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Playing the Game

Rhythm of Play

The three main pillars of D&D play are social interaction, exploration, and combat. Whichever one you're experiencing, the game unfolds according to this basic pattern:

- 1: The Game Master Describes a Scene.** The GM tells the players where their adventurers are and what's around them (how many doors lead out of a room, what's on a table, and so on).
- 2: The Players Describe What Their Characters Do.** Typically, the characters stick together as they travel through a dungeon or another environment. Sometimes different adventurers do different things: one adventurer might search a treasure chest while a second examines a mysterious symbol engraved on a wall and a third keeps watch for monsters. Outside combat, the GM ensures that every character has a chance to act and decides how to resolve their activity. In combat, the characters take turns.
- 3: The GM Narrates the Results of the Adventurers' Actions.** Sometimes resolving a task is easy. If an adventurer walks across a room and tries to open a door, the GM might say the door opens and describe what lies beyond. But the door might be locked, the floor might hide a trap, or some other circumstance might make it challenging for an adventurer to complete a task. In those cases, the GM might ask the player to roll a die to help determine what happens. Describing the results often leads to another decision point, which brings the game back to step 1.

This pattern holds during every game session (each time you sit down to play D&D), whether the

EXCEPTIONS SUPERSEDE GENERAL RULES

General rules govern each part of the game. For example, the combat rules tell you that melee attacks use Strength and ranged attacks use Dexterity. That's a general rule, and a general rule is in effect as long as something in the game doesn't explicitly say otherwise.

The game also includes elements—class features, feats, weapon properties, spells, magic items, monster abilities, and the like—that sometimes contradict a general rule. When an exception and a general rule disagree, the exception wins. For example, if a feature says you can make melee attacks using your Charisma, you can do so, even though that statement disagrees with the general rule.

adventurers are talking to a noble, exploring a ruin, or fighting a dragon. In certain situations—particularly combat—the action is more structured, and everyone takes turns.

The Six Abilities

All creatures—characters and monsters—have six abilities that measure physical and mental characteristics, as shown on the Ability Descriptions table.

Ability Descriptions

Ability	Score Measures ...
Strength	Physical might
Dexterity	Agility, reflexes, and balance
Constitution	Health and stamina
Intelligence	Reasoning and memory
Wisdom	Perceptiveness and mental fortitude
Charisma	Confidence, poise, and charm

Ability Scores

Each ability has a score from 1 to 20, although some monsters have a score as high as 30. The score represents the magnitude of an ability. The Ability Scores table summarizes what the scores mean.

Ability Scores

Score	Meaning
1	This is the lowest a score can normally go. If an effect reduces a score to 0, that effect explains what happens.
2–9	This represents a weak capability.
10–11	This represents the human average.
12–19	This represents a strong capability.
20	This is the highest an adventurer's score can go unless a feature says otherwise.
21–29	This represents an extraordinary capability.
30	This is the highest a score can go.

Ability Modifiers

Each ability has a modifier that you apply whenever you make a D20 Test with that ability (explained in "D20 Tests"). An ability modifier is derived from its score, as shown in the Ability Modifiers table.

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.

Ability Modifiers

Score	Modifier	Score	Modifier
1	−5	16–17	+3
2–3	−4	18–19	+4
4–5	−3	20–21	+5
6–7	−2	22–23	+6
8–9	−1	24–25	+7
10–11	+0	26–27	+8
12–13	+1	28–29	+9
14–15	+2	30	+10

D20 Tests

When the outcome of an action is uncertain, the game uses a d20 roll to determine success or failure. These rolls are called D20 Tests, and they come in three kinds: ability checks, saving throws, and attack rolls. They follow these steps:

- 4: Roll 1d20.** You always want to roll high. If the roll has Advantage or Disadvantage (described later in “Playing the Game”), you roll two d20s, but you use the number from only one of them—the higher one if you have Advantage or the lower one if you have Disadvantage.
- 5: Add Modifiers.** Add these modifiers to the number rolled on the d20:
 - **The Relevant Ability Modifier.** “Playing the Game” and “Rules Glossary” explain which ability modifiers to use for various D20 Tests.
 - **Your Proficiency Bonus If Relevant.** Each creature has a Proficiency Bonus, a number added when making a D20 Test that uses something, such as a skill, in which the creature has proficiency. See “Proficiency” later in “Playing the Game.”
 - **Circumstantial Bonuses and Penalties.** A class feature, a spell, or another rule might give a bonus or penalty to the die roll.
- 6: Compare the Total to a Target Number.** If the total of the d20 and its modifiers equals or exceeds the target number, the D20 Test succeeds. Otherwise, it fails. The Game Master determines target numbers and tells players whether their rolls are successful. The target number for an ability check or a saving throw is called a Difficulty Class (DC). The target number for an attack roll is called an Armor Class (AC), which appears on a character sheet or in a stat block (see “Rules Glossary”).

Ability Checks

An ability check represents a creature using talent and training to try to overcome a challenge, such as forcing open a stuck door, picking a lock, entertaining a crowd, or deciphering a cipher. The GM and the rules often call for an ability check when a creature attempts something other than an attack that has a chance of meaningful failure. When the outcome is uncertain and narratively interesting, the dice determine the result.

Ability Modifier

An ability check is named for the ability modifier it uses: a Strength check, an Intelligence check, and so on. Different ability checks are called for in different situations, depending on which ability is most relevant. See the Ability Check Examples table for examples of each check’s use.

Ability Check Examples

Ability	Make a Check To ...
Strength	Lift, push, pull, or break something
Dexterity	Move nimbly, quickly, or quietly
Constitution	Push your body beyond normal limits
Intelligence	Reason or remember
Wisdom	Notice things in the environment or in creatures’ behavior
Charisma	Influence, entertain, or deceive

Proficiency Bonus

Add your Proficiency Bonus to an ability check when the GM determines that a skill or tool proficiency is relevant to the check and you have that proficiency. For example, if a rule refers to a Strength (Acrobatics or Athletics) check, you can add your Proficiency Bonus to the check if you have proficiency in the Acrobatics or Athletics skill. See “Proficiency” later in “Playing the Game” for more information about skill and tool proficiencies.

Difficulty Class

The Difficulty Class of an ability check represents the task’s difficulty. The more difficult the task, the higher its DC. The rules provide DCs for certain checks, but the GM ultimately sets them. The Typical Difficulty Classes table presents a range of possible DCs for ability checks.

Typical Difficulty Classes

Task Difficulty	DC	Task Difficulty	DC
Very easy	5	Very hard	25
Easy	10	Nearly impossible	30
Medium	15		
Hard	20		

Saving Throws

A saving throw—also called a save—represents an attempt to evade or resist a threat, such as a fiery explosion, a blast of poisonous gas, or a spell trying to invade your mind. You don't normally choose to make a save; you must make one because your character or a monster (if you're the GM) is at risk. A save's result is detailed in the effect that caused it.

If you don't want to resist the effect, you can choose to fail the save without rolling.

Ability Modifier

Saving throws are named for the ability modifiers they use: a Constitution saving throw, a Wisdom saving throw, and so on. Different saving throws are used to resist different kinds of effects, as shown on the Saving Throw Examples table.

Saving Throw Examples

Ability	Make a Save To ...
Strength	Physically resist direct force
Dexterity	Dodge out of harm's way
Constitution	Endure a toxic hazard
Intelligence	Recognize an illusion as fake
Wisdom	Resist a mental assault
Charisma	Assert your identity

Proficiency Bonus

You add your Proficiency Bonus to your saving throw if you have proficiency in that kind of save. See "Proficiency" later in "Playing the Game."

Difficulty Class

The Difficulty Class for a saving throw is determined by the effect that causes it or by the GM. For example, if a spell forces you to make a save, the DC is determined by the caster's spellcasting ability and Proficiency Bonus. Monster abilities that call for saves specify the DC.

Attack Rolls

An attack roll determines whether an attack hits a target. An attack roll hits if the roll equals or exceeds the target's Armor Class. Attack rolls usually occur in battle, described in "Combat" later in "Playing the Game," but the GM might also ask for an attack roll in other situations, such as an archery competition.

Ability Modifier

The Attack Roll Abilities table shows which ability modifier to use for different types of attack rolls.

Attack Roll Abilities

Ability	Attack Type
Strength	Melee attack with a weapon or an Unarmed Strike (see "Rules Glossary")
Dexterity	Ranged attack with a weapon
Varies	Spell attack (the ability used is determined by the spellcaster's spellcasting feature, as explained in "Spells")

Some features let you use different ability modifiers from those listed. For example, the Finesse property (see "Equipment") lets you use Strength or Dexterity with a weapon that has that property.

Proficiency Bonus

You add your Proficiency Bonus to your attack roll when you attack using a weapon you have proficiency with, as well as when you attack with a spell. See "Proficiency" later in "Playing the Game" for more information about weapon proficiencies.

Armor Class

A creature's Armor Class represents how well the creature avoids being wounded in combat. The AC of a character is determined at character creation (see "Character Creation"), whereas the AC of a monster appears in its stat block.

Calculating AC. All creatures start with the same base AC calculation:

Base AC = 10 + the creature's Dexterity modifier

A creature's AC can then be modified by armor, magic items, spells, and more.

Only One Base AC. Some spells and class features give characters a different way to calculate their AC. A character with multiple features that give different ways to calculate AC must choose which one to use; only one base calculation can be in effect for a creature.

Rolling 20 or 1

If you roll a 20 on the d20 (called a "natural 20") for an attack roll, the attack hits regardless of any modifiers or the target's AC. This is called a Critical Hit (see "Combat" later in "Playing the Game").

If you roll a 1 on the d20 (a "natural 1") for an attack roll, the attack misses regardless of any modifiers or the target's AC.

Advantage/Disadvantage

Sometimes a D20 Test is modified by Advantage or Disadvantage. Advantage reflects the positive circumstances surrounding a d20 roll, while Disadvantage reflects negative circumstances.

You usually acquire Advantage or Disadvantage through the use of special abilities and actions. The

HEROIC INSPIRATION

Sometimes the GM or a rule gives you Heroic Inspiration. If you have Heroic Inspiration, you can expend it to reroll any die immediately after rolling it, and you must use the new roll.

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

Gaining Heroic Inspiration. Your GM can give you Heroic Inspiration for a variety of reasons. Typically, GMs award it when you do something particularly heroic, in character, or entertaining. It's a reward for making the game more fun for everyone playing.

Other rules might allow your character to gain Heroic Inspiration independent of the GM's decision. For example, Human characters start each day with Heroic Inspiration.

GM can also decide that circumstances grant Advantage or impose Disadvantage.

Roll Two D20s

When a roll has either Advantage or Disadvantage, roll a second d20 when you make the roll. Use the higher of the two rolls if you have Advantage, and use the lower roll if you have Disadvantage. For example, if you have Disadvantage and roll an 18 and a 3, use the 3. If you instead have Advantage and roll those numbers, use the 18.

They Don't Stack

If multiple situations affect a roll and they all grant Advantage on it, you still roll only two d20s. Similarly, if multiple situations impose Disadvantage on a roll, you roll only two d20s.

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

Interactions with Rerolls

When you have Advantage or Disadvantage and something in the game lets you reroll or replace the d20, you can reroll or replace only one die, not both. You choose which one.

For example, if you have Heroic Inspiration (see the sidebar below) and roll a 3 and an 18 on an ability check that has Advantage or Disadvantage, you could expend your Heroic Inspiration to reroll one of those dice, not both of them.

Proficiency

Characters and monsters are good at various things. Some are skilled with many weapons, while others can use only a few. Some are better at understanding people's motives, and others are better at unlocking the secrets of the multiverse. All creatures have a Proficiency Bonus, which reflects the impact that training has on the creature's capabilities. A character's Proficiency Bonus increases as the character gains levels (described in "Character Creation"). A monster's Proficiency Bonus is based on its Challenge Rating (see "Rules Glossary"). The Proficiency Bonus table shows how the bonus is determined.

This bonus is applied to a D20 Test when the creature has proficiency in a skill, in a saving throw, or with an item that the creature uses to make the D20 Test. The bonus is also used for spell attacks and for calculating the DC of saving throws for spells.

Proficiency Bonus

Level or CR	Bonus	Level or CR	Bonus
Up to 4	+2	17–20	+6
5–8	+3	21–24	+7
9–12	+4	25–28	+8
13–16	+5	29–30	+9

The Bonus Doesn't Stack

Your Proficiency Bonus can't be added to a die roll or another number more than once. For example, if a rule allows you to make a Charisma (Deception or Persuasion) check, you add your Proficiency Bonus if you're proficient in either skill, but you don't add it twice if you're proficient in both skills.

Occasionally, a Proficiency Bonus might be multiplied or divided (doubled or halved, for example) before being added. For example, the Expertise feature (see "Rules Glossary") doubles the Proficiency Bonus for certain ability checks. Whenever the bonus is used, it can be multiplied only once and divided only once.

Skill Proficiencies

Most ability checks involve using a skill, which represents a category of things creatures try to do with an ability check. The descriptions of the actions you take (see "Actions" later in "Playing the Game") specify which skill applies if you make an ability check for that action, and many other rules note when a skill is relevant. The GM has the ultimate say on whether a skill is relevant in a situation.

If a creature is proficient in a skill, the creature applies its Proficiency Bonus to ability checks involving that skill. Without proficiency in a skill, a creature can still make ability checks involving

Skills

Skill	Ability	Example Uses
Acrobatics	Dexterity	Stay on your feet in a tricky situation, or perform an acrobatic stunt.
Animal Handling	Wisdom	Calm or train an animal, or get an animal to behave in a certain way.
Arcana	Intelligence	Recall lore about spells, magic items, and the planes of existence.
Athletics	Strength	Jump farther than normal, stay afloat in rough water, or break something.
Deception	Charisma	Tell a convincing lie, or wear a disguise convincingly.
History	Intelligence	Recall lore about historical events, people, nations, and cultures.
Insight	Wisdom	Discern a person's mood and intentions.
Intimidation	Charisma	Awe or threaten someone into doing what you want.
Investigation	Intelligence	Find obscure information in books, or deduce how something works.
Medicine	Wisdom	Diagnose an illness, or determine what killed the recently slain.
Nature	Intelligence	Recall lore about terrain, plants, animals, and weather.
Perception	Wisdom	Using a combination of senses, notice something that's easy to miss.
Performance	Charisma	Act, tell a story, perform music, or dance.
Persuasion	Charisma	Honestly and graciously convince someone of something.
Religion	Intelligence	Recall lore about gods, religious rituals, and holy symbols.
Sleight of Hand	Dexterity	Pick a pocket, conceal a handheld object, or perform legerdemain.
Stealth	Dexterity	Escape notice by moving quietly and hiding behind things.
Survival	Wisdom	Follow tracks, forage, find a trail, or avoid natural hazards.

that skill but doesn't add its Proficiency Bonus. For example, if a character tries to climb a cliff, the GM might ask for a Strength (Athletics) check. If the character has Athletics proficiency, the character adds their Proficiency Bonus to the Strength check. If the character lacks that proficiency, they make the check without adding their Proficiency Bonus.

Skill List

The skills are shown on the Skills table, which notes example uses for each skill proficiency as well as the ability check the skill most often applies to.

Determining Skills

A character's starting skill proficiencies are determined at character creation, and a monster's skill proficiencies appear in its stat block.

Saving Throw Proficiencies

Proficiency in a saving throw lets a character add their Proficiency Bonus to saves that use a particular ability. For example, proficiency in Wisdom saves lets you add your Proficiency Bonus to your Wisdom saves. Some monsters also have saving throw proficiencies, as noted in their stat blocks.

Each class gives proficiency in at least two saving throws, representing that class's training in evading or resisting certain threats. Wizards, for example, are proficient in Intelligence and Wisdom saves; they train to resist mental assault.

Equipment Proficiencies

A character gains proficiency with various weapons and tools from their class and background. There are two categories of equipment proficiency:

Weapons. Anyone can wield a weapon, but proficiency makes you better at wielding it. If you have proficiency with a weapon, you add your Proficiency Bonus to attack rolls you make with it.

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

Actions

When you do something other than moving or communicating, you typically take an action. The Action table lists the game's main actions, which are defined in more detail in "Rules Glossary."

Actions

Action	Summary
Attack	Attack with a weapon or an Unarmed Strike.
Dash	For the rest of the turn, give yourself extra movement equal to your Speed.

Action	Summary
Disengage	Your movement doesn't provoke Opportunity Attacks for the rest of the turn.
Dodge	Until the start of your next turn, attack rolls against you have Disadvantage, and you make Dexterity saving throws with Advantage. You lose this benefit if you have the Incapacitated condition or if your Speed is 0.
Help	Help another creature's ability check or attack roll, or administer first aid.
Hide	Make a Dexterity (Stealth) check.
Influence	Make a Charisma (Deception, Intimidation, Performance, or Persuasion) or Wisdom (Animal Handling) check to alter a creature's attitude.
Magic	Cast a spell, use a magic item, or use a magical feature.
Ready	Prepare to take an action in response to a trigger you define.
Search	Make a Wisdom (Insight, Medicine, Perception, or Survival) check.
Study	Make an Intelligence (Arcana, History, Investigation, Nature, or Religion) check.
Utilize	Use a nonmagical object.

Player characters and monsters can also do things not covered by these actions. Many class features and other abilities provide additional action options, and you can improvise other actions. When you describe an action not detailed elsewhere in the rules, the Game Master tells you whether that action is possible and what kind of D20 Test you need to make, if any.

One Thing at a Time

The game uses actions to govern how much you can do at one time. You can take only one action at a time. This principle is most important in combat, as explained in "Combat" later in "Playing the Game."

Actions can come up in other situations, too: in a social interaction, you can try to Influence a creature or use the Search action to read the creature's body language, but you can't do both at the same time. And when you're exploring a dungeon, you can't simultaneously use the Search action to look for traps and use the Help action to aid another character who's trying to open a stuck door (with the Utilize action).

Bonus Actions

Various class features, spells, and other abilities let you take an additional action on your turn called a Bonus Action. The Cunning Action feature, for

example, allows a Rogue to take a Bonus Action. You can take a Bonus Action only when a special ability, a spell, or another feature of the game states that you can do something as a Bonus Action. You otherwise don't have a Bonus Action to take.

You can take only one Bonus Action on your turn, so you must choose which Bonus Action to use if you have more than one available.

You choose when to take a Bonus Action during your turn unless the Bonus Action's timing is specified. Anything that deprives you of your ability to take actions also prevents you from taking a Bonus Action.

Reactions

Certain special abilities, spells, and situations allow you to take a special action called a Reaction. A Reaction is an instant response to a trigger of some kind, which can occur on your turn or on someone else's. The Opportunity Attack, described later in "Playing the Game," is the most common type of Reaction.

When you take a Reaction, you can't take another one until the start of your next turn. If the reaction interrupts another creature's turn, that creature can continue its turn right after the Reaction.

In terms of timing, a Reaction takes place immediately after its trigger unless the Reaction's description says otherwise.

Social Interaction

During their adventures, player characters meet many different people and face some monsters that would rather talk than fight. In those situations, it's time for social interaction, which takes many forms. For example, you might try to convince a burglar to confess to wrongdoing or try to flatter a guard. The Game Master assumes the roles of any nonplayer characters who are participating.

An NPC's attitude toward your character is Friendly, Indifferent, or Hostile, as defined in "Rules Glossary." Friendly NPCs are predisposed to help, and Hostile ones are inclined to hinder.

Social interactions progress in two ways: through roleplaying and ability checks.

Roleplaying

Roleplaying is, literally, the act of playing out a role. In this case, it's you as a player determining how your character thinks, acts, and talks. Roleplaying is part of every aspect of the game, and it comes to the fore during social interactions.

As you roleplay, consider whether you prefer an active approach or a descriptive approach.

The GM uses an NPC's personality and your character's actions and attitudes to determine how an

NPC reacts. A cowardly bandit might buckle under threats of imprisonment. A stubborn merchant refuses to help if the characters badger her. A vain dragon laps up flattery.

When interacting with an NPC, pay attention to the GM's portrayal of the NPC's personality. You might be able to learn an NPC's goals and then use that information to influence the NPC.

If you offer NPCs something they want or play on their sympathies, fears, or goals, you can form friendships, ward off violence, or learn a key piece of information. On the other hand, if you insult a proud warrior or speak ill of a noble's allies, your efforts to convince or deceive will likely fail.

Ability Checks

Ability checks can be key in determining the outcome of a social interaction. Your roleplaying efforts can alter an NPC's attitude, but there might still be an element of chance if the GM wants dice to play a role in determining an NPC's response to you. In such situations, the GM will typically ask you to take the Influence action.

Pay attention to your skill proficiencies when thinking of how you will interact with an NPC; use an approach that relies on your group's skill proficiencies. For example, if the group needs to trick a guard into letting them into a castle, the Rogue who is proficient in Deception should lead the discussion.

Exploration

Exploration involves delving into places that are dangerous and full of mystery. The rules in this section detail some of the ways adventurers interact with the environment in such places.

Adventuring Equipment

As adventurers explore, their equipment can help them in many ways. For example, they can reach out-of-the-way places with a Ladder, perceive things they wouldn't otherwise notice with a Torch or another light source, bypass locked doors and containers with Thieves' Tools, and create obstacles for pursuers with Caltrops.

See "Equipment" for rules on many items that are useful on adventures. The items in the "Tools" and "Adventuring Gear" sections are especially useful. The weapons in "Equipment" can also be used for more than battle; you could use a Quarterstaff, for example, to push a sinister-looking button that you're reluctant to touch.

Vision and Light

Some adventuring tasks—such as noticing danger, hitting an enemy, and targeting certain spells—are affected by sight, so effects that obscure vision can hinder you, as explained below.

Obscured Areas

An area might be Lightly or Heavily Obscured. In a Lightly Obscured area—such as an area with Dim Light, patchy fog, or moderate foliage—you have Disadvantage on Wisdom (Perception) checks that rely on sight.

A Heavily Obscured area—such as an area with Darkness, heavy fog, or dense foliage—is opaque. You have the Blinded condition (see "Rules Glossary") when trying to see something there.

Light

The presence or absence of light determines the category of illumination in an area, as defined below.

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

Dim Light. Dim Light, also called shadows, creates a Lightly Obscured area. An area of Dim Light is usually a boundary between Bright Light and surrounding Darkness. The soft light of twilight and dawn also counts as Dim Light. A full moon might bathe the land in Dim Light.

Darkness. Darkness creates a Heavily Obscured area. Characters face Darkness outdoors at night (even most moonlit nights), within the confines of an unlit dungeon, or in an area of magical Darkness.

Special Senses

Some creatures have special senses that help them perceive things in certain situations. "Rules Glossary" defines the following special senses:

Blindsight
Darkvision
Tremorsense
Truesight

Hiding

Adventurers and monsters often hide, whether to spy on one another, sneak past a guardian, or set an ambush. The Game Master decides when circumstances are appropriate for hiding. When you try to hide, you take the Hide action.

Interacting with Objects

Interacting with objects is often simple to resolve. The player tells the GM that their character is doing something, such as moving a lever or opening

a door, and the GM describes what happens. Sometimes, however, rules govern what you can do with an object, as detailed in the following sections.

What Is an Object?

For the purpose of the rules, an object is a discrete, inanimate item like a window, door, sword, book, table, chair, or stone. It isn't a building or a vehicle, which are composed of many objects.

Time-Limited Object Interactions

When time is short, such as in combat, interactions with objects are limited: one free interaction per turn. That interaction must occur during a creature's movement or action. Any additional interactions require the Utilize action, as explained in "Combat" later in "Playing the Game."

Finding Hidden Objects

When your character searches for hidden things, such as a secret door or a trap, the GM typically asks you to make a Wisdom (Perception) check, provided you describe the character searching in the hidden object's vicinity. On a success, you find the object, other important details, or both.

If you describe your character searching nowhere near a hidden object, a Wisdom (Perception) check won't reveal the object, no matter the check's total.

Carrying Objects

You can usually carry your gear and treasure without worrying about the weight of those objects. If you try to haul an unusually heavy object or a massive number of lighter objects, the GM might require you to abide by the rules for carrying capacity in "Rules Glossary."

Breaking Objects

As an action, you can automatically break or otherwise destroy a fragile, nonmagical object, such as a glass container or a piece of paper. If you try to damage something more resilient, the GM might use the rules on breaking objects in "Rules Glossary."

MARCHING ORDER

The adventurers should establish a marching order while they travel, whether indoors or outdoors. A marching order makes it easier to determine which characters are affected by traps, which ones can spot hidden enemies, and which ones are the closest to those enemies if a fight breaks out. You can change your marching order outside combat and record the order any way you like: write it down, for example, or arrange miniatures to show it.

Hazards

Monsters are the main perils characters face, but other dangers await. "Rules Glossary" defines the following hazards:

Burning	Falling	Suffocation
Dehydration	Malnutrition	

Travel

During an adventure, the characters might travel long distances on trips that could take hours or days. The GM can summarize this travel without calculating exact distances or travel times, or the GM might have you use the travel pace rules below.

If you need to know how fast you can move when every second matters, see the movement rules in "Combat" later in "Playing the Game."

Travel Pace

While traveling outside combat, a group can move at a Fast, Normal, or Slow pace, as shown on the Travel Pace table. The table states how far the party can move in a period of time; if riding horses or other mounts, the group can move twice that distance for 1 hour, after which the mounts need a Short or Long Rest before they can move at that increased pace again (see "Equipment" for a selection of mounts for sale). "Gameplay Toolbox" has rules that affect which pace you can choose in certain types of terrain.

Travel Pace

Pace	Distance Traveled Per ...		
	Minute	Hour	Day
Fast	400 feet	4 miles	30 miles
Normal	300 feet	3 miles	24 miles
Slow	200 feet	2 miles	18 miles

Each travel pace has a game effect, as defined below.

Fast. Traveling at a Fast pace imposes Disadvantage on a traveler's Wisdom (Perception or Survival) and Dexterity (Stealth) checks.

Normal. Traveling at a Normal pace imposes Disadvantage on Dexterity (Stealth) checks.

Slow. Traveling at a Slow pace grants Advantage on Wisdom (Perception or Survival) checks.

Vehicles

Travelers in wagons, carriages, or other land vehicles choose a pace as normal. Characters in a waterborne vessel are limited to the speed of the vessel, and they don't choose a travel pace. Depending on the vessel and the size of the crew, ships might be able to travel for up to 24 hours per day. "Equipment" includes vehicles for sale.

Combat

Adventurers encounter many dangerous monsters and nefarious villains. In those moments, combat often breaks out.

The Order of Combat

A typical combat encounter is a clash between two sides: a flurry of weapon swings, feints, parries, footwork, and spellcasting. The game organizes combat into a cycle of rounds and turns. A round represents about 6 seconds in the game world. During a round, each participant in a battle takes a turn. The order of turns is determined at the beginning of combat when everyone rolls Initiative. Once everyone has taken a turn, the fight continues to the next round if neither side is defeated.

Combat Step by Step

Combat unfolds in these steps:

- 1: Establish Positions.** The Game Master determines where all the characters and monsters are located. Given the adventurers' marching order or their stated positions in the room or other location, the GM figures out where the adversaries are—how far away and in what direction.
- 2: Roll Initiative.** Everyone involved in the combat encounter rolls Initiative, determining the order of combatants' turns.
- 3: Take Turns.** Each participant in the battle takes a turn in Initiative order. When everyone involved in the combat has had a turn, the round ends. Repeat this step until the fighting stops.

Initiative

Initiative determines the order of turns during combat. When combat starts, every participant rolls Initiative; they make a Dexterity check that determines their place in the Initiative order. The GM rolls for monsters. For a group of identical creatures, the GM makes a single roll, so each member of the group has the same Initiative.

Surprise. If a combatant is surprised by combat starting, that combatant has Disadvantage on their Initiative roll. For example, if an ambusher starts combat while hidden from a foe who is unaware that combat is starting, that foe is surprised.

Initiative Order. A combatant's check total is called their Initiative count, or Initiative for short. The GM ranks the combatants, from highest to lowest Initiative. This is the order in which they act during each round. The Initiative order remains the same from round to round.

Ties. If a tie occurs, the GM decides the order among tied monsters, and the players decide the order among tied characters. The GM decides the

order if the tie is between a monster and a player character.

Your Turn

On your turn, you can move a distance up to your Speed and take one action. You decide whether to move first or take your action first.

The main actions you can take are listed in "Actions" earlier in "Playing the Game." A character's features and a monster's stat block also provide action options. "Movement and Position" later in "Playing the Game" gives the rules for movement.

Communicating. You can communicate however you are able—through brief utterances and gestures—as you take your turn. Doing so uses neither your action nor your move.

Extended communication, such as a detailed explanation of something or an attempt to persuade a foe, requires an action. The Influence action is the main way you try to influence a monster.

Interacting with Things. You can interact with one object or feature of the environment for free, during either your move or action. For example, you could open a door during your move as you stride toward a foe.

If you want to interact with a second object, you need to take the Utilize action. Some magic items and other special objects always require an action to use, as stated in their descriptions.

PLAYING ON A GRID

If you play using a square grid and miniatures or other tokens, follow these rules.

Squares. Each square represents 5 feet.

Speed. Rather than moving foot by foot, move square by square on the grid, using your Speed in 5-foot segments. You can translate your Speed into squares by dividing it by 5. For example, a Speed of 30 feet translates into 6 squares. If you use a grid often, consider writing your Speed in squares on your character sheet.

Entering a Square. To enter a square, you must have enough movement left to pay for entering. It costs 1 square of movement to enter an unoccupied square that's adjacent to your space (orthogonally or diagonally adjacent). A square of Difficult Terrain costs 2 squares to enter. Other effects might make a square cost even more.

Corners. Diagonal movement can't cross the corner of a wall, a large tree, or another terrain feature that fills its space.

Ranges. To determine the range on a grid between two things—whether creatures or objects—count squares from a square adjacent to one of them and stop counting in the space of the other one. Count by the shortest route.

The GM might require you to use an action for any of these activities when it needs special care or when it presents an unusual obstacle. For instance, the GM might require you to take the Utilize action to open a stuck door or turn a crank to lower a drawbridge.

Doing Nothing on Your Turn. You can forgo moving, taking an action, or doing anything at all on your turn. If you can't decide what to do, consider taking the defensive Dodge action or the Ready action to delay acting.

Ending Combat

Combat ends when one side or the other is defeated, which can mean the creatures are killed or knocked out or have surrendered or fled. Combat can also end when both sides agree to end it.

Movement and Position

On your turn, you can move a distance equal to your Speed or less. Or you can decide not to move.

Your movement can include climbing, crawling, jumping, and swimming (each explained in "Rules Glossary"). These different modes of movement can be combined with your regular movement, or they can constitute your entire move.

However you're moving with your Speed, you deduct the distance of each part of your move from it until it is used up or until you are done moving, whichever comes first.

A character's Speed is determined during character creation. A monster's Speed is noted in the monster's stat block. See "Rules Glossary" for more about Speed as well as about special speeds, such as a Climb Speed, Fly Speed, or Swim Speed.

Difficult Terrain

Combatants are often slowed down by Difficult Terrain. Low furniture, rubble, undergrowth, steep stairs, snow, and shallow bogs are examples of Difficult Terrain.

Every foot of movement in Difficult Terrain costs 1 extra foot, even if multiple things in a space count as Difficult Terrain.

Breaking Up Your Move

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

Dropping Prone

On your turn, you can give yourself the Prone condition (see "Rules Glossary") without using an action or any of your Speed, but you can't do so if your Speed is 0.

Creature Size

A creature belongs to a size category, which determines the width of the square space the creature occupies on a map, as shown on the Creature Size and Space table. That table lists the sizes from smallest (Tiny) to largest (Gargantuan). A creature's space is the area that it effectively controls in combat and the area it needs to fight effectively.

A character's size is determined by species, and a monster's size is specified in the monster's stat block.

Creature Size and Space

Size	Space (Feet)	Space (Squares)
Tiny	2½ by 2½ feet	4 per square
Small	5 by 5 feet	1 square
Medium	5 by 5 feet	1 square
Large	10 by 10 feet	4 squares (2 by 2)
Huge	15 by 15 feet	9 squares (3 by 3)
Gargantuan	20 by 20 feet	16 squares (4 by 4)

Moving around Other Creatures

During your move, you can pass through the space of an ally, a creature that has the Incapacitated condition (see "Rules Glossary"), a Tiny creature, or a creature that is two sizes larger or smaller than you.

Another creature's space is Difficult Terrain for you unless that creature is Tiny or your ally.

You can't willingly end a move in a space occupied by another creature. If you somehow end a turn in a space with another creature, you have the Prone condition (see "Rules Glossary") unless you are Tiny or are of a larger size than the other creature.

Making an Attack

When you take the Attack action, you make an attack. Some other actions, Bonus Actions, and Reactions also let you make an attack. Whether you strike with a Melee weapon, fire a Ranged weapon,

UNSEEN ATTACKERS AND TARGETS

When you make an attack roll against a target you can't see, you have Disadvantage on the roll. This is true whether you're guessing the target's location or targeting a creature you can hear but not see. If the target isn't in the location you targeted, you miss.

When a creature can't see you, you have Advantage on attack rolls against it.

If you are hidden when you make an attack roll, you give away your location when the attack hits or misses.

or make an attack roll as part of a spell, an attack has the following structure:

- 1: Choose a Target.** Pick a target within your attack's range: a creature, an object, or a location.
- 2: Determine Modifiers.** The GM determines whether the target has Cover (see the next section) and whether you have Advantage or Disadvantage against the target. In addition, spells, special abilities, and other effects can apply penalties or bonuses to your attack roll.
- 3: Resolve the Attack.** Make the attack roll, as detailed earlier in "Playing the Game." On a hit, you roll damage unless the particular attack has rules that specify otherwise. Some attacks cause special effects in addition to or instead of damage.

Cover

Walls, trees, creatures, and other obstacles can provide cover, making a target more difficult to harm. As detailed in the Cover table, there are three degrees of cover, each of which gives a different benefit to a target.

A target can benefit from cover only when an attack or other effect originates on the opposite side of the cover. If a target is behind multiple sources of cover, only the most protective degree of cover applies; the degrees aren't added together. For example, if a target is behind a creature that gives Half Cover and a tree trunk that gives Three-Quarters Cover, the target has Three-Quarters Cover.

Cover

Degree	Benefit to Target	Offered By ...
Half	+2 bonus to AC and Dexterity saving throws	Another creature or an object that covers at least half of the target
Three-Quarters	+5 bonus to AC and Dexterity saving throws	An object that covers at least three-quarters of the target
Total	Can't be targeted directly	An object that covers the whole target

Ranged Attacks

When you make a ranged attack, you fire a bow, hurl an axe, or otherwise send projectiles to strike a foe at a distance. Many spells also involve making a ranged attack.

Range

You can make ranged attacks only against targets within a specified range. If a ranged attack, such as one made with a spell, has a single range, you can't attack a target beyond this range.

Some ranged attacks, such as those made with a Longbow, have two ranges. The smaller number is the normal range, and the larger number is the long range. Your attack roll has Disadvantage when your target is beyond normal range, and you can't attack a target beyond long range.

Ranged Attacks in Close Combat

Aiming a ranged attack is more difficult when a foe is next to you. When you make a ranged attack roll with a weapon, a spell, or some other means, you have Disadvantage on the roll if you are within 5 feet of an enemy who can see you and doesn't have the Incapacitated condition (see "Rules Glossary").

Melee Attacks

A melee attack allows you to attack a target within your reach. A melee attack typically uses a hand-held weapon or an Unarmed Strike. Many monsters make melee attacks with claws, teeth, or other body parts. A few spells also involve melee attacks.

Reach

A creature has a 5-foot reach and can thus attack targets within 5 feet when making a melee attack. Certain creatures have melee attacks with a reach greater than 5 feet, as noted in their descriptions.

Opportunity Attacks

Combatants watch for enemies to drop their guard. If you move heedlessly past your foes, you put yourself in danger by provoking an Opportunity Attack.

Avoiding Opportunity Attacks. You can avoid provoking an Opportunity Attack by taking the Disengage action. You also don't provoke an Opportunity Attack when you Teleport or when you are moved without using your movement, action, Bonus Action, or Reaction. For example, you don't provoke an Opportunity Attack if an explosion hurls you out of a foe's reach or if you fall past an enemy.

Making an Opportunity Attack. You can make an Opportunity Attack when a creature that you can see leaves your reach. To make the attack, take a Reaction to make one melee attack with a weapon or an Unarmed Strike against that creature. The attack occurs right before it leaves your reach.

Mounted Combat

A willing creature that is at least one size larger than a rider and that has an appropriate anatomy can serve as a mount, using the following rules.

Mounting and Dismounting

During your move, you can mount a creature that is within 5 feet of you or dismount. Doing so costs an amount of movement equal to half your Speed (round down). For example, if your Speed is 30 feet, you spend 15 feet of movement to mount a horse.

Controlling a Mount

You can control a mount only if it has been trained to accept a rider. Domesticated horses, mules, and similar creatures have such training.

The Initiative of a controlled mount changes to match yours when you mount it. It moves on your turn as you direct it, and it has only three action options during that turn: Dash, Disengage, and Dodge. A controlled mount can move and act even on the turn that you mount it.

In contrast, an independent mount—one that lets you ride but ignores your control—retains its place in the Initiative order and moves and acts as it likes.

Falling Off

If an effect is about to move your mount against its will while you're on it, you must succeed on a DC 10 Dexterity saving throw or fall off, landing with the Prone condition (see "Rules Glossary") in an unoccupied space within 5 feet of the mount.

While mounted, you must make the same save if you're knocked Prone or the mount is.

Underwater Combat

A fight underwater follows these rules.

Impeded Weapons

When making a melee attack roll with a weapon underwater, a creature that lacks a Swim Speed has Disadvantage on the attack roll unless the weapon deals Piercing damage.

A ranged attack roll with a weapon underwater automatically misses a target beyond the weapon's normal range, and the attack roll has Disadvantage against a target within normal range.

Fire Resistance

Anything underwater has Resistance to Fire damage (explained in "Damage and Healing").

Damage and Healing

Injury and death are frequent threats, as detailed in the following rules.

Hit Points

Hit Points represent durability and the will to live. Creatures with more Hit Points are more difficult to kill. Your Hit Point maximum is the number of

RESTING

Adventurers can't spend every hour adventuring. They need rest. Any creature can take hour-long Short Rests in the midst of a day and an 8-hour Long Rest to end it. Regaining Hit Points is one of the main benefits of a rest. "Rules Glossary" provides the rules for Short and Long Rests.

Hit Points you have when uninjured. Your current Hit Points can be any number from that maximum down to 0, which is the lowest Hit Points can go.

Whenever you take damage, subtract it from your Hit Points. Hit Point loss has no effect on your capabilities until you reach 0 Hit Points.

If you have half your Hit Points or fewer, you're Bloodied, which has no game effect on its own but which might trigger other game effects.

Damage Rolls

Each weapon, spell, and damaging monster ability specifies the damage it deals. You roll the damage dice, add any modifiers, and deal the damage to your target. If there's a penalty to the damage, it's possible to deal 0 damage but not negative damage.

When attacking with a weapon, you add your ability modifier—the same modifier used for the attack roll—to the damage roll. A spell tells you which dice to roll for damage and whether to add any modifiers. Unless a rule says otherwise, you don't add your ability modifier to a fixed damage amount that doesn't use a roll, such as the damage of a Blowgun. See "Equipment" for weapons' damage dice and "Spells" for spells' damage dice.

Critical Hits

When you score a Critical Hit, you deal extra damage. Roll the attack's damage dice twice, add them together, and add any relevant modifiers as normal. For example, if you score a Critical Hit with a Dagger, roll 2d4 for the damage rather than 1d4, and add your relevant ability modifier. If the attack involves other damage dice, such as from the Rogue's Sneak Attack feature, you also roll those dice twice.

Saving Throws and Damage

Damage dealt via saving throws uses these rules.

Damage against Multiple Targets

When you create a damaging effect that forces two or more targets to make saving throws against it at the same time, roll the damage once for all the targets. For example, when a wizard casts *Fireball*, the spell's damage is rolled once for all creatures caught in the blast.

Half Damage

Many saving throw effects deal half damage (round down) to a target when the target succeeds on the saving throw. The halved damage is equal to half the damage that would be dealt on a failed save.

Damage Types

Each instance of damage has a type, like Fire or Slashing. Damage types are listed in "Rules

Glossary” and have no rules of their own, but other rules, such as Resistance, rely on damage types.

Resistance and Vulnerability

Some creatures and objects have Resistance or Vulnerability to certain damage types. If you have Resistance to a damage type, damage of that type is halved against you (round down). If you have Vulnerability to a damage type, damage of that type is doubled against you. For example, if you have Resistance to Cold damage, such damage is halved against you, and if you have Vulnerability to Fire damage, such damage is doubled against you.

No Stacking

Multiple instances of Resistance or Vulnerability that affect the same damage type count as only one instance. For example, if you have Resistance to Necrotic damage as well as Resistance to all damage, Necrotic damage is reduced by half against you.

Order of Application

Modifiers to damage are applied in the following order: adjustments such as bonuses, penalties, or multipliers are applied first; Resistance is applied second; and Vulnerability is applied third.

For example, a creature has Resistance to all damage and Vulnerability to Fire damage, and it's within a magical aura that reduces all damage by 5. If it takes 28 Fire damage, the damage is first reduced by 5 (to 23), then halved for the creature's Resistance (and rounded down to 11), then doubled for its Vulnerability (to 22).

Immunity

Some creatures and objects have Immunity to certain damage types and conditions. Immunity to a damage type means you don't take damage of that type, and Immunity to a condition means you aren't affected by it.

Healing

Hit Points can be restored by magic, such as the *Cure Wounds* spell or a *Potion of Healing*, or by a Short or Long Rest (see “Rules Glossary”).

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 and give it the Unconscious condition. It then starts a Short Rest, at the end of which that condition ends on it. The condition ends early if the creature regains any Hit Points or if someone takes an action to administer first aid to it, making a successful DC 10 Wisdom (Medicine) check.

When you receive healing, add the restored Hit Points to your current Hit Points. Your Hit Points can't exceed your Hit Point maximum, so any Hit Points regained in excess of the maximum are lost. For example, if you receive 8 Hit Points of healing and have 14 Hit Points and a Hit Point maximum of 20, you regain 6 Hit Points, not 8.

Dropping to 0 Hit Points

When a creature drops to 0 Hit Points, it either dies outright or falls unconscious, as explained below.

Instant Death

Here are the main ways a creature can die instantly.

Monster Death. A monster dies the instant it drops to 0 Hit Points, although a Game Master can ignore this rule for an individual monster and treat it like a character.

Hit Point Maximum of 0. A creature dies if its Hit Point maximum reaches 0. Certain effects drain life energy, reducing a creature's Hit Point maximum.

Massive Damage. When damage reduces a character to 0 Hit Points and damage remains, the character dies if the remainder equals or exceeds their Hit Point maximum. For example, if your character has a Hit Point maximum of 12, currently has 6 Hit Points, and takes 18 damage, the character drops to 0 Hit Points, but 12 damage remains. The character then dies, since 12 equals their Hit Point maximum.

Character Demise

If your character dies, others might find a magical way to revive your character, such as with the *Raise Dead* spell. Or talk with the GM about making a new character to join the group. “Rules Glossary” has more information on being dead.

Falling Unconscious

If you reach 0 Hit Points and don't die instantly, you have the Unconscious condition (see “Rules Glossary”) until you regain any Hit Points, and you now face making Death Saving Throws (see below).

Death Saving Throws

Whenever you start your turn with 0 Hit Points, you must make a Death Saving Throw to determine whether you creep closer to death or hang on to life. Unlike other saving throws, this one isn't tied to an ability score. You're in the hands of fate now.

Three Successes/Failures. Roll 1d20. If the roll is 10 or higher, you succeed. Otherwise, you fail. A success or failure has no effect by itself. On your third success, you become Stable (see “Stabilizing a Character” below). On your third failure, you die.

The successes and failures don't need to be consecutive; keep track of both until you collect three of a kind. The number of both is reset to zero when you regain any Hit Points or become Stable.

Rolling a 1 or 20. When you roll a 1 on the d20 for a Death Saving Throw, you suffer two failures. If you roll a 20 on the d20, you regain 1 Hit Point.

Damage at 0 Hit Points. If you take any damage while you have 0 Hit Points, you suffer a Death Saving Throw failure. If the damage is from a Critical Hit, you suffer two failures instead. If the damage equals or exceeds your Hit Point maximum, you die.

Stabilizing a Character

You can take the Help action to try to stabilize a creature with 0 Hit Points, which requires a successful DC 10 Wisdom (Medicine) check.

A Stable creature doesn't make Death Saving Throws even though it has 0 Hit Points, but it still has the Unconscious condition. If the creature takes damage, it stops being Stable and starts making Death Saving Throws again. A Stable creature that isn't healed regains 1 Hit Point after 1d4 hours.

Temporary Hit Points

Some spells and other effects confer Temporary Hit Points, which are a buffer against losing actual Hit Points, as explained below.

Lose Temporary Hit Points First

If you have Temporary Hit Points and take damage, those points are lost first, and any leftover damage carries over to your Hit Points. For example, if you have 5 Temporary Hit Points and take 7 damage, you lose those points and then lose 2 Hit Points.

Duration

Temporary Hit Points last until they're depleted or you finish a Long Rest (see "Rules Glossary").

They Don't Stack

Temporary Hit Points can't be added together. If you have Temporary Hit Points and receive more of them, you decide whether to keep the ones you have or to gain the new ones. For example, if a spell grants you 12 Temporary Hit Points when you already have 10, you can have 12 or 10, not 22.

They're Not Hit Points or Healing

Temporary Hit Points can't be added to your Hit Points, healing can't restore them, and receiving Temporary Hit Points doesn't count as healing. Because Temporary Hit Points aren't Hit Points, a creature can be at full Hit Points and receive Temporary Hit Points.

If you have 0 Hit Points, receiving Temporary Hit Points doesn't restore you to consciousness. Only true healing can save you.

Character Creation

Choose a Character Sheet

You'll record the main details of your character on a character sheet. Throughout this chapter, we use the term "character sheet" to mean whatever you use to track your character's details, whether it's a printed character sheet, a digital character sheet, or plain paper. Choose whichever style of sheet works for you, and then embark on creating a character!

Create Your Character

Here are the steps to make a character; each step is explored in detail:

- 1: Choose a Class.** Every adventurer is a member of a class. A class broadly describes a character's vocation, special talents, and favored tactics.
- 2: Determine Origin.** A character's origin includes two elements: background and species. How did the character spend the years leading up to a life of adventure? Who are the character's ancestors? You can also choose your character's languages.
- 3: Determine Ability Scores.** Much of what your character does in the game depends on the character's six abilities.
- 4: Choose an Alignment.** Alignment is a shorthand for your character's moral compass.
- 5: Fill in Details.** Using the choices you've made, fill in the remaining details on your character sheet.

Step 1: Choose Class

Choose a class, and write it on your character sheet. The Class Overview table summarizes the classes. See "Classes" for the classes' details.

Class Overview

Class	Likes ...	Primary Ability	Complexity
Barbarian	Battle	Strength	Average
Bard	Performing	Charisma	High
Cleric	Gods	Wisdom	Average
Druid	Nature	Wisdom	High
Fighter	Weapons	Strength or Dexterity	Low
Monk	Unarmed combat	Dexterity and Wisdom	High
Paladin	Defense	Strength and Charisma	Average
Ranger	Survival	Dexterity and Wisdom	Average

Class	Likes ...	Primary Ability	Complexity
Rogue	Stealth	Dexterity	Low
Sorcerer	Power	Charisma	High
Warlock	Occult lore	Charisma	High
Wizard	Spellbooks	Intelligence	Average

Write Your Level

Write your character's level on your character sheet. Typically, a character starts at level 1 and advances in level by adventuring and gaining Experience Points (XP).

Write Your XP. Also record your Experience Points. A level 1 character has 0 XP.

Starting at a Higher Level. Your GM might start you at a higher level. If you start at level 3 or higher, write your chosen subclass on your character sheet. See the "Starting at Higher Levels" section later in "Character Creation" for more information.

Note Armor Training

Your class might give you training with certain categories of armor. Note your armor training on your character sheet. Armor training with a kind of armor means you can wear that armor effectively, gaining defensive bonuses from it. The categories of armor are described in "Equipment."

Step 2: Character Origin

Determining your character's origin involves choosing a background, a species, and two languages.

A character's background represents the place and occupation that were most formative for the character. The combination of background, species, and languages provides fertile soil for your imagination as you ponder your character's earliest days.

Choose a Background

Choose your character's background, and write it on your character sheet. You can choose any of the backgrounds detailed in "Character Origins," and your GM might offer additional backgrounds as options.

The background you choose influences step 3, when you determine your character's ability scores. If you're having trouble choosing, the Ability Scores and Backgrounds table shows which backgrounds benefit which ability scores. Look for your class's primary ability there.

Ability Scores and Backgrounds

Ability	Background
Strength	Soldier
Dexterity	Soldier
Constitution	Soldier
Intelligence	Acolyte

Ability	Background
Wisdom	Acolyte
Charisma	Acolyte

Record Your Feat. A background gives you a feat, which grants your character particular capabilities. Feats are detailed in “Feats.” Write the feat on your character sheet.

Note Proficiencies. Your background gives proficiency in two skills and with one tool. Record this information on your character sheet.

Your class also gives proficiencies. Check your class description in “Classes” and note the proficiencies on your character sheet.

The features table in your class description shows your Proficiency Bonus (described in “Playing the Game”), which is +2 for a level 1 character. Note this number on your character sheet. You’ll fill in other numbers connected to these proficiencies in step 5.

Choose Starting Equipment

Your background and class both provide starting equipment. Any coins that you gain at this step can be immediately spent on equipment from “Equipment.”

Record your chosen equipment on your character sheet. Equipment is described in “Equipment,” but for now you can just write it all down and look up the specifics in “Equipment” later. Note any coins you have left after purchasing your equipment.

Choose a Species

Choose a species for your character. The following species options are detailed in “Character Origins”: Dragonborn, Dwarf, Elf, Gnome, Goliath, Halfling, Human, Orc, and Tiefling. Once you’ve chosen a species, write it on your character sheet. Then record your species’ traits.

Your character’s size and Speed are determined by the character’s species; record these in the appropriate places on your character sheet as well (you may write just the first letter of your size).

Imagine Your Past and Present

Let your character’s background and species inspire how you imagine their past. That past fed into the character’s present. With that in mind, consider answers to the following questions as your character:

- Who raised you?
- Who was your dearest childhood friend?
- Did you grow up with a pet?
- Have you fallen in love? If so, with whom?
- Did you join an organization, such as a guild or religion? If so, are you still a member of it?
- What elements of your past inspire you to go on adventures now?

Choose Languages

Your character knows at least three languages: Common plus two languages you roll or choose from the Standard Languages table. Knowledge of a language means your character can communicate in it, read it, and write it. Your class and other features might also give you languages.

The Standard Languages table lists languages that are widespread in the setting. Every player character knows Common. The other standard languages originated with the first members of the most prominent species in the setting and have since spread widely.

Standard Languages

Id	Language
—	Common
1	Common Sign Language
2	Draconic
3–4	Dwarvish
5–6	Elvish
7	Giant
8	Gnomish
9	Goblin
10–11	Halfling
12	Orc

The Rare Languages table lists languages that are either secret or derived from other planes of existence and thus less widespread in the worlds of the Material Plane. Some features let a character learn a rare language.

Rare Languages

Language	Language
Abyssal	Primordial*
Celestial	Sylvan
Deep Speech	Thieves’ Cant
Druidic	Undercommon
Infernal	

*Primordial includes the Aquan, Auran, Ignan, and Terran dialects. Creatures that know one of these dialects can communicate with those that know a different one.

Step 3: Ability Scores

To determine your character’s ability scores, you first generate a set of six numbers using the instructions below and then assign them to your six abilities. “Playing the Game” explains what each ability means.

Generate Your Scores

Determine your ability scores by using one of the following three methods. Your GM might prefer you to use a particular one.

Standard Array. Use the following six scores for your abilities: 15, 14, 13, 12, 10, 8.

Random Generation. Roll four d6s and record the total of the highest three dice. Do this five more times, so you have six numbers.

Point Cost. You have 27 points to spend on your ability scores. The cost of each score is shown on the Ability Score Point Costs table. For example, a score of 14 costs 7 of your 27 points.

Ability Score Point Costs

Score	Cost	Score	Cost
8	0	12	4
9	1	13	5
10	2	14	7
11	3	15	9

Assign Ability Scores

Once you've generated six scores, assign them to Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma, keeping in mind your class's primary ability. Fill in the ability modifiers as well.

If you're using the Standard Array option, consult the Standard Array by Class table for suggestions on where to assign scores for your character's class. The table puts the highest scores in a class's main abilities. If you used a different method to generate the scores, you may still use this table to guide where you place your highest and lowest scores.

Standard Array by Class

Class	Str.	Dex.	Con.	Int.	Wis.	Cha.
Barbarian	15	13	14	10	12	8
Bard	8	14	12	13	10	15
Cleric	14	8	13	10	15	12
Druid	8	12	14	13	15	10
Fighter	15	14	13	8	10	12
Monk	12	15	13	10	14	8
Paladin	15	10	13	8	12	14
Ranger	12	15	13	8	14	10
Rogue	12	15	13	14	10	8
Sorcerer	10	13	14	8	12	15
Warlock	8	14	13	12	10	15
Wizard	8	12	13	15	14	10

Adjust Ability Scores

After assigning your ability scores, adjust them according to your background. Your background lists three abilities; increase one of those scores by 2 and

a different one by 1, or increase all three by 1. None of these increases can raise a score above 20.

Some players like to increase their class's primary ability, while others prefer to increase a low score.

Determine Ability Modifiers

Finally, determine your ability modifiers using the Ability Scores and Modifiers table. Write the modifier next to each of your scores.

Ability Scores and Modifiers

Score	Modifier	Score	Modifier
3	-4	12-13	+1
4-5	-3	14-15	+2
6-7	-2	16-17	+3
8-9	-1	18-19	+4
10-11	+0	20	+5

Step 4: Alignment

Choose your character's alignment from the options below, and note it on your character sheet.

The game assumes that player characters aren't of an evil alignment. Check with your GM before making an evil character.

The Nine Alignments

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).

The summaries of the alignments below describe the typical behavior of a creature with that alignment; individuals can vary from that behavior.

Lawful Good (LG). Lawful Good creatures endeavor to do the right thing as expected by society. Someone who fights injustice and protects the innocent without hesitation is probably Lawful Good.

Neutral Good (NG). Neutral Good creatures do the best they can, working within rules but not feeling bound by them. A kindly person who helps others according to their needs is probably Neutral Good.

Chaotic Good (CG). Chaotic Good creatures act as their conscience directs with little regard for what others expect. A rebel who waylays a cruel baron's tax collectors and uses the stolen money to help the poor is probably Chaotic Good.

Lawful Neutral (LN). Lawful Neutral individuals act in accordance with law, tradition, or personal codes. Someone who follows a disciplined rule of life—and isn't swayed either by the demands of those in need or by the temptations of evil—is probably Lawful Neutral.

Neutral (N). Neutral is the alignment of those who prefer to avoid moral questions and don't take sides,

UNALIGNED CREATURES

Most creatures that lack the capacity for rational thought don't have alignments; they are unaligned. Sharks are savage predators, for example, but they aren't evil; they are unaligned.

doing what seems best at the time. Someone who's bored by moral debate is probably Neutral.

Chaotic Neutral (CN). Chaotic Neutral creatures follow their whims, valuing their personal freedom above all else. A scoundrel who wanders the land living by their wits is probably Chaotic Neutral.

Lawful Evil (LE). Lawful Evil creatures methodically take what they want within the limits of a code of tradition, loyalty, or order. An aristocrat exploiting citizens while scheming for power is probably Lawful Evil.

Neutral Evil (NE). Neutral Evil is the alignment of those who are untroubled by the harm they cause as they pursue their desires. A criminal who robs and murders as they please is probably Neutral Evil.

Chaotic Evil (CE). Chaotic Evil creatures act with arbitrary violence, spurred by their hatred or bloodlust. A villain pursuing schemes of vengeance and havoc is probably Chaotic Evil.

Step 5: Character Creation Details

Now fill in the rest of your character sheet.

Record Class Features

Look at your class's feature table in "Classes," and write down the level 1 features. The class features are detailed there too.

Some class features offer choices. Make sure to read all your features and make any offered choices.

Fill In Numbers

Note these numbers on your character sheet.

Saving Throws. For the saving throws you have proficiency in, add your Proficiency Bonus to the appropriate ability modifier and note the total. Some players also like to note the modifier for saving throws they're not proficient in, which is just the relevant ability modifier.

Skills. For skills you have proficiency in, add your Proficiency Bonus to the ability modifier associated with that skill, and note the total. You might also wish to note the modifier for skills you're not proficient in, which is just the relevant ability modifier.

Passive Perception. Sometimes your GM will determine whether your character notices something without asking you to make a Wisdom (Perception) check; the GM uses your Passive Perception instead. Passive Perception is a score that reflects a general awareness of your surroundings when you're not actively looking for something. Use this formula to determine your Passive Perception score:

$$\text{Passive Perception} = 10 + \text{Wisdom (Perception) check modifier}$$

Include all modifiers that apply to your Wisdom (Perception) checks. For example, if your character has a Wisdom of 15 and proficiency in the Perception skill, you have a Passive Perception of 14 (10 + 2 for your Wisdom modifier + 2 for proficiency).

Hit Points. Your class and Constitution modifier determine your Hit Point maximum at level 1, as shown on the Level 1 Hit Points by Class table.

Level 1 Hit Points by Class

Class	Hit Point Maximum
Barbarian	12 + Con. modifier
Fighter, Paladin, or Ranger	10 + Con. modifier
Bard, Cleric, Druid, Monk, Rogue, or Warlock	8 + Con. modifier
Sorcerer or Wizard	6 + Con. modifier

The character sheet includes room to note your current Hit Points when you take damage, as well as any Temporary Hit Points you might gain. There's also space to track Death Saving Throws.

Hit Point Dice. Your class's description tells you the die type of your character's Hit Point Dice (or Hit Dice for short); write this on your character sheet. At level 1, your character has 1 Hit Die. You can spend Hit Dice during a Short Rest to recover Hit Points. Your character sheet also includes space to note how many Hit Dice you've spent.

Initiative. Write your Dexterity modifier in the space for Initiative on your character sheet.

Armor Class. Without armor or a shield, your base Armor Class is 10 plus your Dexterity modifier. If your starting equipment includes armor or a Shield (or both), calculate your AC using the rules in "Equipment." A class feature might give you a different way to calculate your AC.

Attacks. In the Weapons & Damage Cantrips section of the character sheet, write your starting weapons. The attack roll bonus for a weapon with which you have proficiency is one of the following unless a weapon's property says otherwise:

$$\text{Melee attack bonus} = \text{Strength modifier} + \text{Proficiency Bonus}$$

$$\text{Ranged attack bonus} = \text{Dexterity modifier} + \text{Proficiency Bonus}$$

Look up the damage and properties of your weapons in "Equipment." You add the same ability modifier you use for attacks with a weapon to your damage rolls with that weapon.

Spellcasting. Note both the saving throw DC for your spells and the attack bonus for attacks you make with them, using these formulas:

Spell save DC = 8 + spellcasting ability modifier
+ Proficiency Bonus

Spell attack bonus = spellcasting ability modifier
+ Proficiency Bonus

Your spellcasting ability modifier for a spell is determined by whatever feature gives you the ability to cast the spell.

Spell Slots, Cantrips, and Prepared Spells. If your class gives you the Spellcasting or Pact Magic feature, your class features table shows the number of spell slots you have available, how many cantrips you know, and how many spells you can prepare. Choose your cantrips and prepared spells, and note them—along with your number of spell slots—on your character sheet.

Level Advancement

While going on adventures, your character gains experience, represented by Experience Points (XP). A character who reaches a specified Experience Point total advances in capability. This advancement is called gaining a level.

The Character Advancement table lists the XP you need to advance to a level and the Proficiency Bonus for a character of that level. When your XP total equals or exceeds a number in the Experience Points column, you reach the corresponding level.

Character Advancement

Level	Experience Points	Proficiency Bonus
1	0	+2
2	300	+2
3	900	+2
4	2,700	+2
5	6,500	+3
6	14,000	+3
7	23,000	+3
8	34,000	+3
9	48,000	+4
10	64,000	+4
11	85,000	+4
12	100,000	+4
13	120,000	+5
14	140,000	+5
15	165,000	+5
16	195,000	+5
17	225,000	+6
18	265,000	+6
19	305,000	+6
20	355,000	+6

Gaining a Level

When you gain a level, follow these steps:

- 1: Choose a Class.** Most characters advance in the same class. However, you might decide to gain a level in another class using the rules in the “Multiclassing” section.
- 2: Adjust Hit Points and Hit Point Dice.** Each time you gain a level, you gain an additional Hit Die. Roll that die, add your Constitution modifier to the roll, and add the total (minimum of 1) to your Hit Point maximum. Instead of rolling, you can use the fixed value shown in the Fixed Hit Points by Class table.

Fixed Hit Points by Class

Class	Hit Points per Level
Barbarian	7 + Con. modifier
Fighter, Paladin, or Ranger	6 + Con. modifier
Bard, Cleric, Druid, Monk, Rogue, or Warlock	5 + Con. modifier
Sorcerer or Wizard	4 + Con. modifier

- 3: Record New Class Features.** Look at your class features table in “Classes,” and note the features you gain at your new level in that class. Make any choices offered by a new feature.
- 4: Adjust Proficiency Bonus.** A character’s Proficiency Bonus increases at certain levels, as shown in the Character Advancement table and your class features table in “Classes.” When your Proficiency Bonus increases, increase all the numbers on your character sheet that include your Proficiency Bonus.
- 5: Adjust Ability Modifiers.** If you choose a feat that increases one or more of your ability scores, your ability modifier also changes if the new score is an even number. When that happens, adjust all the numbers on your character sheet that use that ability modifier. When your Constitution modifier increases by 1, your Hit Point maximum increases by 1 for each level you have attained. For example, if a character reaches level 8 and increases their Constitution score from 17 to 18, the Constitution modifier increases to +4. The character’s Hit Point maximum then increases by 8, in addition to the Hit Points gained for reaching level 8.

Tiers of Play

With each new level, characters acquire new capabilities that equip them to handle greater challenges. As characters advance in level, the tone of the game also changes, and the stakes of the campaign get higher. It’s helpful to think of a character’s (and a campaign’s) arc in terms of four tiers of play,

describing the journey from a level 1 character just beginning an adventuring career to the epic heights of level 20. These tiers don't have any rules associated with them; they point to the fact that the play experience evolves as characters gain levels.

Tier 1 (Levels 1–4)

In tier 1, characters are apprentice adventurers, though they are already set apart from the broader populace by virtue of their extraordinary abilities. They learn their starting class features and choose a subclass. The threats they face usually pose a danger to local farmsteads or villages.

Tier 2 (Levels 5–10)

In tier 2, characters are full-fledged adventurers. Spellcasters gain iconic spells such as *Fireball*, *Lightning Bolt*, and *Raise Dead*. Most weapon-focused classes gain the ability to make multiple attacks in a round. The characters now face dangers that threaten cities and kingdoms.

Tier 3 (Levels 11–16)

In tier 3, characters have reached a level of power that makes them special among adventurers. At level 11, many spellcasters learn reality-altering spells. Other characters gain features that allow them to make more attacks or to do more impressive things with those attacks. These adventurers often confront threats to whole regions.

Tier 4 (Levels 17–20)

At tier 4, characters achieve the pinnacle of their class features, becoming heroic archetypes. The fate of the world or even the order of the multiverse might hang in the balance during their adventures.

Starting at Higher Levels

Your GM might start your group's characters at a level higher than 1. It is particularly recommended to start at level 3 if your group is composed of seasoned D&D players.

Creating Your Character

Creating a higher-level character uses the same character-creation steps outlined in this chapter and the rules for advancing beyond level 1 provided

BONUS FEATS AT LEVEL 20

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

in the "Level Advancement" section. You begin with the minimum amount of XP required to reach your starting level. For example, if the GM starts you at level 10, you have 64,000 XP.

Starting Equipment

The GM decides whether your character starts with more than the standard equipment for a level 1 character, possibly even one or more magic items. The Starting Equipment at Higher Levels table is a guide for the GM.

Also, check with your GM about what equipment is available for you to buy with your starting money. For example, the firearms described in "Equipment" are too expensive for level 1 characters, but they might be available for purchase if your GM allows them.

Multiclassing

Multiclassing allows you to gain levels in multiple classes. With this rule, you have the option of gaining a level in a new class whenever you advance in level instead of gaining a level in your current class. Doing so lets you mix the abilities of those classes to realize a character concept that might not be reflected in a single class.

Prerequisites

To qualify for a new class, you must have a score of at least 13 in the primary ability of the new class and your current classes. For example, a Barbarian who decides to multiclass into the Druid class must have Strength and Wisdom scores of 13 or higher,

Starting Equipment at Higher Levels

Starting Level	Equipment and Money	Magic Items
2–4	Normal starting equipment	1 Common
5–10	500 GP plus 1d10 × 25 GP plus normal starting equipment	1 Common, 1 Uncommon
11–16	5,000 gp plus 1d10 × 250 GP plus normal starting equipment	2 Common, 3 Uncommon, 1 Rare
17–20	20,000 GP plus 1d10 × 250 GP plus normal starting equipment	2 Common, 4 Uncommon, 3 Rare, 1 Very Rare

since Strength is the primary ability for Barbarians and Wisdom is the primary ability for Druids.

Experience Points

The Experience Point cost to gain a level is based on your total character level, not your level in a particular class, as shown in the Character Advancement table in “Character Creation.” For example, if you are a level 6 Cleric / level 1 Fighter, you must gain enough XP to reach level 8 before you can take your second level as a Fighter or your seventh level as a Cleric.

Hit Points and Hit Point Dice

You gain the Hit Points from your new class as described for levels after 1. You gain the level 1 Hit Points for a class only when your total character level is 1.

Add together the Hit Dice granted by all your classes to form your pool of Hit Dice. If these dice are the same die type, you can pool them together. For example, both the Fighter and the Paladin have a d10 Hit Die, so if you are a level 5 Fighter / level 5 Paladin, you have ten d10 Hit Dice. If your classes give you Hit Dice of different types, track them separately. If you are a level 5 Cleric / level 5 Paladin, for example, you have five d8 Hit Dice and five d10 Hit Dice.

Proficiency Bonus

Your Proficiency Bonus is based on your total character level, not your level in a particular class, as shown in the Character Advancement table. For example, if you are a level 3 Fighter / level 2 Rogue, you have the Proficiency Bonus of a level 5 character, which is +3.

Proficiencies

When you gain your first level in a class other than your initial class, you gain only some of the new class’s starting proficiencies, as detailed in each class’s description in “Classes.”

Class Features

When you gain a new level in a class, you get its features for that level. A few features have additional rules when you’re multiclassing. Check the information about multiclassing included in each of your classes’ descriptions.

Special rules apply to Extra Attack, Spellcasting, and features (such as Unarmored Defense) that give you alternative ways to calculate your Armor Class.

Armor Class

If you have multiple ways to calculate your Armor Class, you can benefit from only one at a time. For example, a Monk/Sorcerer with a Monk’s

Unarmored Defense feature and a Sorcerer’s Draconic Resilience feature must choose only one of those features as a way to calculate Armor Class.

Extra Attack

If you gain the Extra Attack feature from more than one class, the features don’t stack. You can’t make more than two attacks with this feature unless you have a feature that says you can (such as the Fighter’s Two Extra Attacks feature).

Similarly, the Warlock’s Thirsting Blade invocation, which grants you the Extra Attack feature with your pact weapon, doesn’t give you additional attacks if you also have Extra Attack.

Spellcasting

Your capacity for spellcasting depends partly on your combined levels in all your spellcasting classes and partly on your individual levels in those classes. Once you have the Spellcasting feature from more than one class, use the rules below. If you multiclass but have the Spellcasting feature from only one class, follow the rules for that class.

Spells Prepared. You determine what spells you can prepare for each class individually, as if you were a single-classed member of that class. If you are a level 4 Ranger / level 3 Sorcerer, for example, you can prepare five level 1 Ranger spells, and you can prepare six Sorcerer spells of level 1 or 2 (as well as four Sorcerer cantrips).

Each spell you prepare is associated with one of your classes, and you use the spellcasting ability of that class when you cast the spell.

Cantrips. If a cantrip of yours increases in power at higher levels, the increase is based on your total character level, not your level in a particular class, unless the spell says otherwise.

Spell Slots. You determine your available spell slots by adding together the following:

- All your levels in the Bard, Cleric, Druid, Sorcerer, and Wizard classes
- Half your levels (round up) in the Paladin and Ranger classes

Then look up this total level in the Level column of the Multiclass Spellcaster table. You use the slots for that level to cast spells of an appropriate level from any class whose Spellcasting feature you have.

This table might give you spell slots of a higher level than the spells you prepare. You can use those slots but only to cast your lower-level spells. If a lower-level spell that you cast, like *Burning Hands*, has an enhanced effect when cast at a higher level, you can use the enhanced effect as normal.

For example, if you are a level 4 Ranger / level 3 Sorcerer, you count as a level 5 character when determining your spell slots, counting all your levels as a Sorcerer and half your Ranger levels. As shown

in the Multiclass Spellcaster table, you have four level 1 spell slots, three level 2 slots, and two level 3 slots. However, you can't prepare any level 3 spells, nor can you prepare any level 2 Ranger spells. You can use the spell slots of those levels to cast the spells you do prepare—and potentially enhance their effects.

Pact Magic. If you have the Pact Magic feature from the Warlock class and the Spellcasting feature, you can use the spell slots you gain from Pact Magic to cast spells you have prepared from classes with the Spellcasting feature, and you can use the spell slots you gain from the Spellcasting feature to cast Warlock spells you have prepared.

Multiclass Spellcaster: Spell Slots per Spell Level

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

Trinkets

When you make your character, you can roll once on the Trinkets table to gain a Tiny trinket, a simple item lightly touched by mystery. The GM might also use this table. It can help stock a room in a dungeon or fill a creature's pockets.

Trinkets

Id100	Trinket
01	A mummified goblin hand
02	A crystal that faintly glows in moonlight
03	A gold coin minted in an unknown land
04	A diary written in a language you don't know
05	A brass ring that never tarnishes
06	An old chess piece made from glass
07	A pair of knucklebone dice, each with a skull symbol on the side that would normally show six pips
08	A small idol depicting a nightmarish creature that gives you unsettling dreams when you sleep near it
09	A lock of someone's hair
10	The deed for a parcel of land in a realm unknown to you
11	A 1-ounce block made from an unknown material
12	A small cloth doll skewered with needles
13	A tooth from an unknown beast
14	An enormous scale, perhaps from a dragon
15	A bright-green feather
16	An old divination card bearing your likeness
17	A glass orb filled with moving smoke
18	A 1-pound egg with a bright-red shell
19	A pipe that blows bubbles
20	A glass jar containing a bit of flesh floating in pickling fluid
21	A gnome-crafted music box that plays a song you dimly remember from your childhood
22	A wooden statuette of a smug halfling
23	A brass orb etched with strange runes
24	A multicolored stone disk
25	A silver icon of a raven
26	A bag containing forty-seven teeth, one of which is rotten
27	A shard of obsidian that always feels warm to the touch
28	A dragon's talon strung on a leather necklace
29	A pair of old socks
30	A blank book whose pages refuse to hold ink, chalk, graphite, or any other marking
31	A silver badge that is a five-pointed star
32	A knife that belonged to a relative
33	A glass vial filled with nail clippings
34	A rectangular metal device with two tiny metal cups on one end that throws sparks when wet

Id100 Trinket

35	A white, sequined glove sized for a human
36	A vest with one hundred tiny pockets
37	A weightless stone
38	A sketch of a goblin
39	An empty glass vial that smells of perfume
40	A gemstone that looks like a lump of coal when examined by anyone but you
41	A scrap of cloth from an old banner
42	A rank insignia from a lost legionnaire
43	A silver bell without a clapper
44	A mechanical canary inside a lamp
45	A miniature chest carved to look like it has numerous feet on the bottom
46	A dead sprite inside a clear glass bottle
47	A metal can that has no opening but sounds as if it is filled with liquid, sand, spiders, or broken glass (your choice)
48	A glass orb filled with water, in which swims a clockwork goldfish
49	A silver spoon with an <i>M</i> engraved on the handle
50	A whistle made from gold-colored wood
51	A dead scarab beetle the size of your hand
52	Two toy soldiers, one missing a head
53	A small box filled with different-sized buttons
54	A candle that can't be lit
55	A miniature cage with no door
56	An old key
57	An indecipherable treasure map
58	A hilt from a broken sword
59	A rabbit's foot
60	A glass eye
61	A cameo of a hideous person
62	A silver skull the size of a coin
63	An alabaster mask
64	A cone of sticky black incense that stinks
65	A nightcap that gives you pleasant dreams when you wear it
66	A single caltrop made from bone
67	A gold monocle frame without the lens
68	A 1-inch cube, each side a different color
69	A crystal doorknob
70	A packet filled with pink dust
71	A fragment of a beautiful song, written as musical notes on two pieces of parchment
72	A silver teardrop earring containing a real teardrop

Id100 Trinket

73	An eggshell painted with scenes of misery in disturbing detail
74	A fan that, when unfolded, shows a sleepy cat
75	A set of bone pipes
76	A four-leaf clover pressed inside a book discussing manners and etiquette
77	A sheet of parchment upon which is drawn a mechanical contraption
78	An ornate scabbard that fits no blade you have found
79	An invitation to a party where a murder happened
80	A bronze pentacle with an etching of a rat's head in its center
81	A purple handkerchief embroidered with the name of an archmage
82	Half a floor plan for a temple, a castle, or another structure
83	A bit of folded cloth that, when unfolded, turns into a stylish cap
84	A receipt of deposit at a bank in a far-off city
85	A diary with seven missing pages
86	An empty silver snuffbox bearing the inscription "dreams" on its lid
87	An iron holy symbol devoted to an unknown god
88	A book about a legendary hero's rise and fall, with the last chapter missing
89	A vial of dragon blood
90	An ancient arrow of elven design
91	A needle that never bends
92	An ornate brooch of dwarven design
93	An empty wine bottle bearing a pretty label that says, "The Wizard of Wines Winery, Red Dragon Crush, 331422-W"
94	A mosaic tile with a multicolored, glazed surface
95	A petrified mouse
96	A black pirate flag adorned with a dragon's skull and crossbones
97	A tiny mechanical crab or spider that moves about when it's not being observed
98	A glass jar containing lard with a label that reads, "Griffon Grease"
99	A wooden box with a ceramic bottom that holds a living worm with a head on each end of its body
00	A metal urn containing the ashes of a hero

Classes

Barbarian

Core Barbarian Traits

Primary Ability	Strength
Hit Point Die	D12 per Barbarian level
Saving Throw Proficiencies	Strength and Constitution
Skill Proficiencies	Choose 2: Animal Handling, Athletics, Intimidation, Nature, Perception, or Survival
Weapon Proficiencies	Simple and Martial weapons
Armor Training	Light and Medium armor and Shields
Starting Equipment	Choose A or B: (A) Greataxe, 4 Handaxes, Explorer's Pack, and 15 GP; or (B) 75 GP

Becoming a Barbarian ...

As a Level 1 Character

- Gain all the traits in the Core Barbarian Traits table.

- Gain the Barbarian's level 1 features, which are listed in the Barbarian Features table.

As a Multiclass Character

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

Barbarian Class Features

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

Level 1: Rage

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

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

Barbarian Features

Level	Proficiency Bonus	Class Features	Rages	Rage Damage	Weapon Mastery
1	+2	Rage, Unarmored Defense, Weapon Mastery	2	+2	2
2	+2	Danger Sense, Reckless Attack	2	+2	2
3	+2	Barbarian Subclass, Primal Knowledge	3	+2	2
4	+2	Ability Score Improvement	3	+2	3
5	+3	Extra Attack, Fast Movement	3	+2	3
6	+3	Subclass feature	4	+2	3
7	+3	Feral Instinct, Instinctive Pounce	4	+2	3
8	+3	Ability Score Improvement	4	+2	3
9	+4	Brutal Strike	4	+3	3
10	+4	Subclass feature	4	+3	4
11	+4	Relentless Rage	4	+3	4
12	+4	Ability Score Improvement	5	+3	4
13	+5	Improved Brutal Strike	5	+3	4
14	+5	Subclass feature	5	+3	4
15	+5	Persistent Rage	5	+3	4
16	+5	Ability Score Improvement	5	+4	4
17	+6	Improved Brutal Strike	6	+4	4
18	+6	Indomitable Might	6	+4	4
19	+6	Epic Boon	6	+4	4
20	+6	Primal Champion	6	+4	4

While active, your Rage follows the rules below.

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

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

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

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

Duration. The Rage lasts until the end of your next turn, and it ends early if you don't wear Heavy armor or have the Incapacitated condition. If your Rage is still active on your next turn, you can extend the Rage for another round by doing one of the following:

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

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

Level 1: Unarmored Defense

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

Level 1: Weapon Mastery

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

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

Level 2: Danger Sense

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

Level 2: Reckless Attack

You can throw aside all concern for defense to attack with increased ferocity. When you make your first attack roll on your turn, you can decide to attack recklessly. Doing so gives you Advantage on attack rolls using Strength until the start of your next

turn, but attack rolls against you have Advantage during that time.

Level 3: Barbarian Subclass

You gain a Barbarian subclass of your choice. The Path of the Berserker subclass is detailed after this class's description. A subclass is a specialization that grants you features at certain Barbarian levels. For the rest of your career, you gain each of your subclass's features that are of your Barbarian level or lower.

Level 3: Primal Knowledge

You gain proficiency in another skill of your choice from the skill list available to Barbarians at level 1.

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

Level 4: Ability Score Improvement

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

Level 5: Extra Attack

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

Level 5: Fast Movement

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

Level 7: Feral Instinct

Your instincts are so honed that you have Advantage on Initiative rolls.

Level 7: Instinctive Pounce

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

Level 9: Brutal Strike

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

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

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

Level 11: Relentless Rage

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

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

Level 13: Improved Brutal Strike

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

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

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

Level 15: Persistent Rage

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

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

Level 17: Improved Brutal Strike

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

Level 18: Indomitable Might

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

Level 19: Epic Boon

You gain an Epic Boon feat (see "Feats") or another feat of your choice for which you qualify. Boon of Irresistible Offense is recommended.

Level 20: Primal Champion

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

Barbarian Subclass: Path of the Berserker

Channel Rage into Violent Fury

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

Level 3: Frenzy

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

Level 6: Mindless Rage

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

Level 10: Retaliation

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

Level 14: Intimidating Presence

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

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

Bard

Core Bard Traits

Primary Ability	Charisma
Hit Point Die	D8 per Bard level
Saving Throw Proficiencies	Dexterity and Charisma
Skill Proficiencies	Choose any 3 skills (see “Playing the Game”)
Weapon Proficiencies	Simple weapons
Tool Proficiencies	Choose 3 Musical Instruments (see “Equipment”)
Armor Training	Light armor
Starting Equipment	Choose A or B: (A) Leather Armor, 2 Daggers, Musical Instrument of your choice, Entertainer’s Pack, and 19 GP; or (B) 90 GP

Becoming a Bard ...

As a Level 1 Character

- Gain all the traits in the Core Bard Traits table.

- Gain the Bard’s level 1 features, which are listed in the Bard Features table.

As a Multiclass Character

- Gain the following traits from the Core Bard Traits table: Hit Point Die, proficiency in one skill of your choice, proficiency with one Musical Instrument of your choice, and training with Light armor.
- Gain the Bard’s level 1 features, which are listed in the Bard Features table. See the multiclassing rules in “Character Creation” to determine your available spell slots.

Bard Class Features

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

Level 1: Bardic Inspiration

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

Using Bardic Inspiration. As a Bonus Action, you can inspire another creature within 60 feet of yourself who can see or hear you. That creature gains

Bard Features

Level	Proficiency Bonus	Class Features	Bardic Die	Cantrips	Prepared Spells	—Spell Slots per Spell Level—								
						1	2	3	4	5	6	7	8	9
1	+2	Bardic Inspiration, Spellcasting	D6	2	4	2	—	—	—	—	—	—	—	—
2	+2	Expertise, Jack of All Trades	D6	2	5	3	—	—	—	—	—	—	—	—
3	+2	Bard Subclass	D6	2	6	4	2	—	—	—	—	—	—	—
4	+2	Ability Score Improvement	D6	3	7	4	3	—	—	—	—	—	—	—
5	+3	Font of Inspiration	D8	3	9	4	3	2	—	—	—	—	—	—
6	+3	Subclass feature	D8	3	10	4	3	3	—	—	—	—	—	—
7	+3	Countercharm	D8	3	11	4	3	3	1	—	—	—	—	—
8	+3	Ability Score Improvement	D8	3	12	4	3	3	2	—	—	—	—	—
9	+4	Expertise	D8	3	14	4	3	3	3	1	—	—	—	—
10	+4	Magical Secrets	D10	4	15	4	3	3	3	2	—	—	—	—
11	+4	—	D10	4	16	4	3	3	3	2	1	—	—	—
12	+4	Ability Score Improvement	D10	4	16	4	3	3	3	2	1	—	—	—
13	+5	—	D10	4	17	4	3	3	3	2	1	1	—	—
14	+5	Subclass feature	D10	4	17	4	3	3	3	2	1	1	—	—
15	+5	—	D12	4	18	4	3	3	3	2	1	1	1	—
16	+5	Ability Score Improvement	D12	4	18	4	3	3	3	2	1	1	1	—
17	+6	—	D12	4	19	4	3	3	3	2	1	1	1	1
18	+6	Superior Inspiration	D12	4	20	4	3	3	3	3	1	1	1	1
19	+6	Epic Boon	D12	4	21	4	3	3	3	3	2	1	1	1
20	+6	Words of Creation	D12	4	22	4	3	3	3	3	2	2	1	1

one of your Bardic Inspiration dice. A creature can have only one Bardic Inspiration die at a time.

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

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

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

Level 1: Spellcasting

You have learned to cast spells through your bardic arts. See “Spells” for the rules on spellcasting. The information below details how you use those rules with Bard spells, which appear in the Bard spell list later in the class’s description.

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

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

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

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

Prepared Spells of Level 1+. You prepare the list of level 1+ spells that are available for you to cast with this feature. To start, choose four level 1 spells from the Bard spell list. *Charm Person*, *Color Spray*, *Dissonant Whispers*, and *Healing Word* are recommended.

The number of spells on your list increases as you gain Bard levels, as shown in the Prepared Spells column of the Bard Features table. Whenever that number increases, choose additional spells from the Bard spell list until the number of spells on your list matches the number on the table. The chosen spells must be of a level for which you have spell slots. For example, if you’re a level 3 Bard, your list of

prepared spells can include six spells of levels 1 and 2 in any combination.

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

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

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

Spellcasting Focus. You can use a Musical Instrument as a Spellcasting Focus for your Bard spells.

Level 2: Expertise

You gain Expertise (see “Rules Glossary”) in two of your skill proficiencies of your choice. Performance and Persuasion are recommended if you have proficiency in them.

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

Level 2: Jack of All Trades

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

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

Level 3: Bard Subclass

You gain a Bard subclass of your choice. The College of Lore subclass is detailed after this class’s description. A subclass is a specialization that grants you features at certain Bard levels. For the rest of your career, you gain each of your subclass’s features that are of your Bard level or lower.

Level 4: Ability Score Improvement

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

Level 5: Font of Inspiration

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

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

Level 7: Countercharm

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

Level 10: Magical Secrets

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

Level 18: Superior Inspiration

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

Level 19: Epic Boon

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

Level 20: Words of Creation

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

Bard Spell List

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

Cantrips (Level 0 Bard Spells)

Spell	School	Special
<i>Dancing Lights</i>	Illusion	C
<i>Light</i>	Evocation	—
<i>Mage Hand</i>	Conjuration	—
<i>Mending</i>	Transmutation	—
<i>Message</i>	Transmutation	—
<i>Minor Illusion</i>	Illusion	—

Spell	School	Special
<i>Prestidigitation</i>	Transmutation	—
<i>Starry Wisp</i>	Evocation	—
<i>True Strike</i>	Divination	—
<i>Vicious Mockery</i>	Enchantment	—

Level 1 Bard Spells

Spell	School	Special
<i>Animal Friendship</i>	Enchantment	—
<i>Bane</i>	Enchantment	C
<i>Charm Person</i>	Enchantment	—
<i>Color Spray</i>	Illusion	—
<i>Command</i>	Enchantment	—
<i>Comprehend Languages</i>	Divination	R
<i>Cure Wounds</i>	Abjuration	—
<i>Detect Magic</i>	Divination	C, R
<i>Disguise Self</i>	Illusion	—
<i>Dissonant Whispers</i>	Enchantment	—
<i>Faerie Fire</i>	Evocation	C
<i>Feather Fall</i>	Transmutation	—
<i>Healing Word</i>	Abjuration	—
<i>Heroism</i>	Enchantment	C
<i>Hideous Laughter</i>	Enchantment	C
<i>Identify</i>	Divination	R, M
<i>Illusory Script</i>	Illusion	R, M
<i>Longstrider</i>	Transmutation	—
<i>Silent Image</i>	Illusion	C
<i>Sleep</i>	Enchantment	C
<i>Speak with Animals</i>	Divination	R
<i>Thunderwave</i>	Evocation	—
<i>Unseen Servant</i>	Conjuration	R

Level 2 Bard Spells

Spell	School	Special
<i>Aid</i>	Abjuration	—
<i>Animal Messenger</i>	Enchantment	R
<i>Blindness/Deafness</i>	Transmutation	—
<i>Calm Emotions</i>	Enchantment	C
<i>Detect Thoughts</i>	Divination	C
<i>Enhance Ability</i>	Transmutation	C
<i>Enlarge/Reduce</i>	Transmutation	C
<i>Enthrall</i>	Enchantment	C
<i>Heat Metal</i>	Transmutation	C
<i>Hold Person</i>	Enchantment	C

Spell	School	Special
<i>Invisibility</i>	Illusion	C
<i>Knock</i>	Transmutation	—
<i>Lesser Restoration</i>	Abjuration	—
<i>Locate Animals or Plants</i>	Divination	R
<i>Locate Object</i>	Divination	C
<i>Magic Mouth</i>	Illusion	R, M
<i>Mirror Image</i>	Illusion	—
<i>See Invisibility</i>	Divination	—
<i>Shatter</i>	Evocation	—
<i>Silence</i>	Illusion	C, R
<i>Suggestion</i>	Enchantment	C
<i>Zone of Truth</i>	Enchantment	—

Level 3 Bard Spells

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

Level 4 Bard Spells

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

Level 5 Bard Spells

Spell	School	Special
<i>Animate Objects</i>	Transmutation	C
<i>Awaken</i>	Transmutation	M
<i>Dominate Person</i>	Enchantment	C
<i>Dream</i>	Illusion	—
<i>Geas</i>	Enchantment	—
<i>Greater Restoration</i>	Abjuration	M
<i>Hold Monster</i>	Enchantment	C
<i>Legend Lore</i>	Divination	M
<i>Mass Cure Wounds</i>	Abjuration	—
<i>Mislead</i>	Illusion	C
<i>Modify Memory</i>	Enchantment	C
<i>Planar Binding</i>	Abjuration	M
<i>Raise Dead</i>	Necromancy	M
<i>Scrying</i>	Divination	C, M
<i>Seeming</i>	Illusion	—
<i>Telepathic Bond</i>	Divination	R
<i>Teleportation Circle</i>	Conjuration	M

Level 6 Bard Spells

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

Level 7 Bard Spells

Spell	School	Special
<i>Arcane Sword</i>	Evocation	C, M
<i>Etherealness</i>	Conjuration	—
<i>Forcecage</i>	Evocation	C, M
<i>Magnificent Mansion</i>	Conjuration	M
<i>Mirage Arcane</i>	Illusion	—
<i>Prismatic Spray</i>	Evocation	—
<i>Project Image</i>	Illusion	C, M
<i>Regenerate</i>	Transmutation	—
<i>Resurrection</i>	Necromancy	M
<i>Symbol</i>	Abjuration	M
<i>Teleport</i>	Conjuration	—

Level 8 Bard Spells

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

Level 9 Bard Spells

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

Bard Subclass: College of Lore

Plumb the Depths of Magical Knowledge

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

Level 3: Bonus Proficiencies

You gain proficiency with three skills of your choice.

Level 3: Cutting Words

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

Level 6: Magical Discoveries

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

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

Level 14: Peerless Skill

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

Cleric

Core Cleric Traits

Primary Ability	Wisdom
Hit Point Die	D8 per Cleric level
Saving Throw Proficiencies	Wisdom and Charisma
Skill Proficiencies	Choose 2: History, Insight, Medicine, Persuasion, or Religion
Weapon Proficiencies	Simple weapons
Armor Training	Light and Medium armor and Shields
Starting Equipment	Choose A or B: (A) Chain Shirt, Shield, Mace, Holy Symbol, Priest's Pack, and 7 GP; or (B) 110 GP

Becoming a Cleric ...

As a Level 1 Character

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

As a Multiclass Character

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

Cleric Class Features

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

Level 1: Spellcasting

You have learned to cast spells through prayer and meditation. See "Spells" for the rules on spellcasting. The information below details how you use those rules with Cleric spells, which appear on the Cleric spell list later in the class's description.

Cantrips. You know three cantrips of your choice from the Cleric spell list. *Guidance*, *Sacred Flame*, and *Thaumaturgy* are recommended.

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

Cleric Features

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

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

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

Prepared Spells of Level 1+. You prepare the list of level 1+ spells that are available for you to cast with this feature. To start, choose four level 1 spells from the Cleric spell list. *Bless*, *Cure Wounds*, *Guiding Bolt*, and *Shield of Faith* are recommended.

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

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

Changing Your Prepared Spells. Whenever you finish a Long Rest, you can change your list of prepared spells, replacing any of the spells there with other Cleric spells for which you have spell slots.

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

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

Level 1: Divine Order

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

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

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

Level 2: Channel Divinity

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

You can use this class's Channel Divinity twice. You regain one of its expended uses when you finish a Short Rest, and you regain all expended uses when you finish a Long Rest. You gain additional uses when you reach certain Cleric levels, as shown in the Channel Divinity column of the Cleric Features table.

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

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

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

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

Level 3: Cleric Subclass

You gain a Cleric subclass of your choice. The Life Domain subclass is detailed after this class's description. A subclass is a specialization that grants you features at certain Cleric levels. For the rest of your career, you gain each of your subclass's features that are of your Cleric level or lower.

Level 4: Ability Score Improvement

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

Level 5: Sear Undead

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

Level 7: Blessed Strikes

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

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

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

Level 10: Divine Intervention

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

Level 14: Improved Blessed Strikes

The option you chose for Blessed Strikes grows more powerful.

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

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

Level 19: Epic Boon

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

Level 20: Greater Divine Intervention

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

Cleric Spell List

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

Cantrips (Level 0 Cleric Spells)

Spell	School	Special
<i>Guidance</i>	Divination	C
<i>Light</i>	Evocation	—
<i>Mending</i>	Transmutation	—
<i>Resistance</i>	Abjuration	C
<i>Sacred Flame</i>	Evocation	—
<i>Spare the Dying</i>	Necromancy	—
<i>Thaumaturgy</i>	Transmutation	—

Level 1 Cleric Spells

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

Level 2 Cleric Spells

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

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

Level 3 Cleric Spells

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

Level 4 Cleric Spells

Spell	School	Special
<i>Aura of Life</i>	Abjuration	C
<i>Banishment</i>	Abjuration	C
<i>Control Water</i>	Transmutation	C
<i>Death Ward</i>	Abjuration	—
<i>Divination</i>	Divination	R, M
<i>Freedom of Movement</i>	Abjuration	—
<i>Guardian of Faith</i>	Conjuration	—
<i>Locate Creature</i>	Divination	C
<i>Stone Shape</i>	Transmutation	—

Level 5 Cleric Spells

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

Level 6 Cleric Spells

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

Level 7 Cleric Spells

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

Level 8 Cleric Spells

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

Level 9 Cleric Spells

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

Cleric Subclass: Life Domain

Soothe the Hurts of the World

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

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

Level 3: Disciple of Life

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

Level 3: Life Domain Spells

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

Life Domain Spells

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

Level 3: Preserve Life

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

Level 6: Blessed Healer

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

Level 17: Supreme Healing

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

Druid

Core Druid Traits

Primary Ability	Wisdom
Hit Point Die	D8 per Druid level
Saving Throw Proficiencies	Intelligence and Wisdom
Skill Proficiencies	Choose 2: Animal Handling, Arcana, Insight, Medicine, Nature, Perception, Religion, or Survival
Weapon Proficiencies	Simple weapons
Tool Proficiencies	Herbalism Kit
Armor Training	Light armor and Shields
Starting Equipment	Choose A or B: (A) Leather Armor, Shield, Sickle, Druidic Focus (Quarterstaff), Explorer's Pack, Herbalism Kit, and 9 GP; or (B) 50 GP

Becoming a Druid ...

As a Level 1 Character

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

As a Multiclass Character

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

Druid Class Features

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

Level 1: Spellcasting

You have learned to cast spells through studying the mystical forces of nature. See "Spells" for the rules on spellcasting. The information below details

Druid Features

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

how you use those rules with Druid spells, which appear on the Druid spell list later in the class's description.

Cantrips. You know two cantrips of your choice from the Druid spell list. *Druidcraft* and *Produce Flame* are recommended.

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

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

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

Prepared Spells of Level 1+. You prepare the list of level 1+ spells that are available for you to cast with this feature. To start, choose four level 1 spells from the Druid spell list. *Animal Friendship*, *Cure Wounds*, *Faerie Fire*, and *Thunderwave* are recommended.

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

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

Changing Your Prepared Spells. Whenever you finish a Long Rest, you can change your list of prepared spells, replacing any of the spells with other Druid spells for which you have spell slots.

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

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

Level 1: Druidic

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

You can use Druidic to leave hidden messages. You and others who know Druidic automatically spot such a message. Others spot the message's presence

with a successful DC 15 Intelligence (Investigation) check but can't decipher it without magic.

Level 1: Primal Order

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

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

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

Level 2: Wild Shape

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

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

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

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

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

When choosing known forms, you may look in other sources for eligible Beasts if the Game Master permits you to do so.

Beast Shapes

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

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

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

Game Statistics. Your game statistics are replaced by the Beast's stat block, but you retain your creature type; Hit Points; Hit Point Dice; Intelligence, Wisdom, and Charisma scores; class features; languages; and feats. You also retain your skill and saving throw proficiencies and use your Proficiency Bonus for them, in addition to gaining the proficiencies of the creature. If a skill or saving throw modifier in the Beast's stat block is higher than yours, use the one in the stat block.

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

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

Level 2: Wild Companion

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

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

Level 3: Druid Subclass

You gain a Druid subclass of your choice. The Circle of the Land subclass is detailed after this class's description. A subclass is a specialization that grants you features at certain Druid levels. For the rest of your career, you gain each of your subclass's features that are of your Druid level or lower.

Level 4: Ability Score Improvement

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

Level 5: Wild Resurgence

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

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

Level 7: Elemental Fury

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

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

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

Level 15: Improved Elemental Fury

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

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

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

Level 18: Beast Spells

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

Level 19: Epic Boon

You gain an Epic Boon feat (see "Feats") or another feat of your choice for which you qualify. Boon of Dimensional Travel is recommended.

Level 20: Archdruid

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

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

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

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

Druid Spell List

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

Cantrips (Level 0 Druid Spells)

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

Level 1 Druid Spells

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

Level 2 Druid Spells

Spell	School	Special
<i>Aid</i>	Abjuration	—
<i>Animal Messenger</i>	Enchantment	R
<i>Augury</i>	Divination	R, M
<i>Barkskin</i>	Transmutation	—
<i>Continual Flame</i>	Evocation	M
<i>Darkvision</i>	Transmutation	—
<i>Enhance Ability</i>	Transmutation	C
<i>Enlarge/Reduce</i>	Transmutation	C
<i>Find Traps</i>	Divination	—
<i>Flame Blade</i>	Evocation	C
<i>Flaming Sphere</i>	Evocation	C
<i>Gust of Wind</i>	Evocation	C
<i>Heat Metal</i>	Transmutation	C
<i>Hold Person</i>	Enchantment	C
<i>Lesser Restoration</i>	Abjuration	—
<i>Locate Animals or Plants</i>	Divination	R
<i>Locate Object</i>	Divination	C
<i>Moonbeam</i>	Evocation	C
<i>Pass without Trace</i>	Abjuration	C
<i>Protection from Poison</i>	Abjuration	—
<i>Spike Growth</i>	Transmutation	C

Level 3 Druid Spells

Spell	School	Special
<i>Call Lightning</i>	Conjuration	C
<i>Conjure Animals</i>	Conjuration	C
<i>Daylight</i>	Evocation	—
<i>Dispel Magic</i>	Abjuration	—
<i>Meld into Stone</i>	Transmutation	R
<i>Plant Growth</i>	Transmutation	—
<i>Protection from Energy</i>	Abjuration	C
<i>Revivify</i>	Necromancy	M
<i>Sleet Storm</i>	Conjuration	C
<i>Speak with Plants</i>	Transmutation	—
<i>Water Breathing</i>	Transmutation	R
<i>Water Walk</i>	Transmutation	R
<i>Wind Wall</i>	Evocation	C

Level 4 Druid Spells

Spell	School	Special
<i>Blight</i>	Necromancy	—
<i>Charm Monster</i>	Enchantment	—
<i>Confusion</i>	Enchantment	C
<i>Conjure Minor Elementals</i>	Conjuration	C
<i>Conjure Woodland Beings</i>	Conjuration	C
<i>Control Water</i>	Transmutation	C
<i>Divination</i>	Divination	R, M
<i>Dominate Beast</i>	Enchantment	C
<i>Fire Shield</i>	Evocation	—
<i>Freedom of Movement</i>	Abjuration	—
<i>Giant Insect</i>	Conjuration	C
<i>Hallucinatory Terrain</i>	Illusion	—
<i>Ice Storm</i>	Evocation	—
<i>Locate Creature</i>	Divination	C
<i>Polymorph</i>	Transmutation	C
<i>Stone Shape</i>	Transmutation	—
<i>Stoneskin</i>	Transmutation	C, M
<i>Wall of Fire</i>	Evocation	C

Level 5 Druid Spells

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

Level 6 Druid Spells

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

Level 7 Druid Spells

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

Level 8 Druid Spells

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

Level 9 Druid Spells

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

Druid Subclass: Circle of the Land

Celebrate Connection to the Natural World

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

Level 3: Circle of the Land Spells

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

Arid Land

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

Polar Land

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

Temperate Land

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

Tropical Land

Druid Level	Circle Spells
3	<i>Acid Splash, Ray of Sickness, Web</i>
5	<i>Stinking Cloud</i>
7	<i>Polymorph</i>
9	<i>Insect Plague</i>

Level 3: Land's Aid

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

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

Level 6: Natural Recovery

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

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

Level 10: Nature's Ward

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

Nature's Ward

Land Type	Resistance	Land Type	Resistance
Arid	Fire	Temperate	Lightning
Polar	Cold	Tropical	Poison

Level 14: Nature's Sanctuary

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

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

Fighter

Core Fighter Traits

Primary Ability	Strength or Dexterity
Hit Point Die	D10 per Fighter level
Saving Throw Proficiencies	Strength and Constitution
Skill Proficiencies	Choose 2: Acrobatics, Animal Handling, Athletics, History, Insight, Intimidation, Persuasion, Perception, or Survival
Weapon Proficiencies	Simple and Martial weapons
Armor Training	Light, Medium, and Heavy armor and Shields
Starting Equipment	Choose A, B, or C: (A) Chain Mail, Greatsword, Flail, 8 Javelins, Dungeoneer's Pack, and 4 GP; (B) Studded Leather Armor, Scimitar, Shortsword, Longbow, 20 Arrows, Quiver, Dungeoneer's Pack, and 11 GP; or (C) 155 GP

Becoming a Fighter ...

As a Level 1 Character

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

As a Multiclass Character

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

Fighter Class Features

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

Level 1: Fighting Style

You have honed your martial prowess and gain a Fighting Style feat of your choice (see "Feats"). Defense is recommended.

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

Fighter Features

Level	Proficiency Bonus	Class Features	Second Wind	Weapon Mastery
1	+2	Fighting Style, Second Wind, Weapon Mastery	2	3
2	+2	Action Surge (one use), Tactical Mind	2	3
3	+2	Fighter Subclass	2	3
4	+2	Ability Score Improvement	3	4
5	+3	Extra Attack, Tactical Shift	3	4
6	+3	Ability Score Improvement	3	4
7	+3	Subclass feature	3	4
8	+3	Ability Score Improvement	3	4
9	+4	Indomitable (one use), Tactical Master	3	4
10	+4	Subclass feature	4	5
11	+4	Two Extra Attacks	4	5
12	+4	Ability Score Improvement	4	5
13	+5	Indomitable (two uses), Studied Attacks	4	5
14	+5	Ability Score Improvement	4	5
15	+5	Subclass feature	4	5
16	+5	Ability Score Improvement	4	6
17	+6	Action Surge (two uses), Indomitable (three uses)	4	6
18	+6	Subclass feature	4	6
19	+6	Epic Boon	4	6
20	+6	Three Extra Attacks	4	6

Level 1: Second Wind

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

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

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

Level 1: Weapon Mastery

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

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

Level 2: Action Surge

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

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

Level 2: Tactical Mind

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

Level 3: Fighter Subclass

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

Level 4: Ability Score Improvement

You gain the Ability Score Improvement feat (see "Feats") or another feat of your choice for which you qualify. You gain this feature again at Fighter levels 6, 8, 12, 14, and 16.

Level 5: Extra Attack

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

Level 5: Tactical Shift

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

Level 9: Indomitable

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

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

Level 9: Tactical Master

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

Level 11: Two Extra Attacks

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

Level 13: Studied Attacks

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

Level 19: Epic Boon

You gain an Epic Boon feat (see "Feats") or another feat of your choice for which you qualify. Boon of Combat Prowess is recommended.

Level 20: Three Extra Attacks

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

Fighter Subclass: Champion

Pursue Physical Excellence in Combat

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

Level 3: Improved Critical

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

Level 3: Remarkable Athlete

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

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

Level 7: Additional Fighting Style

You gain another Fighting Style feat of your choice.

Level 10: Heroic Warrior

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

Level 15: Superior Critical

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

Level 18: Survivor

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

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

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

Monk

Core Monk Traits

Primary Ability	Dexterity and Wisdom
Hit Point Die	D8 per Monk level
Saving Throw Proficiencies	Strength and Dexterity
Skill Proficiencies	Choose 2: Acrobatics, Athletics, History, Insight, Religion, or Stealth
Weapon Proficiencies	Simple weapons and Martial weapons that have the Light property
Tool Proficiencies	Choose one type of Artisan's Tools or Musical Instrument (see "Equipment")
Armor Training	None
Starting Equipment	Choose A or B: (A) Spear, 5 Daggers, Artisan's Tools or Musical Instrument chosen for the tool proficiency above, Explorer's Pack, and 11 GP; or (B) 50 GP

Becoming a Monk ...

As a Level 1 Character

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

As a Multiclass Character

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

Monk Class Features

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

Monk Features

Level	Proficiency Bonus	Class Features	Martial Arts	Focus Points	Unarmored Movement
1	+2	Martial Arts, Unarmored Defense	1d6	—	—
2	+2	Monk's Focus, Unarmored Movement, Uncanny Metabolism	1d6	2	+10 ft.
3	+2	Deflect Attacks, Monk Subclass	1d6	3	+10 ft.
4	+2	Ability Score Improvement, Slow Fall	1d6	4	+10 ft.
5	+3	Extra Attack, Stunning Strike	1d8	5	+10 ft.
6	+3	Empowered Strikes, Subclass feature	1d8	6	+15 ft.
7	+3	Evasion	1d8	7	+15 ft.
8	+3	Ability Score Improvement	1d8	8	+15 ft.
9	+4	Acrobatic Movement	1d8	9	+15 ft.
10	+4	Heightened Focus, Self-Restoration	1d8	10	+20 ft.
11	+4	Subclass feature	1d10	11	+20 ft.
12	+4	Ability Score Improvement	1d10	12	+20 ft.
13	+5	Deflect Energy	1d10	13	+20 ft.
14	+5	Disciplined Survivor	1d10	14	+25 ft.
15	+5	Perfect Focus	1d10	15	+25 ft.
16	+5	Ability Score Improvement	1d10	16	+25 ft.
17	+6	Subclass feature	1d12	17	+25 ft.
18	+6	Superior Defense	1d12	18	+30 ft.
19	+6	Epic Boon	1d12	19	+30 ft.
20	+6	Body and Mind	1d12	20	+30 ft.

Level 1: Martial Arts

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

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

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

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

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

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

Level 1: Unarmored Defense

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

Level 2: Monk's Focus

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

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

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

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

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

Patient Defense. You can take the Disengage action as a Bonus Action. Alternatively, you can