapable of meaningful communication and has Disadvantage on attack rolls and ability checks.

Fear. Each target must succeed on a Wisdom saving throw or have the Frightened condition for 1 minute. While Frightened, the target must move at least 30 feet away from the glyph on each of its turns, if able.

Pain. Each target must succeed on a Constitution saving throw or have the Incapacitated condition for 1 minute.

Sleep. Each target must succeed on a Wisdom saving throw or have the Unconscious condition for 10 minutes. A creature awakens if it takes damage or if someone takes an action to shake it awake.

Stunning. Each target must succeed on a Wisdom saving throw or have the Stunned condition for 1 minute.

Telekinesis

Level 5 Transmutation (Sorcerer, Wizard)

Casting Time: Action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 10 minutes

You gain the ability to move or manipulate creatures or objects by thought. When you cast the spell and as a Magic action on your later turns before the spell ends, you can exert your will on one creature or object that you can see within range, causing the appropriate effect below. You can affect the same target round after round or choose a new one at any time. If you switch targets, the prior target is no longer affected by the spell.

Creature. You can try to move a Huge or smaller creature. The target must succeed on a Strength saving throw, or you move it up to 30 feet in any direction within the spell's range. Until the end of your next turn, the creature has the Restrained condition, and if you lift it into the air, it is suspended there. It falls at the end of your next turn unless you use this option on it again and it fails the save.

Object. You can try to move a Huge or smaller object. If the object isn't being worn or carried, you automatically move it up to 30 feet in any direction within the spell's range.

If the object is worn or carried by a creature, that creature must succeed on a Strength saving throw, or you pull the object away and move it up to 30 feet in any direction within the spell's range.

You can exert fine control on objects with your telekinetic grip, such as manipulating a simple tool,

Telepathic Bond

Level 5 Divination (Bard, Wizard)

Casting Time: Action or Ritual

Range: 30 feet

Components: V, S, M (two eggs)

Duration: 1 hour

You forge a telepathic link among up to eight willing creatures of your choice within range, psychically linking each creature to all the others for the duration. Creatures that can't communicate in any languages aren't affected by this spell.

Until the spell ends, the targets can communicate telepathically through the bond whether or not they share a language. The communication is possible over any distance, though it can't extend to other planes of existence.

Teleport

Level 7 Conjuration (Bard, Sorcerer, Wizard)

Casting Time: Action

Range: 10 feet

Components: V

Duration: Instantaneous

This spell instantly transports you and up to eight willing creatures that you can see within range, or a single object that you can see within range, to a destination you select. If you target an object, it must be Large or smaller, and it can't be held or carried by an unwilling creature.

The destination you choose must be known to you, and it must be on the same plane of existence as you. Your familiarity with the destination determines whether you arrive there successfully. The GM rolls 1d100 and consults the Teleportation Outcome table and the explanations after it.

Teleportation Outcome

Familiarity	Mishap	Similar Area	Off Target	On Target
Permanent circle	—	—	—	01–00
Linked object	—	—	—	01–00
Very familiar	01–05	06–13	14–24	25–00
Seen casually	01–33	34–43	44–53	54–00
Viewed once or described	01–43	44–53	54–73	74–00
False destination	01–50	51–00	—	—

Familiarity. Here are the meanings of the terms in the table's Familiarity column:

- "Permanent circle" means a permanent teleportation circle whose sigil sequence you know.
- "Linked object" means you possess an object taken from the desired destination within the last six months, such as a book from a wizard's library.
- "Very familiar" is a place you have visited often, a place you have carefully studied, or a place you can see when you cast the spell.
- "Seen casually" is a place you have seen more than once but with which you aren't very familiar.
- "Viewed once or described" is a place you have seen once, possibly using magic, or a place you know through someone else's description, perhaps from a map.
- "False destination" is a place that doesn't exist. Perhaps you tried to scry an enemy's sanctum but instead viewed an illusion, or you are attempting to teleport to a location that no longer exists.

Mishap. The spell's unpredictable magic results in a difficult journey. Each teleporting creature (or the target object) takes 3d10 Force damage, and the GM rerolls on the table to see where you wind up (multiple mishaps can occur, dealing damage each time).

Similar Area. You and your group (or the target object) appear in a different area that's visually or thematically similar to the target area. You appear in the closest similar place. If you are heading for your home laboratory, for example, you might appear in another person's laboratory in the same city.

Off Target. You and your group (or the target object) appear 2d12 miles away from the destination in a random direction. Roll 1d8 for the direction: 1, east; 2, southeast; 3, south; 4, southwest; 5, west; 6, northwest; 7, north; or 8, northeast.

On Target. You and your group (or the target object) appear where you intended.

Teleportation Circle

Level 5 Conjuration (Bard, Sorcerer, Warlock, Wizard)

Casting Time: 1 minute

Range: 10 feet

Components: V, M (rare inks worth 50+ GP, which the spell consumes)

Duration: 1 round

As you cast the spell, you draw a 5-foot-radius circle on the ground inscribed with sigils that link your location to a permanent teleportation circle of your choice whose sigil sequence you know and that is on the same plane of existence as you. A shimmering portal opens within the circle you drew and remains open until the end of your next turn. Any creature that enters the portal instantly appears within 5 feet of the destination circle or in the nearest unoccupied space if that space is occupied.

Many major temples, guildhalls, and other important places have permanent teleportation circles. Each circle includes a unique sigil sequence—a string of runes arranged in a particular pattern.

When you first gain the ability to cast this spell, you learn the sigil sequences for two destinations on the Material Plane, determined by the GM. You might learn additional sigil sequences during your adventures. You can commit a new sigil sequence to memory after studying it for 1 minute.

You can create a permanent teleportation circle by casting this spell in the same location every day for 365 days.

Thaumaturgy

Transmutation Cantrip (Cleric)

Casting Time: Action

Range: 30 feet

Components: V

Duration: Up to 1 minute

You manifest a minor wonder within range. You create one of the effects below within range. If you cast this spell multiple times, you can have up to three of its 1-minute effects active at a time.

Altered Eyes. You alter the appearance of your eyes for 1 minute.

Booming Voice. Your voice booms up to three times as loud as normal for 1 minute. For the duration, you have Advantage on Charisma (Intimidation) checks.

Fire Play. You cause flames to flicker, brighten, dim, or change color for 1 minute.

Invisible Hand. You instantaneously cause an unlocked door or window to fly open or slam shut.

Phantom Sound. You create an instantaneous sound that originates from a point of your choice within range, such as a rumble of thunder, the cry of a raven, or ominous whispers.

Tremors. You cause harmless tremors in the ground for 1 minute.

Thunderwave

Level 1 Evocation (Bard, Druid, Sorcerer, Wizard)

Casting Time: Action

Range: Self

Components: V, S

Duration: Instantaneous

You unleash a wave of thunderous energy. Each creature in a 15-foot Cube originating from you makes a Constitution saving throw. On a failed save, a creature takes 2d8 Thunder damage and is pushed 10 feet away from you. On a successful save, a creature takes half as much damage only.

In addition, unsecured objects that are entirely within the Cube are pushed 10 feet away from you, and a thunderous boom is audible within 300 feet.

Using a Higher-Level Spell Slot. The damage increases by 1d8 for each spell slot level above 1.

Time Stop

Level 9 Transmutation (Sorcerer, Wizard)

Casting Time: Action

Range: Self

Components: V

Duration: Instantaneous

You briefly stop the flow of time for everyone but yourself. No time passes for other creatures, while you take 1d4 + 1 turns in a row, during which you can use actions and move as normal.

This spell ends if one of the actions you use during this period, or any effects that you create during it, affects a creature other than you or an object being worn or carried by someone other than you. In addition, the spell ends if you move to a place more than 1,000 feet from the location where you cast it.

Tiny Hut

Level 3 Evocation (Bard, Wizard)

Casting Time: 1 minute or Ritual

Range: Self

Components: V, S, M (a crystal bead)

Duration: 8 hours

A 10-foot Emanation springs into existence around you and remains stationary for the duration. The spell fails when you cast it if the Emanation isn't big enough to fully encapsulate all creatures in its area.

Creatures and objects within the Emanation when you cast the spell can move through it freely. All other creatures and objects are barred from passing through it. Spells of level 3 or lower can't be cast through it, and the effects of such spells can't extend into it.

The atmosphere inside the Emanation is comfortable and dry, regardless of the weather outside. Until the spell ends, you can command the interior to have Dim Light or Darkness (no action required). The Emanation is opaque from the outside and of any color you choose, but it's transparent from the inside.

The spell ends early if you leave the Emanation or if you cast it again.

Tongues

Level 3 Divination (Bard, Cleric, Sorcerer, Warlock, Wizard)

Casting Time: Action

Range: Touch

Components: V, M (a miniature ziggurat)

Duration: 1 hour

This spell grants the creature you touch the ability to understand any spoken or signed language that it hears or sees. Moreover, when the target communicates by speaking or signing, any creature that

knows at least one language can understand it if that creature can hear the speech or see the signing.

Transport via Plants

Level 6 Conjunction (Druid)

Casting Time: Action

Range: 10 feet

Components: V, S

Duration: 1 minute

This spell creates a magical link between a Large or larger inanimate plant within range and another plant, at any distance, on the same plane of existence. You must have seen or touched the destination plant at least once before. For the duration, any creature can step into the target plant and exit from the destination plant by using 5 feet of movement.

Tree Stride

Level 5 Conjunction (Druid, Ranger)

Casting Time: Action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

You gain the ability to enter a tree and move from inside it to inside another tree of the same kind within 500 feet. Both trees must be living and at least the same size as you. You must use 5 feet of movement to enter a tree. You instantly know the location of all other trees of the same kind within 500 feet and, as part of the move used to enter the tree, can either pass into one of those trees or step out of the tree you're in. You appear in a spot of your choice within 5 feet of the destination tree, using another 5 feet of movement. If you have no movement left, you appear within 5 feet of the tree you entered.

You can use this transportation ability only once on each of your turns. You must end each turn outside a tree.

True Polymorph

Level 9 Transmutation (Bard, Warlock, Wizard)

Casting Time: Action

Range: 30 feet

Components: V, S, M (a drop of mercury, a dollop of gum arabic, and a wisp of smoke)

Duration: Concentration, up to 1 hour

Choose one creature or nonmagical object that you can see within range. The creature shape-shifts into a different creature or a nonmagical object, or the object shape-shifts into a creature (the object must be neither worn nor carried). The transformation lasts for the duration or until the target dies or is destroyed, but if you maintain Concentration on this spell for the full duration, the spell lasts until dispelled.

An unwilling creature can make a Wisdom saving throw, and if it succeeds, it isn't affected by this spell.

Creature into Creature. If you turn a creature into another kind of creature, the new form can be any kind you choose that has a Challenge Rating equal to or less than the target's Challenge Rating or level. The target's game statistics are replaced by the stat block of the new form, but it retains its Hit Points, Hit Point Dice, alignment, and personality.

The target gains a number of Temporary Hit Points equal to the Hit Points of the new form. These Temporary Hit Points vanish if any remain when the spell ends.

The target is limited in the actions it can perform by the anatomy of its new form, and it can't speak or cast spells.

The target's gear melds into the new form. The creature can't use or otherwise benefit from any of that equipment.

Object into Creature. You can turn an object into any kind of creature, as long as the creature's size is no larger than the object's size and the creature has a Challenge Rating of 9 or lower. The creature is Friendly to you and your allies. In combat, it takes its turns immediately after yours, and it obeys your commands.

If the spell lasts more than an hour, you no longer control the creature. It might remain Friendly to you, depending on how you have treated it.

Creature into Object. If you turn a creature into an object, it transforms along with whatever it is wearing and carrying into that form, as long as the object's size is no larger than the creature's size. The creature's statistics become those of the object, and the creature has no memory of time spent in this form after the spell ends and it returns to normal.

True Resurrection

Level 9 Necromancy (Cleric, Druid)

Casting Time: 1 hour

Range: Touch

Components: V, S, M (diamonds worth 25,000+ GP, which the spell consumes)

Duration: Instantaneous

You touch a creature that has been dead for no longer than 200 years and that died for any reason except old age. The creature is revived with all its Hit Points.

This spell closes all wounds, neutralizes any poison, cures all magical contagions, and lifts any curses affecting the creature when it died. The spell replaces damaged or missing organs and limbs. If the creature was Undead, it is restored to its non-Undead form.

The spell can provide a new body if the original no longer exists, in which case you must speak the

creature's name. The creature then appears in an unoccupied space you choose within 10 feet of you.

True Seeing

Level 6 Divination (Bard, Cleric, Sorcerer, Warlock, Wizard)

Casting Time: Action

Range: Touch

Components: V, S, M (mushroom powder worth 25+ GP, which the spell consumes)

Duration: 1 hour

For the duration, the willing creature you touch has Truesight with a range of 120 feet.

True Strike

Divination Cantrip (Bard, Sorcerer, Warlock, Wizard)

Casting Time: Action

Range: Self

Components: S, M (a weapon with which you have proficiency and that is worth 1+ CP)

Duration: Instantaneous

Guided by a flash of magical insight, you make one attack with the weapon used in the spell's casting. The attack uses your spellcasting ability for the attack and damage rolls instead of using Strength or Dexterity. If the attack deals damage, it can be Radiant damage or the weapon's normal damage type (your choice).

Cantrip Upgrade. Whether you deal Radiant damage or the weapon's normal damage type, the attack deals extra Radiant damage when you reach levels 5 (1d6), 11 (2d6), and 17 (3d6).

Tsunami

Level 8 Conjuraction (Druid)

Casting Time: 1 minute

Range: 1 mile

Components: V, S

Duration: Concentration, up to 6 rounds

A wall of water springs into existence at a point you choose within range. You can make the wall up to 300 feet long, 300 feet high, and 50 feet thick. The wall lasts for the duration.

When the wall appears, each creature in its area makes a Strength saving throw, taking 6d10 Bludgeoning damage on a failed save or half as much damage on a successful one.

At the start of each of your turns after the wall appears, the wall, along with any creatures in it, moves 50 feet away from you. Any Huge or smaller creature inside the wall or whose space the wall enters when it moves must succeed on a Strength saving throw or take 5d10 Bludgeoning damage. A creature can take this damage only once per round. At the end of the turn, the wall's height is reduced by 50 feet, and the damage the wall deals on later

rounds is reduced by 1d10. When the wall reaches 0 feet in height, the spell ends.

A creature caught in the wall can move by swimming. Because of the wave's force, though, the creature must succeed on a Strength (Athletics) check against your spell save DC to move at all. If it fails the check, it can't move. A creature that moves out of the wall falls to the ground.

Unseen Servant

Level 1 Conjuraction (Bard, Warlock, Wizard)

Casting Time: Action or Ritual

Range: 60 feet

Components: V, S, M (a bit of string and of wood)

Duration: 1 hour

This spell creates an Invisible, mindless, shapeless, Medium force that performs simple tasks at your command until the spell ends. The servant springs into existence in an unoccupied space on the ground within range. It has AC 10, 1 Hit Point, and a Strength of 2, and it can't attack. If it drops to 0 Hit Points, the spell ends.

Once on each of your turns as a Bonus Action, you can mentally command the servant to move up to 15 feet and interact with an object. The servant can perform simple tasks that a human could do, such as fetching things, cleaning, mending, folding clothes, lighting fires, serving food, and pouring drinks. Once you give the command, the servant performs the task to the best of its ability until it completes the task, then waits for your next command.

If you command the servant to perform a task that would move it more than 60 feet away from you, the spell ends.

Vampiric Touch

Level 3 Necromancy (Sorcerer, Warlock, Wizard)

Casting Time: Action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

The touch of your shadow-wreathed hand can siphon life force from others to heal your wounds. Make a melee spell attack against one creature within reach. On a hit, the target takes 3d6 Necrotic damage, and you regain Hit Points equal to half the amount of Necrotic damage dealt.

Until the spell ends, you can make the attack again on each of your turns as a Magic action, targeting the same creature or a different one.

Using a Higher-Level Spell Slot. The damage increases by 1d6 for each spell slot level above 3.

Vicious Mockery

Enchantment Cantrip (Bard)

Casting Time: Action

Range: 60 feet

Components: V

Duration: Instantaneous

You unleash a string of insults laced with subtle enchantments at one creature you can see or hear within range. The target must succeed on a Wisdom saving throw or take 1d6 Psychic damage and have Disadvantage on the next attack roll it makes before the end of its next turn.

Cantrip Upgrade. The damage increases by 1d6 when you reach levels 5 (2d6), 11 (3d6), and 17 (4d6).

Vitriolic Sphere

Level 4 Evocation (Sorcerer, Wizard)

Casting Time: Action

Range: 150 feet

Components: V, S, M (a drop of bile)

Duration: Instantaneous

You point at a location within range, and a glowing, 1-foot-diameter ball of acid streaks there and explodes in a 20-foot-radius Sphere. Each creature in that area makes a Dexterity saving throw. On a failed save, a creature takes 10d4 Acid damage and another 5d4 Acid damage at the end of its next turn. On a successful save, a creature takes half the initial damage only.

Using a Higher-Level Spell Slot. The initial damage increases by 2d4 for each spell slot level above 4.

Wall of Fire

Level 4 Evocation (Druid, Sorcerer, Wizard)

Casting Time: Action

Range: 120 feet

Components: V, S, M (a piece of charcoal)

Duration: Concentration, up to 1 minute

You create a wall of fire on a solid surface within range. You can make the wall up to 60 feet long, 20 feet high, and 1 foot thick, or a ringed wall up to 20 feet in diameter, 20 feet high, and 1 foot thick. The wall is opaque and lasts for the duration.

When the wall appears, each creature in its area makes a Dexterity saving throw, taking 5d8 Fire damage on a failed save or half as much damage on a successful one.

One side of the wall, selected by you when you cast this spell, deals 5d8 Fire damage to each creature that ends its turn within 10 feet of that side or inside the wall. A creature takes the same damage when it enters the wall for the first time on a turn or ends its turn there. The other side of the wall deals no damage.

Using a Higher-Level Spell Slot. The damage increases by 1d8 for each spell slot level above 4.

Wall of Force

Level 5 Evocation (Wizard)

Casting Time: Action

Range: 120 feet

Components: V, S, M (a shard of glass)

Duration: Concentration, up to 10 minutes

An Invisible wall of force springs into existence at a point you choose within range. The wall appears in any orientation you choose, as a horizontal or vertical barrier or at an angle. It can be free floating or resting on a solid surface. You can form it into a hemispherical dome or a globe with a radius of up to 10 feet, or you can shape a flat surface made up of ten 10-foot-by-10-foot panels. Each panel must be contiguous with another panel. In any form, the wall is 1/4 inch thick and lasts for the duration. If the wall cuts through a creature's space when it appears, the creature is pushed to one side of the wall (you choose which side).

Nothing can physically pass through the wall. It is immune to all damage and can't be dispelled by *Dispel Magic*. A *Disintegrate* spell destroys the wall instantly, however. The wall also extends into the Ethereal Plane and blocks ethereal travel through the wall.

Wall of Ice

Level 6 Evocation (Wizard)

Casting Time: Action

Range: 120 feet

Components: V, S, M (a piece of quartz)

Duration: Concentration, up to 10 minutes

You create a wall of ice on a solid surface within range. You can form it into a hemispherical dome or a globe with a radius of up to 10 feet, or you can shape a flat surface made up of ten 10-foot-square panels. Each panel must be contiguous with another panel. In any form, the wall is 1 foot thick and lasts for the duration.

If the wall cuts through a creature's space when it appears, the creature is pushed to one side of the wall (you choose which side) and makes a Dexterity saving throw, taking 10d6 Cold damage on a failed save or half as much damage on a successful one.

The wall is an object that can be damaged and thus breached. It has AC 12 and 30 Hit Points per 10-foot section, and it has Immunity to Cold, Poison, and Psychic damage and Vulnerability to Fire damage. Reducing a 10-foot section of wall to 0 Hit Points destroys it and leaves behind a sheet of frigid air in the space the wall occupied.

A creature moving through the sheet of frigid air for the first time on a turn makes a Constitution saving throw, taking 5d6 Cold damage on a failed save or half as much damage on a successful one.

Using a Higher-Level Spell Slot. The damage the wall deals when it appears increases by 2d6 and the damage from passing through the sheet of frigid air increases by 1d6 for each spell slot level above 6.

Wall of Stone

Level 5 Evocation (Druid, Sorcerer, Wizard)

Casting Time: Action

Range: 120 feet

Components: V, S, M (a cube of granite)

Duration: Concentration, up to 10 minutes

A nonmagical wall of solid stone springs into existence at a point you choose within range. The wall is 6 inches thick and is composed of ten 10-foot-by-10-foot panels. Each panel must be contiguous with another panel. Alternatively, you can create 10-foot-by-20-foot panels that are only 3 inches thick.

If the wall cuts through a creature's space when it appears, the creature is pushed to one side of the wall (you choose which side). If a creature would be surrounded on all sides by the wall (or the wall and another solid surface), that creature can make a Dexterity saving throw. On a success, it can use its Reaction to move up to its Speed so that it is no longer enclosed by the wall.

The wall can have any shape you desire, though it can't occupy the same space as a creature or object. The wall doesn't need to be vertical or rest on a firm foundation. It must, however, merge with and be solidly supported by existing stone. Thus, you can use this spell to bridge a chasm or create a ramp.

If you create a span greater than 20 feet in length, you must halve the size of each panel to create supports. You can crudely shape the wall to create battlements and the like.

The wall is an object made of stone that can be damaged and thus breached. Each panel has AC 15 and 30 Hit Points per inch of thickness, and it has Immunity to Poison and Psychic damage. Reducing a panel to 0 Hit Points destroys it and might cause connected panels to collapse at the GM's discretion.

If you maintain your Concentration on this spell for its full duration, the wall becomes permanent and can't be dispelled. Otherwise, the wall disappears when the spell ends.

Wall of Thorns

Level 6 Conjuration (Druid)

Casting Time: Action

Range: 120 feet

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

Duration: Concentration, up to 10 minutes

You create a wall of tangled brush bristling with needle-sharp thorns. The wall appears within range on a solid surface and lasts for the duration. You choose to make the wall up to 60 feet long, 10 feet

high, and 5 feet thick or a circle that has a 20-foot diameter and is up to 20 feet high and 5 feet thick. The wall blocks line of sight.

When the wall appears, each creature in its area makes a Dexterity saving throw, taking 7d8 Piercing damage on a failed save or half as much damage on a successful one.

A creature can move through the wall, albeit slowly and painfully. For every 1 foot a creature moves through the wall, it must spend 4 feet of movement. Furthermore, the first time a creature enters a space in the wall on a turn or ends its turn there, the creature makes a Dexterity saving throw, taking 7d8 Slashing damage on a failed save or half as much damage on a successful one. A creature makes this save only once per turn.

Using a Higher-Level Spell Slot. Both types of damage increase by 1d8 for each spell slot level above 6.

Warding Bond

Level 2 Abjuration (Cleric, Paladin)

Casting Time: Action

Range: Touch

Components: V, S, M (a pair of platinum rings worth 50+ GP each, which you and the target must wear for the duration)

Duration: 1 hour

You touch another creature that is willing and create a mystic connection between you and the target until the spell ends. While the target is within 60 feet of you, it gains a +1 bonus to AC and saving throws, and it has Resistance to all damage. Also, each time it takes damage, you take the same amount of damage.

The spell ends if you drop to 0 Hit Points or if you and the target become separated by more than 60 feet. It also ends if the spell is cast again on either of the connected creatures.

Water Breathing

Level 3 Transmutation (Druid, Ranger, Sorcerer, Wizard)

Casting Time: Action or Ritual

Range: 30 feet

Components: V, S, M (a short reed)

Duration: 24 hours

This spell grants up to ten willing creatures of your choice within range the ability to breathe underwater until the spell ends. Affected creatures also retain their normal mode of respiration.

Water Walk

Level 3 Transmutation (Cleric, Druid, Ranger, Sorcerer)

Casting Time: Action or Ritual

Range: 30 feet

Components: V, S, M (a piece of cork)

Duration: 1 hour

This spell grants the ability to move across any liquid surface—such as water, acid, mud, snow, quicksand, or lava—as if it were harmless solid ground (creatures crossing molten lava can still take damage from the heat). Up to ten willing creatures of your choice within range gain this ability for the duration.

An affected target must take a Bonus Action to pass from the liquid's surface into the liquid itself and vice versa, but if the target falls into the liquid, the target passes through the surface into the liquid below.

Web

Level 2 Conjuration (Sorcerer, Wizard)

Casting Time: Action

Range: 60 feet

Components: V, S, M (a bit of spiderweb)

Duration: Concentration, up to 1 hour

You conjure a mass of sticky webbing at a point within range. The webs fill a 20-foot Cube there for the duration. The webs are Difficult Terrain, and the area within them is Lightly Obscured.

If the webs aren't anchored between two solid masses (such as walls or trees) or layered across a floor, wall, or ceiling, the web collapses on itself, and the spell ends at the start of your next turn. Webs layered over a flat surface have a depth of 5 feet.

The first time a creature enters the webs on a turn or starts its turn there, it must succeed on a Dexterity saving throw or have the Restrained condition while in the webs or until it breaks free.

A creature Restrained by the webs can take an action to make a Strength (Athletics) check against your spell save DC. If it succeeds, it is no longer Restrained.

The webs are flammable. Any 5-foot Cube of webs exposed to fire burns away in 1 round, dealing 2d4 Fire damage to any creature that starts its turn in the fire.

Weird

Level 9 Illusion (Warlock, Wizard)

Casting Time: Action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 1 minute

You try to create illusory terrors in others' minds. Each creature of your choice in a 30-foot-radius Sphere centered on a point within range makes a Wisdom saving throw. On a failed save, a target takes 10d10 Psychic damage and has the Frightened condition for the duration. On a successful save, a target takes half as much damage only.

A Frightened target makes a Wisdom saving throw at the end of each of its turns. On a failed save, it takes 5d10 Psychic damage. On a successful save, the spell ends on that target.

Wind Walk

Level 6 Transmutation (Druid)

Casting Time: 1 minute

Range: 30 feet

Components: V, S, M (a candle)

Duration: 8 hours

You and up to ten willing creatures of your choice within range assume gaseous forms for the duration, appearing as wisps of cloud. While in this cloud form, a target has a Fly Speed of 300 feet and can hover; it has Immunity to the Prone condition; and it has Resistance to Bludgeoning, Piercing, and Slashing damage. The only actions a target can take in this form are the Dash action or a Magic action to begin reverting to its normal form. Reverting takes 1 minute, during which the target has the Stunned condition. Until the spell ends, the target can revert to cloud form, which also requires a Magic action followed by a 1-minute transformation.

If a target is in cloud form and flying when the effect ends, the target descends 60 feet per round for 1 minute until it lands, which it does safely. If it can't land after 1 minute, it falls the remaining distance.

Wind Wall

Level 3 Evocation (Druid, Ranger)

Casting Time: Action

Range: 120 feet

Components: V, S, M (a fan and a feather)

Duration: Concentration, up to 1 minute

A wall of strong wind rises from the ground at a point you choose within range. You can make the wall up to 50 feet long, 15 feet high, and 1 foot thick. You can shape the wall in any way you choose so long as it makes one continuous path along the ground. The wall lasts for the duration.

When the wall appears, each creature in its area makes a Strength saving throw, taking 4d8 Bludgeoning damage on a failed save or half as much damage on a successful one.

The strong wind keeps fog, smoke, and other gases at bay. Small or smaller flying creatures or objects can't pass through the wall. Loose, lightweight materials brought into the wall fly upward. Arrows, bolts, and other ordinary projectiles launched at targets behind the wall are deflected upward and miss automatically. Boulders hurled by Giants or siege engines, and similar projectiles, are unaffected. Creatures in gaseous form can't pass through it.

Wish

Level 9 Conjunction (Sorcerer, Wizard)

Casting Time: Action

Range: Self

Components: V

Duration: Instantaneous

Wish is the mightiest spell a mortal can cast. By simply speaking aloud, you can alter reality itself.

The basic use of this spell is to duplicate any other spell of level 8 or lower. If you use it this way, you don't need to meet any requirements to cast that spell, including costly components. The spell simply takes effect.

Alternatively, you can create one of the following effects of your choice:

Object Creation. You create one object of up to 25,000 GP in value that isn't a magic item. The object can be no more than 300 feet in any dimension, and it appears in an unoccupied space that you can see on the ground.

Instant Health. You allow yourself and up to twenty creatures that you can see to regain all Hit Points, and you end all effects on them listed in the *Greater Restoration* spell.

Resistance. You grant up to ten creatures that you can see Resistance to one damage type that you choose. This Resistance is permanent.

Spell Immunity. You grant up to ten creatures you can see immunity to a single spell or other magical effect for 8 hours.

Sudden Learning. You replace one of your feats with another feat for which you are eligible. You lose all the benefits of the old feat and gain the benefits of the new one. You can't replace a feat that is a prerequisite for any of your other feats or features.

Roll Redo. You undo a single recent event by forcing a reroll of any die roll made within the last round (including your last turn). Reality reshapes itself to accommodate the new result. For example, a *Wish* spell could undo an ally's failed saving throw or a foe's Critical Hit. You can force the reroll to be made with Advantage or Disadvantage, and you choose whether to use the reroll or the original roll.

Reshape Reality. You may wish for something not included in any of the other effects. To do so, state your wish to the GM as precisely as possible. The GM has great latitude in ruling what occurs in such an instance; the greater the wish, the greater the likelihood that something goes wrong. This spell might simply fail, the effect you desire might be achieved only in part, or you might suffer an unforeseen consequence as a result of how you worded the wish. For example, wishing that a villain were dead might propel you forward in time to a period when that villain is no longer alive, effectively removing you from the game.

Similarly, wishing for a Legendary magic item or an Artifact might instantly transport you to the presence of the item's current owner. If your wish is granted and its effects have consequences for a whole community, region, or world, you are likely to attract powerful foes. If your wish would affect a god, the god's divine servants might instantly intervene to prevent it or to encourage you to craft the wish in a particular way. If your wish would undo the multiverse itself, your wish fails.

The stress of casting *Wish* to produce any effect other than duplicating another spell weakens you. After enduring that stress, each time you cast a spell until you finish a Long Rest, you take 1d10 Necrotic damage per level of that spell. This damage can't be reduced or prevented in any way. In addition, your Strength score becomes 3 for 2d4 days. For each of those days that you spend resting and doing nothing more than light activity, your remaining recovery time decreases by 2 days. Finally, there is a 33 percent chance that you are unable to cast *Wish* ever again if you suffer this stress.

Word of Recall

Level 6 Conjunction (Cleric)

Casting Time: Action

Range: 5 feet

Components: V

Duration: Instantaneous

You and up to five willing creatures within 5 feet of you instantly teleport to a previously designated sanctuary. You and any creatures that teleport with you appear in the nearest unoccupied space to the spot you designated when you prepared your sanctuary (see below). If you cast this spell without first preparing a sanctuary, the spell has no effect.

You must designate a location, such as a temple, as a sanctuary by casting this spell there.

Zone of Truth

Level 2 Enchantment (Bard, Cleric, Paladin)

Casting Time: Action

Range: 60 feet

Components: V, S

Duration: 10 minutes

You create a magical zone that guards against deception in a 15-foot-radius Sphere centered on a point within range. Until the spell ends, a creature that enters the spell's area for the first time on a turn or starts its turn there makes a Charisma saving throw. On a failed save, a creature can't speak a deliberate lie while in the radius. You know whether a creature succeeds or fails on this save.

An affected creature is aware of the spell and can avoid answering questions to which it would normally respond with a lie. Such a creature can be evasive yet must be truthful.

Rules Glossary

Glossary Conventions

The glossary uses the following conventions:

Tags in Brackets. Some entries have a tag in brackets after the entry's name, as in "Attack [Action]."

A tag—Action, Area of Effect, Attitude, Condition, or Hazard—indicates that a rule is part of a family of rules. The tags also have glossary entries.

"You." The game's rules—in this glossary and elsewhere—often talk about something happening to you in the game world. That "you" refers to the creature or object that the rule applies to in a particular moment of play. For example, the "you" in the Prone condition is a creature that currently has that condition.

"See Also." Some glossary entries include a *See also* section that points to other entries in the glossary, to other parts of this document, or both.

No Obsolete Terms. The glossary contains definitions of current rules terms only. If you're looking for a term from an earlier version of the fifth edition rules, consult the index.

Abbreviations. The abbreviations listed below appear in this glossary and elsewhere in the rules.

AC	Armor Class	M	Material component
C	Concentration	N	Neutral
CE	Chaotic Evil	NE	Neutral Evil
CG	Chaotic Good	NG	Neutral Good
Cha.	Charisma	NPC	Nonplayer character
CN	Chaotic Neutral	PB	Proficiency Bonus
Con.	Constitution	PP	Platinum Piece(s)
CP	Copper Piece(s)	R	Ritual
CR	Challenge Rating	S	Somatic component
DC	Difficulty Class	SP	Silver Piece(s)
Dex.	Dexterity	Str.	Strength
EP	Electrum Piece(s)	V	Verbal component
GM	Game Master	Wis.	Wisdom
GP	Gold Piece(s)	XP	Experience Point(s)
HP	Hit Point(s)		
Int.	Intelligence		
LE	Lawful Evil		
LG	Lawful Good		
LN	Lawful Neutral		

Rules Definitions

Here are definitions of various rules.

Ability Check

An ability check is a D20 Test that represents using one of the six abilities—or a specific skill associated with an ability—to overcome a challenge. *See also* "Playing the Game" ("D20 Tests" and "Proficiency").

Ability Score and Modifier

A creature has six ability scores—Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma—each of which has a corresponding modifier. Add the modifier when you make a D20 Test with the corresponding ability or when a rule asks you to do so. *See also* "Playing the Game" ("The Six Abilities").

Action

On your turn, you can take one action. Choose which action to take from those below or from the special actions provided by your features. *See also* "Playing the Game" ("Actions"). These actions are defined elsewhere in this glossary:

Attack	Dodge	Influence	Search
Dash	Help	Magic	Study
Disengage	Hide	Ready	Utilize

Advantage

If you have Advantage on a D20 Test, roll two d20s, and use the higher roll. A roll can't be affected by more than one Advantage, and Advantage and Disadvantage on the same roll cancel each other. *See also* "Playing the Game" ("D20 Tests").

Adventure

An adventure is a series of encounters. A story emerges through playing them. *See also* "Encounter."

Alignment

A creature's alignment broadly describes its ethical attitudes and ideals. Alignment is a combination of two factors: one identifies morality (good, evil, or neutral), and the other describes attitudes toward order (lawful, chaotic, or neutral). These factors allow for nine possible combinations, such as Lawful Good and Neutral Evil. *See also* "Character Creation" ("Create Your Character").

Ally

A creature is your ally if it is a member of your adventuring party, your friend, on your side in combat, or a creature that the rules or the GM designates as your ally.

Area of Effect

The descriptions of many spells and other features specify that they have an area of effect, which typically has one of six shapes. These shapes are defined elsewhere in this glossary:

Cone	Cylinder	Line
Cube	Emanation	Sphere

An area of effect has a point of origin, a location from which the effect's energy erupts. The rules for each shape specify how to position its point of origin. If all straight lines extending from the point of origin to a location in the area of effect are blocked, that location isn't included in the area of effect. To block a line, an obstruction must provide Total Cover. *See also* "Cover."

If the creator of an area of effect places it at an unseen point and an obstruction—such as a wall—is between the creator and that point, the point of origin comes into being on the near side of the obstruction.

Armor Class

An Armor Class (AC) is the target number for an attack roll. AC represents how difficult it is to hit a target.

Your base AC calculation is 10 plus your Dexterity modifier. If a rule gives you another base AC calculation, you choose which calculation to use; you can't use more than one. *See also* "Attack Roll."

Armor Training

Armor training allows you to use armor of a certain category without the following drawbacks. If you wear Light, Medium, or Heavy armor and lack training with it, you have Disadvantage on any D20 Test that involves Strength or Dexterity, and you can't cast spells. If you use a Shield and lack training with it, you don't gain its AC bonus. *See also* "Disadvantage" and "Equipment" ("Armor").

Attack [Action]

When you take the Attack action, you can make one attack roll with a weapon or an Unarmed Strike.

Equipping and Unequipping Weapons. You can either equip or unequip one weapon when you make an attack as part of this action. You do so either before or after the attack. If you equip a weapon before an attack, you don't need to use it for that attack. Equipping a weapon includes drawing it from a sheath or picking it up. Unequipping a weapon includes sheathing, stowing, or dropping it.

Moving between Attacks. If you move on your turn and have a feature, such as Extra Attack, that gives you more than one attack as part of the Attack action, you can use some or all of that movement to move between those attacks.

Attack Roll

An attack roll is a D20 Test that represents making an attack with a weapon, an Unarmed Strike, or a spell. *See also* "Playing the Game" ("D20 Tests").

Attitude

A monster has a starting attitude toward a player character: Friendly, Hostile, or Indifferent. *See also* "Friendly," "Hostile," "Indifferent," and "Influence."

Attunement

Some magic items require a creature to form a bond—called Attunement—with them before the creature can use an item's magical properties. A creature can have Attunement with no more than three magic items at a time. *See also* "Equipment" ("Magic Items").

Blinded [Condition]

While you have the Blinded condition, you experience the following effects.

Can't See. You can't see and automatically fail any ability check that requires sight.

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

Blindsight

If you have Blindsight, you can see within a specific range without relying on physical sight. Within that range, you can see anything that isn't behind Total Cover even if you have the Blinded condition or are in Darkness. Moreover, in that range, you can see something that has the Invisible condition.

Bloodied

A creature is Bloodied while it has half its Hit Points or fewer remaining.

Bonus Action

A Bonus Action is a special action that you can take on the same turn that you take an action. You can't take more than one Bonus Action on a turn, and you have a Bonus Action to take only if a rule explicitly says so. *See also* "Playing the Game" ("Actions").

Breaking Objects

Objects can be harmed by attacks and by some spells, using the rules below. If an object is exceedingly fragile, the GM may allow a creature to break it automatically with the Attack or Utilize action.

Armor Class. The Object Armor Class table suggests ACs for various substances.

Object Armor Class

AC	Substance	AC	Substance
11	Cloth, paper, rope	19	Iron, steel
13	Crystal, glass, ice	21	Mithral
15	Wood	23	Adamantine
17	Stone		

Hit Points. An object is destroyed when it has 0 Hit Points. The Object Hit Points table suggests Hit Points for fragile and resilient objects that are Large or smaller. To track Hit Points for a Huge or Gargantuan object, divide it into Large or smaller sections, and track each section's Hit Points separately. The GM determines whether destroying part of an object causes the whole thing to collapse.

Object Hit Points

Size	Fragile	Resilient
Tiny (bottle, lock)	2 (1d4)	5 (2d4)
Small (chest, lute)	3 (1d6)	10 (3d6)
Medium (barrel, chandelier)	4 (1d8)	18 (4d8)
Large (cart, dining table)	5 (1d10)	27 (5d10)

Damage Types and Objects. Objects have Immunity to Poison and Psychic damage. The GM might decide that some damage types are more or less effective against an object. For example, Bludgeoning damage works well for smashing things but not for cutting. Paper or cloth objects might have Vulnerability to Fire damage.

Damage Threshold. Big objects, such as castle walls, often have extra resilience represented by a damage threshold. *See also* "Damage Threshold."

No Ability Scores. An object lacks ability scores unless a rule assigns scores to the object. Without ability scores, an object can't make ability checks, and it fails all saving throws.

Bright Light

Bright Light is normal illumination. *See also* "Playing the Game" ("Exploration").

Burning [Hazard]

A burning creature or object takes 1d4 Fire damage at the start of each of its turns. As an action, you can extinguish fire on yourself by giving yourself the Prone condition and rolling on the ground. The fire also goes out if it is doused, submerged, or suffocated.

Burrow Speed

A creature that has a Burrow Speed can use that speed to move through sand, earth, mud, or ice. The creature can't burrow through solid rock unless the creature has a trait that allows it to do so. *See also* "Speed."

Campaign

A campaign is a series of adventures. *See also* "Adventure."

Cantrip

A cantrip is a level 0 spell, which is cast without a spell slot. *See also* "Spells."

Carrying Capacity

Your size and Strength score determine the maximum weight in pounds that you can carry, as shown in the Carrying Capacity table. The table also shows the maximum weight you can drag, lift, or push.

While dragging, lifting, or pushing weight in excess of the maximum weight you can carry, your Speed can be no more than 5 feet.

Carrying Capacity

Creature Size	Carry	Drag/Lift/Push
Tiny	Str. × 7.5 lb.	Str. × 15 lb.
Small/Medium	Str. × 15 lb.	Str. × 30 lb.
Large	Str. × 30 lb.	Str. × 60 lb.
Huge	Str. × 60 lb.	Str. × 120 lb.
Gargantuan	Str. × 120 lb.	Str. × 240 lb.

Challenge Rating

Challenge Rating (CR) summarizes the threat a monster poses to a group of four player characters. Compare a monster's CR to the characters' level. If the CR is higher, the monster is likely a danger. If the CR is lower, the monster likely poses little threat. But circumstances and the number of player characters can significantly alter how threatening a monster is in actual play. "Gameplay Toolbox" ("Combat Encounters") provides guidance to the GM on using CR while planning potential combat encounters. *See also* "Stat Block."

Character Sheet

A character sheet is a paper or digital record that you use to track your character's information. *See also* "Character Creation."

Charmed [Condition]

While you have the Charmed condition, you experience the following effects.

Can't Harm the Charmer. You can't attack the charmer or target the charmer with damaging abilities or magical effects.

Social Advantage. The charmer has Advantage on any ability check to interact with you socially.

Climbing

While you're climbing, each foot of movement costs 1 extra foot (2 extra feet in Difficult Terrain). You ignore this extra cost if you have a Climb Speed and use it to climb.

At the GM's option, climbing a slippery surface or one with few handholds might require a successful DC 15 Strength (Athletics) check.

Climb Speed

A Climb Speed can be used in place of Speed to traverse a vertical surface without expending the extra movement normally associated with climbing. *See also* "Climbing" and "Speed."

Concentration

Some spells and other effects require Concentration to remain active, as specified in their descriptions. If the effect's creator loses Concentration, the effect ends. If the effect has a maximum duration, the effect's description specifies how long the creator can concentrate on it: up to 1 minute, 1 hour, or some other duration. The creator can end Concentration at any time (no action required). The following factors break Concentration.

Another Concentration Effect. You lose Concentration on an effect the moment you start casting a spell that requires Concentration or activate another effect that requires Concentration.

Damage. If you take damage, you must succeed on a Constitution saving throw to maintain Concentration. The DC equals 10 or half the damage taken (round down), whichever number is higher, up to a maximum DC of 30.

Incapacitated or Dead. Your Concentration ends if you have the Incapacitated condition or you die.

Condition

A condition is a temporary game state. The definition of a condition says how it affects its recipient, and various rules define how to end a condition. This glossary defines these conditions:

Blinded	Grappled	Poisoned
Charmed	Incapacitated	Prone
Deafened	Invisible	Restrained
Exhaustion	Paralyzed	Stunned
Frightened	Petrified	Unconscious

A condition doesn't stack with itself; a recipient either has a condition or doesn't. The Exhaustion condition is an exception to that rule.

Cone [Area of Effect]

A Cone is an area of effect that extends in straight lines from a point of origin in a direction its creator chooses. A Cone's width at any point along its length is equal to that point's distance from the point of origin. For example, a Cone is 15 feet wide at a point along its length that is 15 feet from the point of origin. The effect that creates a Cone specifies its maximum length.

A Cone's point of origin isn't included in the area of effect unless its creator decides otherwise.

Cover

Cover provides a degree of protection to a target behind it. There are three degrees of cover, each of which provides a different benefit to a target: Half Cover (+2 bonus to AC and Dexterity saving throws), Three-Quarters Cover (+5 bonus to AC and Dexterity saving throws), and Total Cover (can't be targeted directly). If behind more than one degree of cover, a target benefits only from the most protective degree. *See also* "Playing the Game" ("Combat").

Crawling

While you're crawling, each foot of movement costs 1 extra foot (2 extra feet in Difficult Terrain). *See also* "Speed."

Creature

Any being in the game, including a player's character, is a creature. *See also* "Creature Type."

Creature Type

Every creature, including every player character, has a tag in the rules that identifies the type of creature it is. Most player characters are of the Humanoid type. These are the game's creature types:

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

The types don't have rules themselves, but some rules in the game affect creatures of certain types in different ways.

Critical Hit

If you roll a 20 on the d20 for an attack roll, you score a Critical Hit, and the attack hits regardless of any modifiers or the target's AC. A Critical Hit lets you roll extra dice for the attack's damage against the target. Roll all of the attack's damage dice twice and add them together. Then add any relevant modifiers. *See also* "Playing the Game" ("Damage and Healing").

Cube [Area of Effect]

A Cube is an area of effect that extends in straight lines from a point of origin located anywhere on a face of the Cube. The effect that creates a Cube specifies its size, which is the length of each side.

A Cube's point of origin isn't included in the area of effect unless its creator decides otherwise.

Curses

Some game effects curse a creature or an object. The effect that confers a curse defines what the curse does. Curses can be removed by the *Remove Curse* and *Greater Restoration* spells or other magic that explicitly ends curses.

Cylinder [Area of Effect]

A Cylinder is an area of effect that extends in straight lines from a point of origin located at the center of the circular top or bottom of the Cylinder. The effect that creates a Cylinder specifies the radius of the Cylinder's base and the Cylinder's height.

A Cylinder's point of origin is included in the area of effect.

D20 Test

D20 Tests encompass 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. The GM determines whether a D20 Test is warranted in a given circumstance. *See also* "Playing the Game" ("D20 Tests").

Damage

Damage represents harm that causes a creature or an object to lose Hit Points.

Damage Roll

A damage roll is a die roll, adjusted by any applicable modifiers, that deals damage to a target. *See also* "Playing the Game" ("Damage and Healing").

Damage Threshold

A creature or an object that has a damage threshold has Immunity to all damage unless it takes an amount of damage from a single attack or effect equal to or greater than its damage threshold, in which case it takes that entire instance of damage. Any damage that fails to meet or exceed the damage threshold is superficial and doesn't reduce Hit Points. For example, if an object has a damage threshold of 10, the object takes no damage if 9 damage is dealt to it, since that damage fails to exceed the threshold. If the same object is dealt 11 damage, it takes all of that damage.

Damage Types

Attacks and other harmful effects deal different types of damage. Damage types have no rules of their own, but other rules, such as Resistance, rely on the types. The Damage Types table offers examples to help a GM assign a type to a new effect.

Damage Types

Type	Examples
Acid	Corrosive liquids, digestive enzymes
Bludgeoning	Blunt objects, constriction, falling
Cold	Freezing water, icy blasts
Fire	Flames, unbearable heat
Force	Pure magical energy
Lightning	Electricity

Type	Examples
Necrotic	Life-draining energy
Piercing	Fangs, puncturing objects
Poison	Toxic gas, venom
Psychic	Mind-rending energy
Radiant	Holy energy, searing radiation
Slashing	Claws, cutting objects
Thunder	Concussive sound

Darkness

An area of Darkness is Heavily Obscured. *See also* "Heavily Obscured" and "Playing the Game" ("Exploration").

Darkvision

If you have Darkvision, you can see in Dim Light within a specified range as if it were Bright Light and in Darkness within that range as if it were Dim Light. You discern colors in that Darkness only as shades of gray. *See also* "Playing the Game" ("Exploration").

Dash [Action]

When you take the Dash action, you gain extra movement for the current turn. The increase equals your Speed after applying any modifiers. With a Speed of 30 feet, for example, you can move up to 60 feet on your turn if you Dash. If your Speed of 30 feet is reduced to 15 feet, you can move up to 30 feet this turn if you Dash.

If you have a special speed, such as a Fly Speed or Swim Speed, you can use that speed instead of your Speed when you take this action. You choose which speed to use each time you take it. *See also* "Speed."

Dead

A dead creature has no Hit Points and can't regain them unless it is first revived by magic such as the *Raise Dead* or *Revivify* spell. When such a spell is cast, the spirit knows who is casting it and can refuse. The spirit of a dead creature has left the body and departed for the Outer Planes, and reviving the creature requires calling the spirit back.

If the creature returns to life, the revival effect determines the creature's current Hit Points. Unless otherwise stated, the creature returns to life with any conditions, magical contagions, or curses that were affecting it at death if the durations of those effects are still ongoing. If the creature died with any Exhaustion levels, it returns with 1 fewer level. If the creature had Attunement to one or more magic items, it is no longer attuned to them.

Deafened [Condition]

While you have the Deafened condition, you experience the following effect.

Can't Hear. You can't hear and automatically fail any ability check that requires hearing.

Death Saving Throw

A player character must make a Death Saving Throw (also called a Death Save) if they start their turn with 0 Hit Points. *See also* "Playing the Game" ("Damage and Healing").

Dehydration [Hazard]

A creature requires an amount of water per day based on its size, as shown in the Water Needs per Day table. A creature that drinks less than half the required water for a day gains 1 Exhaustion level at the day's end. Exhaustion caused by dehydration can't be removed until the creature drinks the full amount of water required for a day. *See also* "Exhaustion."

Water Needs per Day

Size	Water	Size	Water
Tiny	1/4 gallon	Large	4 gallons
Small	1 gallon	Huge	16 gallons
Medium	1 gallon	Gargantuan	64 gallons

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 if the space contains any of the following or something similar:

- A creature that isn't Tiny or your ally
- Furniture that is sized for creatures of your size or larger
- Heavy snow, ice, rubble, or undergrowth
- Liquid that's between shin- and waist-deep
- A narrow opening sized for a creature one size smaller than you
- A slope of 20 degrees or more

Difficulty Class

A Difficulty Class (DC) is the target number for an ability check or a saving throw. *See also* "Playing the Game" ("D20 Tests").

Dim Light

An area with Dim Light is Lightly Obscured. *See also* "Lightly Obscured" and "Playing the Game" ("Exploration").

Disadvantage

If you have Disadvantage on a D20 Test, roll two d20s and use the lower roll. A roll can't be affected by more than one Disadvantage, and Advantage and Disadvantage on the same roll cancel each other. *See also* "Playing the Game" ("D20 Tests").

Disengage [Action]

If you take the Disengage action, your movement doesn't provoke Opportunity Attacks for the rest of the current turn.

Dodge [Action]

If you take the Dodge action, you gain the following benefits: until the start of your next turn, any attack roll made against you has Disadvantage if you can see the attacker, and you make Dexterity saving throws with Advantage.

You lose these benefits if you have the Incapacitated condition or if your Speed is 0.

Emanation [Area of Effect]

An Emanation is an area of effect that extends in straight lines from a creature or an object in all directions. The effect that creates an Emanation specifies the distance it extends.

An Emanation moves with the creature or object that is its origin unless it is an instantaneous or a stationary effect.

An Emanation's origin (creature or object) isn't included in the area of effect unless its creator decides otherwise.

Encounter

An encounter is a scene in an adventure that is part of at least one of the game's three pillars: social interaction, exploration, or combat. *See also* "Playing the Game" ("Social Interaction," "Exploration," and "Combat").

Enemy

A creature is your enemy if it fights against you in combat, actively works to harm you, or is designated as your enemy by the rules or GM.

Exhaustion [Condition]

While you have the Exhaustion condition, you experience the following effects.

Exhaustion Levels. This condition is cumulative. Each time you receive it, you gain 1 Exhaustion level. You die if your Exhaustion level is 6.

D20 Tests Affected. When you make a D20 Test, the roll is reduced by 2 times your Exhaustion level.

Speed Reduced. Your Speed is reduced by a number of feet equal to 5 times your Exhaustion level.

Removing Exhaustion Levels. Finishing a Long Rest removes 1 of your Exhaustion levels. When your Exhaustion level reaches 0, the condition ends.

Experience Points

As they overcome challenges and complete adventures, characters earn Experience Points (XP), which are awarded by the Game Master. When a character's XP total crosses certain thresholds, the character's level increases. *See also* "Level Advancement."

Expertise

Expertise is a feature that enhances your use of a skill proficiency. When you make an ability check with a skill proficiency in which you have Expertise, your Proficiency Bonus is doubled for that check unless the bonus is doubled by another feature.

If you gain Expertise, you gain it in one skill in which you have proficiency. You can't have Expertise in the same skill proficiency more than once.

See also "Playing the Game" ("Proficiency").

Falling [Hazard]

A creature that falls takes 1d6 Bludgeoning damage at the end of the fall for every 10 feet it fell, to a maximum of 20d6. When the creature lands, it has the Prone condition unless it avoids taking any damage from the fall.

A creature that falls into water or another liquid can use its Reaction to make a DC 15 Strength (Athletics) or Dexterity (Acrobatics) check to hit the surface head or feet first. On a successful check, any damage resulting from the fall is halved.

Flying

A variety of effects allow a creature to fly. While flying, you fall if you have the Incapacitated or Prone condition or your Fly Speed is reduced to 0. You can stay aloft in those circumstances if you can hover. *See also* "Falling" and "Fly Speed."

Fly Speed

A Fly Speed can be used to travel through the air. While you have a Fly Speed, you can stay aloft until you land, fall, or die. *See also* "Flying" and "Speed."

Friendly [Attitude]

A Friendly creature views you favorably. You have Advantage on an ability check to influence a Friendly creature. *See also* "Influence."

Frightened [Condition]

While you have the Frightened condition, you experience the following effects.

Ability Checks and Attacks Affected. You have Disadvantage on ability checks and attack rolls while the source of fear is within line of sight.

Can't Approach. You can't willingly move closer to the source of fear.

Grappled [Condition]

While you have the Grappled condition, you experience the following effects.

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

Attacks Affected. You have Disadvantage on attack rolls against any target other than the grappler.

Movable. The grappler can drag or carry you when it moves, but every foot of movement costs it 1 extra foot unless you are Tiny or two or more sizes smaller than it.

Grappling

A creature can grapple another creature. Characters typically grapple by using an Unarmed Strike. Many monsters have special attacks that allow them to quickly grapple prey. However a grapple is initiated, it follows these rules. *See also* "Unarmed Strike" and "Grappled."

Grappled Condition. Successfully grappling a creature gives it the Grappled condition.

One Grapple per Hand. A creature must have a hand free to grapple another creature. Some stat blocks and game effects allow a creature to grapple using a tentacle, a maw, or another body part. Whatever part a grappler uses, it can grapple only one creature at a time with that part, and the grappler can't use that part to target another creature unless it ends the grapple.

Ending a Grapple. A Grappled creature can use its action to make a Strength (Athletics) or Dexterity (Acrobatics) check against the grapple's escape DC, ending the condition on itself on a success. The condition also ends if the grappler has the Incapacitated condition or if the distance between the Grappled target and the grappler exceeds the grapple's range. In addition, the grappler can release the target at any time (no action required).

Hazard

A hazard is an environmental danger. *See also* "Burning," "Dehydration," "Falling," "Malnutrition," and "Suffocation."

Healing

Healing is how you regain Hit Points. *See also* "Playing the Game" ("Damage and Healing").

Heavily Obscured

You have the Blinded condition while trying to see something in a Heavily Obscured space. *See also* "Blinded," "Darkness," and "Playing the Game" ("Exploration").

Help [Action]

When you take the Help action, you do one of the following.

Assist an Ability Check. Choose one of your skill or tool proficiencies and one ally who is near

enough for you to assist verbally or physically when they make an ability check. That ally has Advantage on the next ability check they make with the chosen skill or tool. This benefit expires if the ally doesn't use it before the start of your next turn. The GM has final say on whether your assistance is possible.

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

Heroic Inspiration

If you (a player character) have Heroic Inspiration, you can expend it to reroll any die immediately after rolling it, and you must use the new roll.

If you gain Heroic Inspiration but already have it, it's lost unless you give it to a player character who lacks it.

Hide [Action]

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

On a successful check, you have the Invisible condition while hidden. Make note of your check's total, which is the DC for a creature to find you with a Wisdom (Perception) check.

You stop being hidden immediately after any of the following occurs: you make a sound louder than a whisper, an enemy finds you, you make an attack roll, or you cast a spell with a Verbal component.

High Jump

When you make a High Jump, you leap into the air a number of feet equal to 3 plus your Strength modifier (minimum of 0 feet) if you move at least 10 feet on foot immediately before the jump. When you make a standing High Jump, you can jump only half that distance. Either way, each foot of the jump costs a foot of movement.

You can extend your arms half your height above yourself during the jump. Thus, you can reach a distance equal to the height of the jump plus 1½ times your height.

Hit Point Dice

Hit Point Dice, or Hit Dice for short, help determine a player character's Hit Point maximum, as explained in "Character Creation." Most monsters also have Hit Dice. A creature can spend Hit Dice during a Short Rest to regain Hit Points. *See also* "Short Rest."

Hit Points

Hit Points (HP) are a measure of how difficult it is to kill or destroy a creature or an object. Damage reduces Hit Points, and healing restores them. You can't have more Hit Points than your Hit Point maximum, and you can't have less than 0. *See also* "Breaking Objects" and "Playing the Game" ("Damage and Healing").

Hostile [Attitude]

A Hostile creature views you unfavorably. You have Disadvantage on an ability check to influence a Hostile creature. *See also* "Influence."

Hover

Some creatures can hover, as noted in their stat blocks, and some spells and other effects grant the ability to hover. Hovering while flying prevents you from falling in certain circumstances. *See also* "Flying."

Illusions

Spells and other effects sometimes create magical illusions. Such an effect defines what the illusion does and which senses or mental faculties it deceives.

If an illusion manifests in space, the illusion is insubstantial and weightless, yet it seems to be affected by the environment as if the illusion were real unless the effect that created it specifies otherwise. For example, a visual illusion of a creature casts shadows and reflections, and wind appears to affect the illusory creature. Similarly, an audible illusion echoes in an echoey space.

Immunity

If you have Immunity to a damage type or a condition, it doesn't affect you in any way.

Improvised Weapons

An improvised weapon is an object wielded as a makeshift weapon, such as broken glass, a table leg, or a frying pan. A Simple or Martial weapon also counts as an improvised weapon if it's wielded in a way contrary to its design; if you use a Ranged weapon to make a melee attack or throw a Melee weapon that lacks the Thrown property, the weapon counts as an improvised weapon. An improvised weapon follows the rules below.

Proficiency. Don't add your Proficiency Bonus to attack rolls with an improvised weapon.

Damage. On a hit, the weapon deals 1d4 damage of a type the GM thinks is appropriate for the object.

Range. If you throw the weapon, it has a normal range of 20 feet and a long range of 60 feet.

Weapon Equivalents. If an improvised weapon resembles a Simple or Martial weapon, the GM may say it functions as that weapon and uses that weapon's rules. For example, the GM could treat a table leg as a Club.

Incapacitated [Condition]

While you have the Incapacitated condition, you experience the following effects.

Inactive. You can't take any action, Bonus Action, or Reaction.

No Concentration. Your Concentration is broken.

Speechless. You can't speak.

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

Indifferent [Attitude]

An Indifferent creature has no desire to help or hinder you. Indifferent is the default attitude of a monster. *See also* "Influence."

Influence [Action]

With the Influence action, you urge a monster to do something. Describe or roleplay how you're communicating with the monster. Are you trying to deceive, intimidate, amuse, or gently persuade? The GM then determines whether the monster feels willing, unwilling, or hesitant due to your interaction; this determination establishes whether an ability check is necessary, as explained below.

Willing. If your urging aligns with the monster's desires, no ability check is necessary; the monster fulfills your request in a way it prefers.

Unwilling. If your urging is repugnant to the monster or counter to its alignment, no ability check is necessary; it doesn't comply.

Hesitant. If you urge the monster to do something that it is hesitant to do, you must make an ability check, which is affected by the monster's attitude: Indifferent, Friendly, or Hostile, each of which is defined in this glossary. The Influence Checks table suggests which ability check to make based on how you're interacting with the monster. The GM chooses the check, which has a default DC equal to 15 or the monster's Intelligence score, whichever is higher. On a successful check, the monster does as urged. On a failed check, you must wait 24 hours (or a duration set by the GM) before urging it in the same way again.

Influence Checks

Ability Check	Interaction
Charisma (Deception)	Deceiving a monster that understands you
Charisma (Intimidation)	Intimidating a monster
Charisma (Performance)	Amusing a monster
Charisma (Persuasion)	Persuading a monster that understands you
Wisdom (Animal Handling)	Gently coaxing a Beast or Monstrosity

Initiative

Initiative determines the order of turns during combat. The combat rules in "Playing the Game" explain how to roll Initiative.

Sometimes a GM might have combatants use their Initiative scores instead of rolling Initiative. Your Initiative score equals 10 plus your Dexterity modifier. If you have Advantage on Initiative rolls, increase your Initiative score by 5. If you have Disadvantage on those rolls, decrease that score by 5. *See also* "Playing the Game" ("Combat").

Invisible [Condition]

While you have the Invisible condition, you experience the following effects.

Surprise. If you're Invisible when you roll Initiative, you have Advantage on the roll.

Concealed. You aren't affected by any effect that requires its target to be seen unless the effect's creator can somehow see you. Any equipment you are wearing or carrying is also concealed.

Attacks Affected. Attack rolls against you have Disadvantage, and your attack rolls have Advantage. If a creature can somehow see you, you don't gain this benefit against that creature.

Jumping

When you jump, you make either a Long Jump (horizontal) or a High Jump (vertical). *See also* "Long Jump" and "High Jump."

Knocking Out a Creature

When you would reduce a creature to 0 Hit Points with a melee attack, you can instead reduce the creature to 1 Hit Point. The creature then has the Unconscious condition and starts a Short Rest.

The creature remains Unconscious until it regains any Hit Points or until someone uses an action to administer first aid to it, which requires a successful DC 10 Wisdom (Medicine) check.

Lightly Obscured

You have Disadvantage on Wisdom (Perception) checks to see something in a Lightly Obscured space. *See also* "Dim Light" and "Playing the Game" ("Exploration").

Line [Area of Effect]

A Line is an area of effect that extends from a point of origin in a straight path along its length and covers an area defined by its width. The effect that creates a Line specifies its length and width.

A Line's point of origin isn't included in the area of effect unless its creator decides otherwise.

Long Jump

When you make a Long Jump, you leap horizontally a number of feet up to your Strength score if you

move at least 10 feet immediately before the jump. When you make a standing Long Jump, you can leap only half that distance. Either way, each foot you jump costs a foot of movement.

If you land in Difficult Terrain, you must succeed on a DC 10 Dexterity (Acrobatics) check or have the Prone condition.

This Long Jump rule assumes that the height of the jump doesn't matter, such as a jump across a stream or chasm. At your GM's option, you must succeed on a DC 10 Strength (Athletics) check to clear a low obstacle (no taller than a quarter of the jump's distance), such as a hedge or low wall. Otherwise, you hit the obstacle.

Long Rest

A Long Rest is a period of extended downtime—at least 8 hours—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.

During sleep, you have the Unconscious condition. After you finish a Long Rest, you must wait at least 16 hours before starting another one.

Benefits of the Rest. To start a Long Rest, you must have at least 1 Hit Point. When you finish the rest, you gain the following benefits:

Regain All HP. You regain all lost Hit Points and all spent Hit Point Dice. 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.

Exhaustion Reduced. If you have the Exhaustion condition, its level decreases by 1.

Special Feature. Some features are recharged by a Long Rest. If you have such a feature, it recharges in the way specified in its description.

Interrupting the Rest. A Long Rest is stopped by the following interruptions:

- Rolling Initiative
- Casting a spell other than a cantrip
- Taking any damage
- 1 hour of walking or other physical exertion

If you rested at least 1 hour before the interruption, you gain the benefits of a Short Rest. *See also* "Short Rest."

You can resume a Long Rest immediately after an interruption. If you do so, the rest requires 1 additional hour per interruption to finish.

Magic [Action]

When you take the Magic action, you cast a spell that has a casting time of an action or use a feature or magic item that requires a Magic 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. *See also* "Concentration."

Magical Effect

An effect is magical if it is created by a spell, a magic item, or a phenomenon that a rule labels as magical.

Malnutrition [Hazard]

A creature needs an amount of food per day based on its size, as shown in the Food Needs per Day table. A creature that eats but consumes less than half the required food for a day must succeed on a DC 10 Constitution saving throw or gain 1 Exhaustion level at the day's end. A creature that eats nothing for 5 days automatically gains 1 Exhaustion level at the end of the fifth day as well as an additional level at the end of each subsequent day without food.

Exhaustion caused by malnutrition can't be removed until the creature eats the full amount of food required for a day. *See also* "Exhaustion."

Food Needs per Day

Size	Food	Size	Food
Tiny	1/4 pound	Large	4 pounds
Small	1 pound	Huge	16 pounds
Medium	1 pound	Gargantuan	64 pounds

Monster

A monster is a creature controlled by the GM, even if the creature is benevolent. *See also* "Creature" and "NPC."

Nonplayer Character

A nonplayer character (NPC) is a monster that has a personal name and a distinct personality. *See also* "Monster."

Object

An object is a nonliving, distinct thing. Composite things, like buildings, comprise more than one object. *See also* "Breaking Objects."

Occupied Space

A space is occupied if a creature is in it or if it is completely filled by objects.

Opportunity Attacks

You can make an Opportunity Attack when a creature that you can see leaves your reach using its action, its Bonus Action, its Reaction, or one of its speeds. To make the Opportunity Attack, take a Reaction to make one melee attack with a weapon or an Unarmed Strike against the provoking creature. The attack occurs right before the creature leaves your reach. *See also* "Playing the Game" ("Combat").

Paralyzed [Condition]

While you have the Paralyzed condition, you experience the following effects.

Incapacitated. You have the Incapacitated condition.

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

Saving Throws Affected. You automatically fail Strength and Dexterity saving throws.

Attacks Affected. Attack rolls against you have Advantage.

Automatic Critical Hits. Any attack roll that hits you is a Critical Hit if the attacker is within 5 feet of you.

Passive Perception

Passive Perception is a score that reflects a creature's general awareness of its surroundings. The GM uses this score when determining whether a creature notices something without consciously making a Wisdom (Perception) check.

A creature's Passive Perception equals 10 plus the creature's Wisdom (Perception) check bonus. If the creature has Advantage on such checks, increase the score by 5. If the creature has Disadvantage on them, decrease the score by 5. For example, a level 1 character with a Wisdom of 15 and proficiency in Perception has a Passive Perception of 14 (10 + 2 + 2). If that character has Advantage on Wisdom (Perception) checks, the score becomes 19.

Per Day

If a rule says you can use something a certain number of times per day, that means you must finish a Long Rest to use it again after you run out of uses.

Petrified [Condition]

While you have the Petrified condition, you experience the following effects.

Turned to Inanimate Substance. You are transformed, along with any nonmagical objects you are wearing and carrying, into a solid inanimate substance (usually stone). Your weight increases by a factor of ten, and you cease aging.

Incapacitated. You have the Incapacitated condition.

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

Attacks Affected. Attack rolls against you have Advantage.

Saving Throws Affected. You automatically fail Strength and Dexterity saving throws.

Resist Damage. You have Resistance to all damage.

Poison Immunity. You have Immunity to the Poisoned condition.

Player Character

A player character is a character controlled by a player. *See also* "Character Creation."

Poisoned [Condition]

While you have the Poisoned condition, you experience the following effect.

Ability Checks and Attacks Affected. You have Disadvantage on attack rolls and ability checks.

Possession

Some effects cause a creature to be possessed by another creature or entity. A possessing effect defines how the possession operates. Possession can be prevented by the *Protection from Evil and Good* spell and ended by the *Dispel Evil and Good* spell.

Proficiency

If you have proficiency with something, you can add your Proficiency Bonus to any D20 Test you make using that thing. A creature might have proficiency in a skill or saving throw or with a weapon or tool. *See also* "Playing the Game" ("Proficiency").

Prone [Condition]

While you have the Prone condition, you experience the following effects.

Restricted Movement. Your only movement options are to crawl or to spend an amount of movement equal to half your Speed (round down) to right yourself and thereby end the condition. If your Speed is 0, you can't right yourself.

Attacks Affected. You have Disadvantage on attack rolls. An attack roll against you has Advantage if the attacker is within 5 feet of you. Otherwise, that attack roll has Disadvantage.

Reach

A creature has a reach of 5 feet unless a rule says otherwise.

Reaction

A Reaction is a special action taken in response to a trigger defined in the Reaction's description. You can take a Reaction on another creature's turn, and if you take it on your turn, you can do so even if you also take an action, a Bonus Action, or both. Once you take a Reaction, you can't take another one until the start of your next turn. The Opportunity Attack is a Reaction available to all creatures. *See also* "Opportunity Attacks" and "Playing the Game" ("Actions").

Ready [Action]

You take the Ready action to wait for a particular circumstance before you act. To do so, you take this action on your turn, which lets you act by taking a Reaction before the start of your next turn.

First, you decide what perceivable circumstance will trigger your Reaction. Then, you choose the action you will take in response to that trigger, or you choose to move up to your Speed in response to it. Examples include "If the cultist steps on the

trapdoor, I'll pull the lever that opens it," and "If the zombie steps next to me, I move away."

When the trigger occurs, you can either take your Reaction right after the trigger finishes or ignore the trigger.

When you Ready a spell, you cast it as normal (expending any resources used to cast it) but hold its energy, which you release with your Reaction when the trigger occurs. To be readied, a spell must have a casting time of an action, and holding on to the spell's magic requires Concentration, which you can maintain up to the start of your next turn. If your Concentration is broken, the spell dissipates without taking effect.

Resistance

If you have Resistance to a damage type, damage of that type is halved against you (round down). Resistance is applied only once to an instance of damage. *See also* "Playing the Game" ("Damage and Healing").

Restrained [Condition]

While you have the Restrained condition, you experience the following effects.

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

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

Saving Throws Affected. You have Disadvantage on Dexterity saving throws.

Ritual

If you have a spell prepared that has the Ritual tag, you can cast that spell 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. *See also* "Spells."

Round Down

Whenever you divide or multiply a number in the game, round down if you end up with a fraction, even if the fraction is one-half or greater. Some rules make an exception and tell you to round up.

Save

Save is another name for a saving throw. *See also* "Saving Throw."

Saving Throw

A saving throw—also called a save—represents an attempt to avoid or resist a threat. You normally make a saving throw only when a rule requires you to do so, but you can decide to fail the save without rolling. The result of a save is detailed in the effect that allowed it. If a target is forced to make a save and lacks the ability score used by it, the target automatically fails. *See also* "Playing the Game" ("D20 Tests").

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 or cause of death
Perception	Concealed creature or object
Survival	Tracks or food

Shape-Shifting

If an effect, such as Wild Shape or the *Polymorph* spell, lets you shape-shift, its description specifies what happens to you. Unless that description says otherwise, any ongoing effects on you—conditions, spells, curses, and the like—carry over from one form to the other. You revert to your true form if you die.

Short Rest

A Short Rest is a 1-hour period of downtime, during which a creature does nothing more strenuous than reading, talking, eating, or standing watch. To start a Short Rest, you must have at least 1 Hit Point.

Benefits of the Rest. When you finish the rest, you gain the following benefits:

Spend Hit Point Dice. You can spend one or more of your Hit Point Dice to regain Hit Points. For each Hit Point Die you spend in this way, roll the die and add your Constitution modifier to it. You regain Hit Points equal to the total (minimum of 1 Hit Point). You can decide to spend an additional Hit Point Die after each roll.

Special Feature. Some features are recharged by a Short Rest. If you have such a feature, it recharges in the way specified in its description.

Interrupting the Rest. A Short Rest is stopped by the following interruptions:

- Rolling Initiative
- Casting a spell other than a cantrip
- Taking any damage

An interrupted Short Rest confers no benefits.

Simultaneous Effects

If two or more things happen at the same time on a turn, the person at the game table—player or GM—whose turn it is decides the order in which those things happen. For example, if two effects occur at the start of a player character's turn, the player decides which of the effects happens first.

Size

A creature or an object belongs to a size category: Tiny, Small, Medium, Large, Huge, or Gargantuan. A creature's size determines how much space the creature occupies in combat. An object's size affects its Hit Points. *See also* "Breaking Objects" and "Playing the Game" ("Combat").

Skill

A skill is an area of specialization associated with an ability check. If you have proficiency in a skill, you can add your Proficiency Bonus when you make an ability check associated with that skill. *See also* "Playing the Game" ("Proficiency").

Speed

A creature has a Speed, which is the distance in feet the creature can cover when it moves on its turn. *See also* "Climbing," "Crawling," "Flying," "Jumping," "Swimming" and "Playing the Game" ("Combat").

Special Speeds. Some creatures have special speeds, such as a Burrow Speed, Climb Speed, Fly Speed, or Swim Speed, each of which is defined in this glossary. If you have more than one speed, choose which one to use when you move; you can switch between the speeds during your move. Whenever you switch, subtract the distance already moved from the new speed. The result determines how much farther you can move. If the result is 0 or less, you can't use the new speed during the current move. For example, if you have a Speed of 30 and a Fly Speed of 40, you could fly 10 feet, walk 10 feet, and leap into the air to fly 20 feet more.

Changes to Your Speeds. If an effect increases or decreases your Speed for a time, any special speed you have increases or decreases by an equal amount for the same duration. For example, if your Speed is reduced to 0 and you have a Climb Speed, your Climb Speed is also reduced to 0. Similarly, if your Speed is halved and you have a Fly Speed, your Fly Speed is also halved.

Spell

A spell is a magical effect that has the characteristics described in "Spells."

Spell Attack

A spell attack is an attack roll made as part of a spell or another magical effect. *See also* "Spells" ("Casting Spells").

Spellcasting Focus

A Spellcasting Focus is an object that certain creatures can use in place of a spell's Material components if those materials aren't consumed by the spell and don't have a cost specified. Some classes allow its members to use certain types of Spellcasting Focuses. *See also* "Spells" ("Casting Spells").

Sphere [Area of Effect]

A Sphere is an area of effect that extends in straight lines from a point of origin outward in all directions. The effect that creates a Sphere specifies the distance it extends as the radius of the Sphere.

A Sphere's point of origin is included in the Sphere's area of effect.

Stable

A creature is Stable if it has 0 Hit Points but isn't required to make Death Saving Throws. *See also* "Playing the Game" ("Damage and Healing").

Stat Block

A stat block contains the game statistics of a monster. Each stat block includes the following information presented after the monster's name.

Size. A monster is Tiny, Small, Medium, Large, Huge, or Gargantuan. *See also* "Size."

Creature Type. This entry notes the family of beings a monster belongs to, along with any descriptive tags. *See also* "Creature Type."

Alignment. An alignment is suggested for the monster, with the GM determining its actual alignment. *See also* "Alignment."

AC, Initiative, and HP. These entries give the monster's Armor Class, Initiative, and Hit Points, which are detailed in "Playing the Game." In parentheses after the Hit Points, the monster's Hit Point Dice are provided, along with the contribution of its Constitution, if any, to its Hit Points. Following the Initiative modifier is an Initiative score. Some creatures that are created by magic lack Hit Dice and Initiative information.

Speed. Here the monster's Speed is provided, along with any special speeds. *See also* "Burrow Speed," "Climb Speed," "Fly Speed," and "Swim Speed."

Ability Scores. A table provides the monster's ability scores, modifiers, and saving throw modifiers, all of which are detailed in "Playing the Game."

Skills. This entry lists the monster's skill proficiencies, if any. *See also* "Playing the Game" ("Proficiency").

Resistances and Vulnerabilities. These entries list the monster's Resistances and Vulnerabilities, if any. *See also* "Resistance" and "Vulnerability."

Immunities. This section lists the monster's damage and condition Immunities, if any. *See also* "Immunity."

Gear. If the monster has any equipment that can be given away or retrieved, it's listed in this entry.

Senses. This entry lists the monster's special senses, such as Darkvision, and its Passive Perception. *See also* "Passive Perception."

Languages. This entry lists any languages the monster knows.

CR. Challenge Rating summarizes the threat a monster poses and is detailed in “Monsters.” The Experience Points characters receive for defeating a monster and its Proficiency Bonus follow. Some creatures that are created by magic have no CR. *See also* “Challenge Rating” and “Experience Points.”

Traits. The monster’s traits, if any, are features that are active at all times or in certain situations.

Actions. The monster can take these actions in addition to those detailed in this glossary. *See also* “Playing the Game” (“Actions”).

Bonus Actions. If the monster has Bonus Action options, they are listed in this section.

Reactions. If the monster can take special Reactions, those are listed in this section.

Attack Notation. The entry for a monster’s attack starts by identifying whether the attack is a melee or a ranged attack and then provides the attack roll’s bonus, its reach or range, and what happens on a hit. An attack is against one target unless its entry says otherwise.

Saving Throw Effect Notation. If an effect forces a saving throw, the effect’s entry starts by identifying the kind of saving throw required and then provides the save’s DC, a description of which creatures must make the save, and what happens on a failed or a successful save.

Damage Notation. A stat block usually provides both a static number and a die expression for each instance of damage. For example, an attack might deal 4 (1d4 + 2) damage on a hit. The GM determines whether you use the static number or the die expression in parentheses; you don’t use both.

Study [Action]

When you take the Study action, you make an Intelligence check to study your memory, a book, a clue, 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 to various areas of knowledge.

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)

Stunned [Condition]

While you have the Stunned condition, you experience the following effects.

Incapacitated. You have the Incapacitated condition.

Saving Throws Affected. You automatically fail Strength and Dexterity saving throws.

Attacks Affected. Attack rolls against you have Advantage.

Suffocation [Hazard]

A creature can hold its breath for a number of minutes equal to 1 plus its Constitution modifier (minimum of 30 seconds) before suffocation begins. When a creature runs out of breath or is choking, it gains 1 Exhaustion level at the end of each of its turns. When a creature can breathe again, it removes all levels of Exhaustion it gained from suffocating.

Surprise

If a creature is caught unawares by the start of combat, that creature is surprised, which causes it to have Disadvantage on its Initiative roll. *See also* “Playing the Game” (“Combat”).

Swimming

While you’re swimming, each foot of movement costs 1 extra foot (2 extra feet in Difficult Terrain). You ignore this extra cost if you have a Swim Speed and use it to swim. At the GM’s option, moving any distance in rough water might require a successful DC 15 Strength (Athletics) check.

Swim Speed

A Swim Speed can be used to swim without expending the extra movement normally associated with swimming. *See also* “Swimming” and “Speed.”

Target

A target is the creature or object targeted by an attack roll, forced to make a saving throw by an effect, or selected to receive the effects of a spell or another phenomenon.

Telepathy

Telepathy is a magical ability that allows a creature to communicate mentally with another creature within a specified range. Unless a rule states otherwise, the contacted creature doesn't need to share a language with the telepath to understand this communication, but the contacted creature must be able to understand at least one language or be telepathic itself to understand.

A telepath doesn't need to see a contacted creature, and the telepath can start or end the telepathic contact at any time (no action required). Telepathic contact can't be initiated and is immediately broken if either the telepath or the other creature has the Incapacitated condition. Telepathic contact is also broken if the contacted creature is no longer within the telepathy's range or if the telepath contacts a different creature within range.

A creature without telepathy can receive telepathic messages but can't initiate a telepathic conversation. Once a telepathic conversation starts, the non-telepath can communicate mentally to the telepath until the telepathic connection ends.

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're wearing and carrying teleports with you. If you're 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.

Temporary Hit Points

Temporary Hit Points are granted by certain effects and act as a buffer against losing real Hit Points. *See also* "Playing the Game" ("Damage and Healing").

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 is 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 it doesn't count as a form of sight.

Truesight

If you have Truesight, your vision is enhanced within a specified range. Within that range, your vision pierces through the following:

Darkness. You can see in normal and magical Darkness.

Invisibility. You see creatures and objects that have the Invisible condition.

Visual Illusions. Visual illusions appear transparent to you, and you automatically succeed on saving throws against them.

Transformations. You discern the true form of any creature or object you see that has been transformed by magic.

Ethereal Plane. You see into the Ethereal Plane.

Unarmed Strike

Instead of using a weapon to make a melee attack, you can use a punch, kick, headbutt, or similar forceful blow. In game terms, this is an Unarmed Strike—a melee attack that involves you using your body to damage, grapple, or shove a target within 5 feet of you.

Whenever you use your Unarmed Strike, choose one of the following options for its effect.

Damage. You make an attack roll against the target. Your bonus to the roll equals your Strength modifier plus your Proficiency Bonus. On a hit, the target takes Bludgeoning damage equal to 1 plus your Strength modifier.

Grapple. The target must succeed on a Strength or Dexterity saving throw (it chooses which), or it has the Grappled condition. The DC for the saving throw and any escape attempts equals 8 plus your Strength modifier and 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 it. *See also* "Grappling."

Shove. The target must succeed on a Strength or Dexterity saving throw (it chooses which), or you either push it 5 feet away or cause it to have the Prone condition. The DC for the saving throw equals 8 plus your Strength modifier and Proficiency Bonus. This shove is possible only if the target is no more than one size larger than you.

Unconscious [Condition]

While you have the Unconscious condition, you experience the following effects.

Inert. You have the Incapacitated and Prone conditions, and you drop whatever you're holding. When this condition ends, you remain Prone.

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

Attacks Affected. Attack rolls against you have Advantage.

Saving Throws Affected. You automatically fail Strength and Dexterity saving throws.

Automatic Critical Hits. Any attack roll that hits you is a Critical Hit if the attacker is within 5 feet of you.

Unaware. You're unaware of your surroundings.

Unoccupied Space

A space is unoccupied if no creatures are in it and it isn't completely filled by objects.

Utilize [Action]

You normally interact with an object while doing something else, such as when you draw a sword as part of the Attack action. When an object requires an action for its use, you take the Utilize action.

Vulnerability

If you have Vulnerability to a damage type, damage of that type is doubled against you. Vulnerability is applied only once to an instance of damage. *See also* "Playing the Game" ("Damage and Healing").

Weapon

A weapon is an object that is in the Simple or Martial weapon category. *See also* "Equipment" ("Weapons").

Weapon Attack

A weapon attack is an attack roll made with a weapon. *See also* "Weapon."

Gameplay Toolbox

Travel Pace

A group of characters can travel overland at a Normal, Fast, or Slow pace, as described in “Playing the Game.” During any journey stage, the predominant terrain determines the characters’ maximum travel pace, as shown in the Maximum Pace column of the Travel Terrain table. Certain factors can affect a group’s travel pace.

Good Roads

The presence of a good road increases the group’s maximum pace by one step (from Slow to Normal or from Normal to Fast).

Slower Travelers

The group must move at a Slow pace if any group member’s Speed is reduced to half or less of normal.

Extended Travel

Characters can push themselves to travel for more than 8 hours per day, at the risk of tiring. At the end of each additional hour of travel beyond 8 hours, each character must succeed on a Constitution saving throw or gain 1 Exhaustion level. The DC is 10 plus 1 for each hour past 8 hours.

Special Movement

If a party can travel at a high Speed for an extended time, as with a spell such as *Wind Walk* or a magic item such as a *Carpet of Flying*, translate the party’s Speed into travel rates using these rules:

$$\text{Miles per hour} = \text{Speed} \div 10$$

$$\text{Miles per day (Normal pace)} = \text{Miles per hour} \times \text{number of hours traveled (typically 8)}$$

$$\text{Fast pace} = \text{Miles per day} \times 1\frac{1}{3} \text{ (round down)}$$

$$\text{Slow pace} = \text{Miles per day} \times \frac{2}{3} \text{ (round down)}$$

If the characters are flying or their special movement allows them to ignore Difficult Terrain, they can move at a Fast pace regardless of the terrain.

Vehicles

Characters traveling in a vehicle use the vehicle’s speed in miles per hour (as shown in “Equipment”) to determine their rate of travel, and they don’t choose a travel pace.

Creating a Background

A character’s background represents what the character did prior to becoming an adventurer. Creating a unique background or customizing an existing one can reflect the particular theme of your campaign or elements of your world. You can also create a background to help a player craft the story they have in mind for their character.

This section describes, step by step, how you can create backgrounds tailored for your world and the heroes in it.

I: Choose Abilities

Choose three abilities that seem appropriate for the background:

Strength or Dexterity. These abilities are ideal for a background involving physical exertion.

Constitution. This ability is ideal for a background that involves endurance or long hours of activity.

Travel Terrain

Terrain	Maximum Pace	Encounter Distance	Foraging DC	Navigation DC	Search DC
Arctic	Fast*	6d6 × 10 feet	20	10	10
Coastal	Normal	2d10 × 10 feet	10	5	15
Desert	Normal	6d6 × 10 feet	20	10	10
Forest	Normal	2d8 × 10 feet	10	15	15
Grassland	Fast	6d6 × 10 feet	15	5	15
Hill	Normal	2d10 × 10 feet	15	10	15
Mountain	Slow	4d10 × 10 feet	20	15	20
Swamp	Slow	2d8 × 10 feet	10	15	20
Underdark	Normal	2d6 × 10 feet	20	10	20
Urban	Normal	2d6 × 10 feet	20	15	15
Waterborne	Special†	6d6 × 10 feet	15	10	15

*Appropriate equipment (such as skis) is necessary to keep up a Fast pace in Arctic terrain.

†Characters’ rate of travel while waterborne depends on the vehicle carrying them; see “Vehicles.”

Intelligence or Wisdom. One or both abilities are ideal for a background that focuses on cerebral or spiritual matters.

Charisma. This ability is ideal for a background that involves performance or social interaction.

2: Choose a Feat

Choose one feat from the Origin category. See “Origin Feats” for examples of Origin feats.

3: Choose Skill Proficiencies

Choose two skills appropriate for the background. There needn’t be a relationship between the skill proficiencies a background grants and the ability scores it increases.

4: Choose a Tool Proficiency

Choose one tool used in the practice of the background or often associated with it.

5: Choose Equipment

Assemble a package of equipment worth 50 GP (including unspent gold). Don’t include Martial weapons or armor, as characters get them from their class choices.

Curses and Magical Contagions

A curse is a magical burden that lasts for a specified time or until it is ended by some means. A magical contagion is an adverse effect of magical origin that is contagious by definition.

The following sections discuss curses and magical contagions in detail.

Curses

A curse typically takes one of the forms detailed below.

Bestow Curse

The simplest curses are created by the *Bestow Curse* spell. The effects of such curses are limited and can be ended by the *Remove Curse* spell.

Bestow Curse provides useful benchmarks for gauging the potency of other curses. A curse that lasts for 1 minute equates to a level 3 spell, while one that lasts until dispelled equates to a level 9 spell.

Cursed Creatures

Some monsters are associated with curses, whether as part of their origins or due to their ability to spread curses—werewolves being a prime example.

You decide how a spell like *Remove Curse* affects a creature with accursed origins. For example, you might decide that a mummy was created through a curse and it can be destroyed permanently only by casting *Remove Curse* on its corpse.

Cursed Magic Items

Cursed magic items are created deliberately or originate as the result of supernatural events. Such items are detailed in “Magic Items.”

Narrative Curses

A curse might manifest during an adventure when a creature’s violation of a taboo warrants supernatural punishment, such as breaking a vow, defiling a tomb, or murdering an innocent. Such a curse can have any effects you design, or it might be a customized version of another type of curse discussed in this section.

A creature affected by such a curse should know why they’re being punished and be able to learn how to end their curse, likely by symbolically righting the wrong they committed. How a spell like *Remove Curse* affects a curse that’s part of your adventure is up to you—the spell might merely suppress the effects of the curse for a time. Regardless, narrative curses should feel like rare, potent magic rooted in the lore of your campaign.

Environmental Curses

Some locations are so suffused with evil that anyone who lingers there is burdened with a curse. Demonic Possession is one example of an environmental curse.

Demonic Possession. Demonic Possession arises from the chaos and evil of the Abyss and commonly besets creatures that interact with demonic objects or linger in desecrated locations, where demonic spirits await victims.

A creature that becomes the target of Demonic Possession must succeed on a DC 15 Charisma saving throw or be possessed by a bodiless demonic entity. Whenever the possessed creature rolls a 1 on a D20 Test, the demonic entity takes control of the creature and determines the creature’s behavior thereafter. At the end of each of the possessed creature’s later turns, the creature makes a DC 15 Charisma saving throw, regaining control of itself on a success.

After finishing a Long Rest, a creature with Demonic Possession makes a DC 15 Charisma saving throw. On a successful save, the effect ends on the creature. A *Dispel Evil and Good* spell or any magic that removes a curse also ends the effect on it.

Magical Contagions

Alchemists, potion brewers, and areas of wild magic are credited with creating the first magical contagions. An outbreak of such a contagion can form the basis of an adventure as characters search for a cure and try to stop the contagion's spread.

Rest and Recuperation

If a creature infected with a magical contagion spends 3 days recuperating—engaging in no activities that would interrupt a Long Rest—the creature makes a DC 15 Constitution saving throw at the end of the recuperation period. On a successful save, the creature has Advantage on saving throws to fight off the magical contagion for the next 24 hours.

Example Contagions

The following examples show how magical contagions can work. Feel free to alter the saving throw DCs, effects, and other characteristics of these contagions to suit your campaign.

Cackle Fever

Magical Contagion

Cheaply made potions and elixirs are sometimes tainted by Cackle Fever, which affects Humanoids only (gnomes are strangely immune). A creature suffers the following effects 1d4 days after infection:

Fever. The creature gains 1 Exhaustion level, which lasts until the contagion ends on the creature.

Uncontrollable Laughter. While the creature has the Exhaustion condition, the creature makes a DC 13 Constitution saving throw each time it takes damage other than Psychic damage. On a failed save, the creature takes 5 (1d10) Psychic damage and has the Incapacitated condition as it laughs uncontrollably. At the end of each of its turns, the creature repeats the save, ending the effect on itself on a success. After 1 minute, it succeeds automatically.

Fighting the Contagion. At the end of each Long Rest, an infected creature makes a DC 13 Constitution saving throw. After the creature succeeds on three of these saves, the contagion ends on it, and the creature is immune to Cackle Fever for 1 year.

Spreading the Contagion. Any Humanoid (other than a gnome) that starts its turn within a 10-foot Emanation originating from a creature infected with Cackle Fever must succeed on a DC 10 Constitution saving throw or also become infected with the contagion. On a successful save, the Humanoid can't catch the contagion from that particular infected creature for the next 24 hours.

Sewer Plague

Magical Contagion

Fouled potions and alchemical waste can give rise to Sewer Plague, which incubates in sewers and refuse heaps and is sometimes transmitted by creatures that dwell in such areas, including otyu-ghs and rats. Any Humanoid that is wounded by a creature that carries the contagion or that comes into contact with contaminated filth or offal must succeed on a DC 11 Constitution saving throw or become infected with Sewer Plague. A creature suffers the following effects 1d4 days after infection:

Fatigue. The creature gains 1 Exhaustion level.

Weakness. While the creature has any Exhaustion levels, it regains only half the normal number of Hit Points from spending Hit Point Dice.

Restlessness. While the creature has any Exhaustion levels, finishing a Long Rest neither restores lost Hit Points nor reduces the creature's Exhaustion level.

Fighting the Contagion. Daily at dawn, an infected creature makes a DC 11 Constitution saving throw. On a failed save, the creature gains 1 Exhaustion level as its fatigue worsens. On a successful save, the creature's Exhaustion level decreases by 1. If the creature's Exhaustion level is reduced to 0, the contagion ends on the creature.

Sight Rot

Magical Contagion

Any Beast or Humanoid that drinks water tainted by Sight Rot must succeed on a DC 15 Constitution saving throw or have the Blinded condition until the contagion ends.

Fighting the Contagion. Magic such as a *Heal* or *Lesser Restoration* spell ends the contagion immediately. A character who is proficient with an Herbalism Kit can use it to create one dose of nonmagical ointment, which takes 1 hour. When applied to the eyes of a creature suffering from Sight Rot, the ointment suppresses the contagion on that creature for 24 hours. If the contagion is suppressed in this way for a total of 72 hours (requiring three doses and applications of the ointment), the contagion ends on the creature.

Spreading the Contagion. Any Humanoid that makes skin contact with a creature infected with Sight Rot must succeed on a DC 15 Constitution saving throw or also become infected with the contagion. On a successful save, the Humanoid can't catch the contagion from that particular infected creature for the next 24 hours.

Environmental Effects

Deep Water

Swimming through deep water (more than 100 feet deep) presents additional challenges because of the water's pressure and cold temperature. After each hour of swimming in deep water, a creature that lacks a Swim Speed must succeed on a DC 10 Constitution saving throw or gain 1 Exhaustion level.

Extreme Cold

When the temperature is 0 degrees Fahrenheit or lower, a creature exposed to the extreme cold must succeed on a DC 10 Constitution saving throw at the end of each hour or gain 1 Exhaustion level. Creatures that have Resistance or Immunity to Cold damage automatically succeed on the save.

Extreme Heat

When the temperature is 100 degrees Fahrenheit or higher, a creature exposed to the extreme heat and without access to drinkable water must succeed on a Constitution saving throw at the end of each hour or gain 1 Exhaustion level. The DC is 5 for the first hour and increases by 1 for each additional hour. Creatures wearing Medium or Heavy armor have Disadvantage on the save. Creatures that have Resistance or Immunity to Fire damage automatically succeed on the save.

Frigid Water

A creature can be immersed in frigid water for a number of minutes equal to its Constitution score before suffering any ill effects. Each additional minute spent in frigid water requires the creature to succeed on a DC 10 Constitution saving throw or gain 1 Exhaustion level. Creatures with Resistance or Immunity to Cold damage automatically succeed on the save, as do creatures that are naturally adapted to living in ice-cold water.

Heavy Precipitation

Everything within an area of heavy rain or heavy snowfall is Lightly Obscured, and creatures in the area have Disadvantage on all Wisdom (Perception) checks. Heavy rain also extinguishes open flames.

High Altitude

Traveling at altitudes of 10,000 feet or higher above sea level is taxing for most creatures because of the reduced amount of oxygen in the air. Each hour such a creature spends traveling at high altitude counts as 2 hours for the purpose of determining how long that creature can travel (see "Travel Pace").

Creatures can become acclimated to a high altitude by spending 30 days or more at this elevation. Creatures can't become acclimated to elevations above 20,000 feet unless they are native to such environments.

Slippery Ice

Slippery ice is Difficult Terrain. A creature that moves onto slippery ice for the first time on a turn or starts its turn there must succeed on a DC 10 Dexterity saving throw or have the Prone condition.

Strong Wind

Strong wind imposes Disadvantage on ranged attack rolls with weapons. It also extinguishes open flames and disperses fog. A flying creature in a strong wind must land at the end of its turn or fall.

A strong wind in a desert can create a sandstorm that imposes Disadvantage on Wisdom (Perception) checks.

Thin Ice

Thin ice has a weight tolerance of $3d10 \times 10$ pounds per 10-foot-square area. Whenever the total weight on an area of thin ice exceeds its tolerance, the ice in that area breaks. All creatures on broken ice fall through. Below the ice is frigid water (see "Frigid Water" above).

Fear and Mental Stress

Due to the nature of their vocation, adventurers tend to be less susceptible to fear and mental stress than common folk. Whereas a farmer might flee in terror from a bear or an apparition, adventurers are made of sterner stuff. That said, certain creatures and game effects can terrify or fray the mind of even the most stalwart adventurer.

If you plan to use any of these rules, discuss them with your players at the start of the campaign.

Fear Effects

Whenever the characters encounter something that is supernaturally frightful, use the Frightened condition as the baseline effect. Fear effects typically require a Wisdom saving throw, with a save DC based on how terrifying the situation is. The Sample Fear DCs table provides some examples.

Sample Fear DCs

Example	Save DC
When the characters open a sarcophagus, a harmless yet terrifying apparition appears.	10
A character triggers a magical trap that creates an illusory manifestation of that character's worst fears, visible only to that character.	15
A portal to the Abyss opens, revealing a nightmarish realm of torment and slaughter.	20

Typically, a Frightened creature repeats the saving throw at the end of each of its turns, ending the effect on itself on a success.

At your discretion, a Frightened creature might be subject to other effects as long as the Frightened condition lasts. Consider these examples:

- The Frightened creature must take the Dash action on each of its turns and uses its movement to get farther away from the source of its fear.
- Attack rolls against the Frightened creature have Advantage.
- The Frightened creature can do only one of the following on each of its turns: move, take an action, or take a Bonus Action.

Mental Stress Effects

When a character is subjected to an effect that causes intense mental stress, Psychic damage is the best way to emulate that effect.

The Sample Mental Stress Effects table provides a few examples of such effects, with suggested saving throw DCs and damage. Mental stress can usually be resisted with a successful Wisdom save, but sometimes an Intelligence or Charisma save is more appropriate. On a successful save, a character might take half as much damage instead of no damage, at your discretion.

Sample Mental Stress Effects

Example	Save DC	Psychic Damage
A character ingests a hallucinogenic substance that distorts the character's perception of reality.	10	1d6
A character touches a fiendish idol that tears at the character's mind, threatening to shatter it.	15	3d6
A magical trap flings a character into the Far Realm until the end of that character's next turn.	20	9d6

Prolonged Effects

Exposure to mental stress can cause prolonged effects. Consider the following possibilities.

Short-Term Effects. The character has the Frightened, Incapacitated, or Stunned condition for 1d10 minutes. This condition might be accompanied by alarming behavior or hallucinations. These effects can be suppressed with the *Calm Emotions* spell or removed by the *Lesser Restoration* spell.

Long-Term Effects. The character has Disadvantage on some or all ability checks for 1d10 × 10 hours, stemming from an unwillingness or inability to exert a particular set of abilities. The character might feel enervated and unable to exert much Strength, for example, or become so suspicious of others that Charisma checks are more difficult. These effects can be suppressed with the *Calm Emotions* spell or removed by the *Lesser Restoration* spell.

Indefinite Effects. An indefinite effect is a long-term effect (see above) that lasts until removed by a *Greater Restoration* spell. It can be suppressed by a *Calm Emotions* spell.

Poison

Given their insidious and deadly nature, poisons are a favorite tool among assassins and evil creatures.

Poisons come in the following four types:

Contact. Contact poison can be smeared on an object and remains potent until it is touched or washed off. A creature that touches contact poison with exposed skin suffers its effects.

Ingested. A creature must swallow an entire dose of ingested poison to suffer its effects. The dose can be delivered in food or a liquid. You may decide that a partial dose has a reduced effect, such as allowing Advantage on the saving throw or dealing only half as much damage on a failed save.

Inhaled. Poisonous powders and gases take effect when inhaled. Blowing the powder or releasing the gas subjects creatures in a 5-foot Cube to its effect. The resulting cloud dissipates immediately afterward. Holding one's breath is ineffective against inhaled poisons, as they affect nasal membranes, tear ducts, and other parts of the body.

Injury. Injury poison can be applied as a Bonus Action to a weapon, a piece of ammunition, or similar object. The poison remains potent until delivered through a wound or washed off. A creature that takes Piercing or Slashing damage from an object coated with the poison is exposed to its effects.

Purchasing Poison

In some settings, laws prohibit the possession and use of poison, but an illicit dealer or unscrupulous apothecary might keep a hidden stash. Characters with criminal contacts might be able to acquire poison easily. Other characters might have to make extensive inquiries and pay bribes before they acquire the poison they seek.

Harvesting Poison

A character can attempt to harvest poison from a venomous creature that is dead or has the Incapacitated condition. The effort takes 1d6 minutes, after which the character makes a DC 20 Intelligence (Nature) check using a Poisoner's Kit. On a successful check, the character harvests enough poison for a single dose, and no additional poison can be harvested from that creature. On a failed check, the character is unable to extract any poison. If the character fails the check by 5 or more, the character is subjected to the creature's poison.

Sample Poisons

Example poisons are detailed here in alphabetical order. Each poison's description includes the suggested price for a single dose of the poison, its type (contact, ingested, inhaled, or injury), and a description of the poison's debilitating effects.

Assassin's Blood (150 GP)

Ingested Poison

A creature subjected to Assassin's Blood makes a DC 10 Constitution saving throw. On a failed save, the creature takes 6 (1d12) Poison damage and has the Poisoned condition for 24 hours. On a successful save, the creature takes half as much damage only.

Burnt Othur Fumes (500 GP)

Inhaled Poison

A creature subjected to Burnt Othur Fumes must succeed on a DC 13 Constitution saving throw or take 10 (3d6) Poison damage, and it must repeat the save at the start of each of its turns. On each successive failed save, the creature takes 3 (1d6) Poison damage. After three successful saves, the poison ends.

Crawler Mucus (200 GP)

Contact Poison

A creature subjected to Crawler Mucus must succeed on a DC 13 Constitution saving throw or have the Poisoned condition for 1 minute. The creature also has the Paralyzed condition while Poisoned in this way. The creature repeats the save at the end of each of its turns, ending the effect on itself on a success.

Essence of Ether (300 GP)

Inhaled Poison

A creature subjected to Essence of Ether must succeed on a DC 15 Constitution saving throw or have the Poisoned condition for 8 hours. The creature also has the Unconscious condition while Poisoned in this way. The creature wakes up if it takes damage or if another creature takes an action to shake it awake.

Malice (250 GP)

Inhaled Poison

A creature subjected to Malice must succeed on a DC 15 Constitution saving throw or have the Poisoned condition for 1 hour. The creature also has the Blinded condition while Poisoned in this way.

Midnight Tears (1,500 GP)

Ingested Poison

A creature that ingests Midnight Tears suffers no effect until the stroke of midnight. Any effect that

ends the Poisoned condition neutralizes this poison. If the poison hasn't been neutralized before midnight, the creature makes a DC 17 Constitution saving throw, taking 31 (9d6) Poison damage on a failed save or half as much damage on a successful one.

Oil of Taggit (400 GP)

Contact Poison

A creature subjected to Oil of Taggit must succeed on a DC 13 Constitution saving throw or have the Poisoned condition for 24 hours. The creature also has the Unconscious condition while Poisoned in this way. It wakes up if it takes damage.

Pale Tincture (250 GP)

Ingested Poison

A creature subjected to Pale Tincture must succeed on a DC 16 Constitution saving throw or take 3 (1d6) Poison damage and have the Poisoned condition. The Poisoned creature repeats the save every 24 hours, taking 3 (1d6) Poison damage on a failed save. The damage the poison deals can't be healed by any means while the creature remains Poisoned. After seven successful saves against the poison, the creature is no longer Poisoned.

Purple Worm Poison (2,000 GP)

Injury Poison

A creature subjected to Purple Worm Poison makes a DC 21 Constitution saving throw, taking 35 (10d6) Poison damage on a failed save or half as much damage on a successful one.

Serpent Venom (200 GP)

Injury Poison

A creature subjected to Serpent Venom must succeed on a DC 11 Constitution saving throw, taking

10 (3d6) Poison damage on a failed save or half as much damage on a successful one.

Spider's Sting (200 GP)

Injury Poison

A creature subjected to Spider's Sting must succeed on a DC 13 Constitution saving throw or have the Poisoned condition for 1 hour. If the creature fails the save by 5 or more, the creature also has the Unconscious condition while Poisoned in this way. The creature wakes up if it takes damage or if another creature takes an action to shake it awake.

Torpor (600 GP)

Ingested Poison

A creature subjected to Torpor poison must succeed on a DC 15 Constitution saving throw or have the Poisoned condition for 4d6 hours. The creature's Speed is halved while the creature is Poisoned in this way.

Truth Serum (150 GP)

Ingested Poison

A creature subjected to Truth Serum must succeed on a DC 11 Constitution saving throw or have the Poisoned condition for 1 hour. The Poisoned creature can't knowingly communicate a lie.

Wyvern Poison (1,200 GP)

Injury Poison

A creature subjected to Wyvern Poison makes a DC 14 Constitution saving throw, taking 24 (7d6) Poison damage on a failed save or half as much damage on a successful one.

Traps

Traps should be used sparingly, lest they lose their charm. A hidden pit can be a fun surprise, but too many traps in an adventure can lead players to become overly cautious, which slows down the game.

The best traps are fleeting distractions that skilled characters can overcome in a short amount of time or deadly puzzles that require quick thinking and teamwork to overcome. Traps that are undetectable and inescapable are rarely fun.

Parts of a Trap

The description of a trap includes the following parts after the trap's name:

Severity and Levels. A trap is designated as a nuisance or as deadly for characters of certain levels. A nuisance trap is unlikely to seriously harm characters of the indicated levels, whereas a deadly trap can grievously damage characters of the indicated levels.

Trigger. Traps are often set to go off when a creature enters an area or touches an object. Examples of triggers include stepping on a pressure plate, crossing a trip wire, turning a doorknob, or using the wrong key in a lock.

Duration. Some traps have durations expressed in rounds, minutes, or hours. Others specify that their effects last until the trap is destroyed or dispelled. If a trap's duration is instantaneous, its effect is resolved instantly. If a trap resets after activating, that fact is noted in this entry. A trap is otherwise inert after activation.

Use caution when introducing a trap to characters of a level lower than the trap's level range. A trap that is a nuisance at one level range could be deadly to characters of a lower level range.

Example Traps

Traps are presented in alphabetical order.

Collapsing Roof

Deadly Trap (Levels 1–4)

Trigger: A creature crosses a trip wire

Duration: Instantaneous

This trap uses a trip wire to collapse an unstable section of ceiling. The trip wire is 3 inches off the ground and stretches between two weak supports that topple when the trip wire is pulled.

The first creature that crosses the trip wire causes the supports to topple and the unstable section of ceiling to collapse. Each creature beneath the unstable section of ceiling must succeed on a DC 13 Dexterity saving throw, taking 11 (2d10) Bludgeoning damage on a failed save or half as much damage

on a successful one. Rubble from the collapse turns the trapped area into Difficult Terrain.

Detect and Disarm. As a Search action, a creature can examine the trapped area and make a DC 11 Wisdom (Perception) check, detecting the trip wire and the unstable section of ceiling on a successful check. Once detected, the trip wire can be easily cut or avoided (no ability check required).

At Higher Levels. You can scale the trap for higher levels by increasing the damage and the save DC, as shown in the following table.

Levels	Bludgeoning Damage	Save DC
5–10	22 (4d10)	15
11–16	55 (10d10)	17
17–20	99 (18d10)	19

Falling Net

Nuisance Trap (Levels 1–4)

Trigger: A creature crosses a trip wire

Duration: Instantaneous

A falling net trap uses a trip wire to release a weighted, 10-foot-square Net suspended from the ceiling. The trip wire is 3 inches off the ground and stretches between two columns or trees.

The first creature that crosses the trip wire causes the Net to fall on it. The target must succeed on a DC 10 Dexterity saving throw or have the Restrained condition until it escapes. The target succeeds automatically if it's Huge or larger. A creature can take an action to make a DC 10 Strength (Athletics) check, freeing itself or another creature within its reach from the Net on a successful check.

Detect and Disarm. As a Search action, a creature can examine the trapped area and make a DC 11 Wisdom (Perception) check, detecting the trip wire and the suspended Net on a successful check. Once detected, the trip wire can be easily cut or avoided (no ability check required).

Destroy the Net. Reducing the Net to 0 Hit Points frees any creature trapped in it (see "Adventuring Gear" for the Net's statistics).

Set the Trap. A creature that has Thieves' Tools and all the trap's components (including a Net) can try to set a falling net trap, doing so with a successful DC 13 Dexterity (Sleight of Hand) check. Each attempt to set this trap takes 10 minutes.

At Higher Levels. You can scale the trap for higher levels by increasing the weight of the Net, which increases the save DC and the DC of the Strength (Athletics) check as follows: DC 12 at levels 5–10, DC 14 at levels 11–16, or DC 16 at levels 17–20.

Fire-Casting Statue

Deadly Trap (Levels 1–4)

Trigger: A creature moves onto a pressure plate

Duration: Instantaneous, and the trap resets at the start of the next turn

When a creature moves onto this trap's pressure plate for the first time on a turn or starts its turn there, a nearby statue exhales a 15-foot Cone of magical flame. The statue can look like anything, such as a dragon or a wizard. Each creature in the Cone must succeed on a DC 15 Dexterity saving throw, taking 11 (2d10) Fire damage on a failed save or half as much damage on a successful one.

Detect and Disarm. A *Detect Magic* spell reveals an aura of Evocation magic around the statue. As a Search action, a creature within 5 feet of the statue can examine it and make a DC 10 Wisdom (Perception) check, detecting a tiny glyph on the statue on a successful check. Once the glyph is found, a character can take a Study action to examine it and make a DC 15 Intelligence (Arcana) check, ascertaining that the glyph means "fire" on a successful check. As an action, a character can use a sharp tool to deface the glyph, which disarms the trap.

As a Search action, a creature can examine the section of floor that forms the pressure plate and make a DC 15 Wisdom (Perception) check, detecting the pressure plate on a successful check. Wedging an Iron Spike or similar object under the pressure plate prevents the trap from triggering.

At Higher Levels. You can scale the trap for higher levels by increasing the damage and the area of effect, as shown in the following table.

Levels	Fire Damage	Area of Effect
5–10	22 (4d10)	30-foot Cone
11–16	55 (10d10)	60-foot Cone
17–20	99 (18d10)	120-foot Cone

Hidden Pit

Nuisance Trap (Levels 1–4)

Trigger: A creature moves onto the pit's lid

Duration: Instantaneous

This 10-foot-deep pit has a hinged lid constructed from material identical to the surrounding floor. When a creature moves onto the lid, it swings open like a trapdoor, causing the creature to fall into the pit. The lid remains open thereafter.

A creature that falls into the pit takes 3 (1d6) Bludgeoning damage from the fall.

Detect and Disarm. As a Study action, a creature can examine the section of floor that forms the pit's lid and make a DC 15 Intelligence (Investigation) check, detecting the pit on a successful check. Once the pit is detected, an Iron Spike or a similar object can be wedged between the pit's lid and the surrounding floor to prevent the lid from opening, thereby making it safe to cross. The cover can also be held shut using *Arcane Lock* or similar magic.

Escape. A creature needs a Climb Speed, climbing gear, or magic such as *Spider Climb* to scale the pit's smooth walls. You can make the pit easier to escape by adding cracks in the walls big enough to serve as handholds and footholds.

At Higher Levels. You can scale the trap for higher levels by increasing the pit's depth and damage, as shown in the following table.

Levels	Pit Depth	Bludgeoning Damage
5–10	30 feet	10 (3d6)
11–16	60 feet	21 (6d6)
17–20	120 feet	42 (12d6)

Poisoned Darts

Deadly Trap (Levels 1–4)

Trigger: A creature moves onto a pressure plate

Duration: Instantaneous, and the trap resets at the start of the next turn if it has activated fewer than three times

When a creature moves onto this trap's pressure plate for the first time on a turn, poisoned darts shoot from tubes embedded in the surrounding walls. The holes that house these tubes are obscured by dust and cobwebs or skillfully hidden amid bas-reliefs, murals, or frescoes.

Each creature in the darts' path must succeed on a DC 13 Dexterity saving throw or be struck by 1d3 darts, taking 3 (1d6) Poison damage per dart.

Detect and Disarm. As a Search action, a creature can examine the walls and make a DC 15 Wisdom (Perception) check, detecting the holes on a successful check. Plugging all the holes with wax, cloth, or detritus prevents the darts from firing.

As a Search action, a creature can examine the section of floor that forms the pressure plate and make a DC 15 Wisdom (Perception) check, detecting the pressure plate on a successful check. Wedging an Iron Spike or a similar object under the pressure plate prevents the trap from triggering.

At Higher Levels. You can scale the trap for higher levels by increasing each dart's Poison damage as follows: 7 (2d6) at levels 5–10, 14 (4d6) at levels 11–16, or 24 (7d6) at levels 17–20.

Poisoned Needle

Nuisance Trap (Levels 1–4)

Trigger: A creature opens the trap's lock improperly or fails to disarm the trap

Duration: Instantaneous

A poisoned needle is hidden in a lock. When a creature opens the lock with any object other than the proper key, the needle springs out and stabs the creature. The creature makes a DC 11 Constitution saving throw. On a failed save, the creature takes 5 (1d10) Poison damage and has the Poisoned