

expend 1 Focus Point to take both the Disengage and the Dodge actions as a Bonus Action.

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

### Level 2: Unarmored Movement

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

### Level 2: Uncanny Metabolism

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

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

### Level 3: Deflect Attacks

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

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

### Level 3: Monk Subclass

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

### Level 4: Ability Score Improvement

You gain the Ability Score Improvement feat (see "Feats") or another feat of your choice for which you

qualify. You gain this feature again at Monk levels 8, 12, and 16.

### Level 4: Slow Fall

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

### Level 5: Extra Attack

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

### Level 5: Stunning Strike

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

### Level 6: Empowered Strikes

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

### Level 7: Evasion

When you're subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw and only half damage if you fail.

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

### Level 9: Acrobatic Movement

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

### Level 10: Heightened Focus

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

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

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

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

### Level 10: Self-Restoration

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

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

### Level 13: Deflect Energy

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

### Level 14: Disciplined Survivor

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

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

### Level 15: Perfect Focus

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

### Level 18: Superior Defense

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

### Level 19: Epic Boon

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

### Level 20: Body and Mind

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

## Monk Subclass: Warrior of the Open Hand

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### Master Unarmed Combat Techniques

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

### Level 3: Open Hand Technique

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

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

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

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

### Level 6: Wholeness of Body

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

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

### Level 11: Fleet Step

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

### Level 17: Quivering Palm

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

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

# Paladin

## Core Paladin Traits

Primary Ability	Strength and Charisma
Hit Point Die	D10 per Paladin level
Saving Throw Proficiencies	Wisdom and Charisma
Skill Proficiencies	Choose 2: Athletics, Insight, Intimidation, Medicine, Persuasion, or Religion
Weapon Proficiencies	Simple and Martial weapons
Armor Training	Light, Medium, and Heavy armor and Shields
Starting Equipment	Choose A or B: (A) Chain Mail, Shield, Longsword, 6 Javelins, Holy Symbol, Priest's Pack, and 9 GP; or (B) 150 GP

## Becoming a Paladin ...

### As a Level 1 Character

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

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

### As a Multiclass Character

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

## Paladin Class Features

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

### Level 1: Lay On Hands

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

## Paladin Features

Level	Proficiency Bonus	Class Features	Channel Divinity	Prepared Spells	—Spell Slots per Spell Level—				
					1	2	3	4	5
1	+2	Lay On Hands, Spellcasting, Weapon Mastery	—	2	2	—	—	—	—
2	+2	Fighting Style, Paladin's Smite	—	3	2	—	—	—	—
3	+2	Channel Divinity, Paladin Subclass	2	4	3	—	—	—	—
4	+2	Ability Score Improvement	2	5	3	—	—	—	—
5	+3	Extra Attack, Faithful Steed	2	6	4	2	—	—	—
6	+3	Aura of Protection	2	6	4	2	—	—	—
7	+3	Subclass feature	2	7	4	3	—	—	—
8	+3	Ability Score Improvement	2	7	4	3	—	—	—
9	+4	Abjure Foes	2	9	4	3	2	—	—
10	+4	Aura of Courage	2	9	4	3	2	—	—
11	+4	Radiant Strikes	3	10	4	3	3	—	—
12	+4	Ability Score Improvement	3	10	4	3	3	—	—
13	+5	—	3	11	4	3	3	1	—
14	+5	Restoring Touch	3	11	4	3	3	1	—
15	+5	Subclass feature	3	12	4	3	3	2	—
16	+5	Ability Score Improvement	3	12	4	3	3	2	—
17	+6	—	3	14	4	3	3	3	1
18	+6	Aura Expansion	3	14	4	3	3	3	1
19	+6	Epic Boon	3	15	4	3	3	3	2
20	+6	Subclass feature	3	15	4	3	3	3	2

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

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

### Level 1: Spellcasting

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

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

**Prepared Spells of Level 1+.** You prepare the list of level 1+ spells that are available for you to cast with this feature. To start, choose two level 1 Paladin spells. *Heroism* and *Searing Smite* are recommended.

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

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

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

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

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

### Level 1: Weapon Mastery

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

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

### Level 2: Fighting Style

You gain a Fighting Style feat of your choice (see "Feats" for feats). Instead of choosing one of those feats, you can choose the option below.

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

### Level 2: Paladin's Smite

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

### Level 3: Channel Divinity

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

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

#### BREAKING YOUR OATH

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

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

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

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

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

### Level 3: Paladin Subclass

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

### 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 Paladin levels 8, 12, and 16.

### Level 5: Extra Attack

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

### Level 5: Faithful Steed

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

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

### Level 6: Aura of Protection

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

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

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

### Level 9: Abjure Foes

As a Magic action, you can expend one use of this class's Channel Divinity to overwhelm foes with awe. As you present your Holy Symbol or weapon, you can target a number of creatures equal to your

Charisma modifier (minimum of one creature) that you can see within 60 feet of yourself. Each target must succeed on a Wisdom saving throw or have the Frightened condition for 1 minute or until it takes any damage. While Frightened in this way, a target can do only one of the following on its turns: move, take an action, or take a Bonus Action.

### Level 10: Aura of Courage

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

### Level 11: Radiant Strikes

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

### Level 14: Restoring Touch

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

### Level 18: Aura Expansion

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

### Level 19: Epic Boon

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

## Paladin Spell List

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

### Level 1 Paladin Spells

Spell	School	Special
<i>Bless</i>	Enchantment	C, M
<i>Command</i>	Enchantment	—
<i>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



Spell	School	Special
<i>Divine Favor</i>	Transmutation	—
<i>Divine Smite</i>	Evocation	—
<i>Heroism</i>	Enchantment	C
<i>Protection from Evil and Good</i>	Abjuration	C, M
<i>Purify Food and Drink</i>	Transmutation	R
<i>Searing Smite</i>	Evocation	—
<i>Shield of Faith</i>	Abjuration	C

### Level 2 Paladin Spells

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

### Level 3 Paladin Spells

Spell	School	Special
<i>Create Food and Water</i>	Conjuration	—
<i>Daylight</i>	Evocation	—
<i>Dispel Magic</i>	Abjuration	—
<i>Magic Circle</i>	Abjuration	M
<i>Remove Curse</i>	Abjuration	—
<i>Revivify</i>	Necromancy	M

### Level 4 Paladin Spells

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

### Level 5 Paladin Spells

Spell	School	Special
<i>Dispel Evil and Good</i>	Abjuration	C
<i>Geas</i>	Enchantment	—
<i>Greater Restoration</i>	Abjuration	M
<i>Raise Dead</i>	Necromancy	M

## Paladin Subclass: Oath of Devotion

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

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

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

These paladins share the following tenets:

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

### Level 3: Oath of Devotion Spells

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

#### Oath of Devotion Spells

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

### Level 3: Sacred Weapon

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

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

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

### Level 7: Aura of Devotion

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

### Level 15: Smite of Protection

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

### Level 20: Holy Nimbus

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

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

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

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

## Ranger

### Core Ranger Traits

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

### Becoming a Ranger ...

#### As a Level 1 Character

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

#### As a Multiclass Character

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

### Ranger Class Features

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

#### Level 1: Spellcasting

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

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

## Ranger Features

Level	Proficiency Bonus	Class Features	Favored Enemy	Prepared Spells	—Spell Slots per Spell Level—				
					1	2	3	4	5
1	+2	Spellcasting, Favored Enemy, Weapon Mastery	2	2	2	—	—	—	—
2	+2	Deft Explorer, Fighting Style	2	3	2	—	—	—	—
3	+2	Ranger Subclass	2	4	3	—	—	—	—
4	+2	Ability Score Improvement	2	5	3	—	—	—	—
5	+3	Extra Attack	3	6	4	2	—	—	—
6	+3	Roving	3	6	4	2	—	—	—
7	+3	Subclass feature	3	7	4	3	—	—	—
8	+3	Ability Score Improvement	3	7	4	3	—	—	—
9	+4	Expertise	4	9	4	3	2	—	—
10	+4	Tireless	4	9	4	3	2	—	—
11	+4	Subclass feature	4	10	4	3	3	—	—
12	+4	Ability Score Improvement	4	10	4	3	3	—	—
13	+5	Relentless Hunter	5	11	4	3	3	1	—
14	+5	Nature's Veil	5	11	4	3	3	1	—
15	+5	Subclass feature	5	12	4	3	3	2	—
16	+5	Ability Score Improvement	5	12	4	3	3	2	—
17	+6	Precise Hunter	6	14	4	3	3	3	1
18	+6	Feral Senses	6	14	4	3	3	3	1
19	+6	Epic Boon	6	15	4	3	3	3	2
20	+6	Foe Slayer	6	15	4	3	3	3	2

**Prepared Spells of Level 1+.** You prepare the list of level 1+ spells that are available for you to cast with this feature. To start, choose two level 1 Ranger spells. *Cure Wounds* and *Ensnaring Strike* are recommended.

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

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

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

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

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

### Level 1: Favored Enemy

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

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

### Level 1: Weapon Mastery

Your training with weapons allows you to use the mastery properties of two kinds of weapons of your



choice with which you have proficiency, such as Longbows and Shortswords.

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

### Level 2: Deft Explorer

Thanks to your travels, you gain the following benefits.

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

**Languages.** You know two languages of your choice from the language tables in “Character Creation.”

### Level 2: Fighting Style

You gain a Fighting Style feat of your choice (see “Feats”). Instead of choosing one of those feats, you can choose the option below.

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

### Level 3: Ranger Subclass

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

### Level 4: Ability Score Improvement

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

### Level 5: Extra Attack

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

### Level 6: Roving

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

### Level 9: Expertise

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

### Level 10: Tireless

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

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

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

### Level 13: Relentless Hunter

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

### Level 14: Nature’s Veil

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

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

### Level 17: Precise Hunter

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

### Level 18: Feral Senses

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

### Level 19: Epic Boon

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

### Level 20: Foe Slayer

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

## Ranger Spell List

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

### Level 1 Ranger Spells

Spell	School	Special
<i>Alarm</i>	Abjuration	R
<i>Animal Friendship</i>	Enchantment	—
<i>Cure Wounds</i>	Abjuration	—
<i>Detect Magic</i>	Divination	C, R
<i>Detect Poison and Disease</i>	Divination	C, R
<i>Ensnaring Strike</i>	Conjuration	C
<i>Entangle</i>	Conjuration	C
<i>Fog Cloud</i>	Conjuration	C
<i>Goodberry</i>	Conjuration	—
<i>Hunter's Mark</i>	Divination	C
<i>Jump</i>	Transmutation	—
<i>Longstrider</i>	Transmutation	—
<i>Speak with Animals</i>	Divination	R

### Level 2 Ranger Spells

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

### Level 3 Ranger Spells

Spell	School	Special
<i>Conjure Animals</i>	Conjuration	C
<i>Daylight</i>	Evocation	—
<i>Dispel Magic</i>	Abjuration	—
<i>Meld into Stone</i>	Transmutation	R
<i>Nondetection</i>	Abjuration	M
<i>Plant Growth</i>	Transmutation	—
<i>Protection from Energy</i>	Abjuration	C
<i>Revivify</i>	Necromancy	M
<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 Ranger Spells

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

### Level 5 Ranger Spells

Spell	School	Special
<i>Commune with Nature</i>	Divination	R
<i>Greater Restoration</i>	Abjuration	M
<i>Tree Stride</i>	Conjuration	C

## Ranger Subclass: Hunter

*Protect Nature and People from Destruction*

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

### Level 3: Hunter's Lore

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

### Level 3: Hunter's Prey

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

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

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

### Level 7: Defensive Tactics

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

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

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

### Level 11: Superior Hunter's Prey

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

### Level 15: Superior Hunter's Defense

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

## Rogue

### Core Rogue Traits

Primary Ability	Dexterity
Hit Point Die	D8 per Rogue level
Saving Throw Proficiencies	Dexterity and Intelligence
Skill Proficiencies	Choose 4: Acrobatics, Athletics, Deception, Insight, Intimidation, Investigation, Perception, Persuasion, Sleight of Hand, or Stealth
Weapon Proficiencies	Simple weapons and Martial weapons that have the Finesse or Light property
Tool Proficiencies	Thieves' Tools
Armor Training	Light armor
Starting Equipment	Choose A or B: (A) Leather Armor, 2 Daggers, Shortsword, Shortbow, 20 Arrows, Quiver, Thieves' Tools, Burglar's Pack, and 8 GP; or (B) 100 GP

### Becoming a Rogue ...

#### As a Level 1 Character

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

#### As a Multiclass Character

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

### Rogue Class Features

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

#### Level 1: Expertise

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

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

#### Level 1: Sneak Attack

You know how to strike subtly and exploit a foe's distraction. Once per turn, you can deal an extra 1d6 damage to one creature you hit with an attack

## Rogue Features

Level	Proficiency Bonus	Class Features	Sneak Attack
1	+2	Expertise, Sneak Attack, Thieves' Cant, Weapon Mastery	1d6
2	+2	Cunning Action	1d6
3	+2	Rogue Subclass, Steady Aim	2d6
4	+2	Ability Score Improvement	2d6
5	+3	Cunning Strike, Uncanny Dodge	3d6
6	+3	Expertise	3d6
7	+3	Evasion, Reliable Talent	4d6
8	+3	Ability Score Improvement	4d6
9	+4	Subclass feature	5d6
10	+4	Ability Score Improvement	5d6
11	+4	Improved Cunning Strike	6d6
12	+4	Ability Score Improvement	6d6
13	+5	Subclass feature	7d6
14	+5	Devious Strikes	7d6
15	+5	Slippery Mind	8d6
16	+5	Ability Score Improvement	8d6
17	+6	Subclass feature	9d6
18	+6	Elusive	9d6
19	+6	Epic Boon	10d6
20	+6	Stroke of Luck	10d6

roll if you have Advantage on the roll and the attack uses a Finesse or a Ranged weapon. The extra damage's type is the same as the weapon's type.

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

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

### Level 1: Thieves' Cant

You picked up various languages in the communities where you plied your roguish talents. You know Thieves' Cant and one other language of your choice, which you choose from the language tables in "Character Creation."

### Level 1: Weapon Mastery

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

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

### Level 2: Cunning Action

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

### Level 3: Rogue Subclass

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

### Level 3: Steady Aim

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

#### Level 4: Ability Score Improvement

You gain the Ability Score Improvement feat (see “Feats”) or another feat of your choice for which you qualify. You gain this feature again at Rogue levels 8, 10, 12, and 16.

#### Level 5: Cunning Strike

You’ve developed cunning ways to use your Sneak Attack. When you deal Sneak Attack damage, you can add one of the following Cunning Strike effects. Each effect has a die cost, which is the number of Sneak Attack damage dice you must forgo to add the effect. You remove the die before rolling, and the effect occurs immediately after the attack’s damage is dealt. For example, if you add the Poison effect, remove 1d6 from the Sneak Attack’s damage before rolling.

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

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

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

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

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

#### Level 5: Uncanny Dodge

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

#### Level 7: Evasion

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

#### Level 7: Reliable Talent

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

#### Level 11: Improved Cunning Strike

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

#### Level 14: Devious Strikes

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

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

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

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

#### Level 15: Slippery Mind

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

#### Level 18: Elusive

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

#### Level 19: Epic Boon

You gain an Epic Boon feat (see “Feats”) or another feat of your choice for which you qualify. Boon of the Night Spirit is recommended.

#### Level 20: Stroke of Luck

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

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



## Rogue Subclass: Thief

*Hunt for Treasure as a Classic Adventurer*

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

### Level 3: Fast Hands

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

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

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

### Level 3: Second-Story Work

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

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

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

### Level 9: Supreme Sneak

You gain the following Cunning Strike option.

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

### Level 13: Use Magic Device

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

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

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

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

### Level 17: Thief's Reflexes

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

## Sorcerer

### Core Sorcerer Traits

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

## Becoming a Sorcerer ...

### As a Level 1 Character

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

### As a Multiclass Character

- Gain the Hit Point Die from the Core Sorcerer Traits table.
- Gain the Sorcerer's level 1 features, which are listed in the Sorcerer Features table. See the multiclassing rules in "Character Creation" to determine your available spell slots.

## Sorcerer Class Features

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

### Level 1: Spellcasting

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

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

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

**Spell Slots.** The Sorcerer Features table shows how many spell slots you have to cast your level 1+

## Sorcerer Features

Level	Proficiency Bonus	Class Features	Sorcery Points	Cantrips	Prepared Spells	—Spell Slots per Spell Level—								
						1	2	3	4	5	6	7	8	9
1	+2	Spellcasting, Innate Sorcery	—	4	2	2	—	—	—	—	—	—	—	—
2	+2	Font of Magic, Metamagic	2	4	4	3	—	—	—	—	—	—	—	—
3	+2	Sorcerer Subclass	3	4	6	4	2	—	—	—	—	—	—	—
4	+2	Ability Score Improvement	4	5	7	4	3	—	—	—	—	—	—	—
5	+3	Sorcerous Restoration	5	5	9	4	3	2	—	—	—	—	—	—
6	+3	Subclass feature	6	5	10	4	3	3	—	—	—	—	—	—
7	+3	Sorcery Incarnate	7	5	11	4	3	3	1	—	—	—	—	—
8	+3	Ability Score Improvement	8	5	12	4	3	3	2	—	—	—	—	—
9	+4	—	9	5	14	4	3	3	3	1	—	—	—	—
10	+4	Metamagic	10	6	15	4	3	3	3	2	—	—	—	—
11	+4	—	11	6	16	4	3	3	3	2	1	—	—	—
12	+4	Ability Score Improvement	12	6	16	4	3	3	3	2	1	—	—	—
13	+5	—	13	6	17	4	3	3	3	2	1	1	—	—
14	+5	Subclass feature	14	6	17	4	3	3	3	2	1	1	—	—
15	+5	—	15	6	18	4	3	3	3	2	1	1	1	—
16	+5	Ability Score Improvement	16	6	18	4	3	3	3	2	1	1	1	—
17	+6	Metamagic	17	6	19	4	3	3	3	2	1	1	1	1
18	+6	Subclass feature	18	6	20	4	3	3	3	3	1	1	1	1
19	+6	Epic Boon	19	6	21	4	3	3	3	3	2	1	1	1
20	+6	Arcane Apotheosis	20	6	22	4	3	3	3	3	2	2	1	1

spells. You regain all expended slots when you finish a Long Rest.

**Prepared Spells of Level 1+.** You prepare the list of level 1+ spells that are available for you to cast with this feature. To start, choose two level 1 Sorcerer spells. *Burning Hands* and *Detect Magic* are recommended.

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

If another Sorcerer feature gives you spells that you always have prepared, those spells don't count

against the number of spells you can prepare with this feature, but those spells otherwise count as Sorcerer spells for you.

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

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

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

### Level 1: Innate Sorcery

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

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

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

## Level 2: Font of Magic

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

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

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

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

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

Any spell slot you create with this feature vanishes when you finish a Long Rest.

### Creating Spell Slots

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

## Level 2: Metamagic

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

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

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

## Level 3: Sorcerer Subclass

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

## Level 4: Ability Score Improvement

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

## Level 5: Sorcerous Restoration

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

## Level 7: Sorcery Incarnate

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

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

## Level 19: Epic Boon

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

## Level 20: Arcane Apotheosis

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

## Metamagic Options

The following options are available to your Metamagic feature. The options are presented in alphabetical order.

### Careful Spell

*Cost: 1 Sorcery Point*

When you cast a spell that forces other creatures to make a saving throw, you can protect some of those creatures from the spell's full force. To do so, spend 1 Sorcery Point and choose a number of those creatures up to your Charisma modifier (minimum of one creature). A chosen creature automatically succeeds on its saving throw against the spell, and

it takes no damage if it would normally take half damage on a successful save.

### Distant Spell

*Cost: 1 Sorcery Point*

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

### Empowered Spell

*Cost: 1 Sorcery Point*

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

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

### Extended Spell

*Cost: 1 Sorcery Point*

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

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

### Heightened Spell

*Cost: 2 Sorcery Points*

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

### Quicken Spell

*Cost: 2 Sorcery Points*

When you cast a spell that has a casting time of an action, you can spend 2 Sorcery Points to change the casting time to a Bonus Action for this casting. You can't modify a spell in this way if you've already cast a level 1+ spell on the current turn, nor can you cast a level 1+ spell on this turn after modifying a spell in this way.

### Seeking Spell

*Cost: 1 Sorcery Point*

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

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

### Subtle Spell

*Cost: 1 Sorcery Point*

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

### Transmuted Spell

*Cost: 1 Sorcery Point*

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

### Twinned Spell

*Cost: 1 Sorcery Point*

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

## Sorcerer Spell List

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

### Cantrips (Level 0 Sorcerer Spells)

Spell	School	Special
<i>Acid Splash</i>	Evocation	—
<i>Chill Touch</i>	Necromancy	—
<i>Dancing Lights</i>	Illusion	C
<i>Elementalism</i>	Transmutation	—
<i>Fire Bolt</i>	Evocation	—
<i>Light</i>	Evocation	—
<i>Mage Hand</i>	Conjuration	—
<i>Mending</i>	Transmutation	—
<i>Message</i>	Transmutation	—
<i>Minor Illusion</i>	Illusion	—
<i>Poison Spray</i>	Necromancy	—
<i>Prestidigitation</i>	Transmutation	—
<i>Ray of Frost</i>	Evocation	—
<i>Shocking Grasp</i>	Evocation	—
<i>Sorcerous Burst</i>	Evocation	—
<i>True Strike</i>	Divination	—

## Level 1 Sorcerer Spells

Spell	School	Special
<i>Burning Hands</i>	Evocation	—
<i>Charm Person</i>	Enchantment	—
<i>Chromatic Orb</i>	Evocation	M
<i>Color Spray</i>	Illusion	—
<i>Comprehend Languages</i>	Divination	R
<i>Detect Magic</i>	Divination	C, R
<i>Disguise Self</i>	Illusion	—
<i>Expeditious Retreat</i>	Transmutation	C
<i>False Life</i>	Necromancy	—
<i>Feather Fall</i>	Transmutation	—
<i>Fog Cloud</i>	Conjuration	C
<i>Grease</i>	Conjuration	—
<i>Ice Knife</i>	Conjuration	—
<i>Jump</i>	Transmutation	—
<i>Mage Armor</i>	Abjuration	—
<i>Magic Missile</i>	Evocation	—
<i>Ray of Sickness</i>	Necromancy	—
<i>Shield</i>	Abjuration	—
<i>Silent Image</i>	Illusion	C
<i>Sleep</i>	Enchantment	C
<i>Thunderwave</i>	Evocation	—

## Level 2 Sorcerer Spells

Spell	School	Special
<i>Alter Self</i>	Transmutation	C
<i>Blindness/Deafness</i>	Transmutation	—
<i>Blur</i>	Illusion	C
<i>Darkness</i>	Evocation	C
<i>Darkvision</i>	Transmutation	—
<i>Detect Thoughts</i>	Divination	C
<i>Dragon's Breath</i>	Transmutation	C
<i>Enhance Ability</i>	Transmutation	C
<i>Enlarge/Reduce</i>	Transmutation	C
<i>Flame Blade</i>	Evocation	C
<i>Flaming Sphere</i>	Evocation	C
<i>Gust of Wind</i>	Evocation	C

Spell	School	Special
<i>Hold Person</i>	Enchantment	C
<i>Invisibility</i>	Illusion	C
<i>Knock</i>	Transmutation	—
<i>Levitate</i>	Transmutation	C
<i>Magic Weapon</i>	Transmutation	—
<i>Mirror Image</i>	Illusion	—
<i>Misty Step</i>	Conjuration	—
<i>Scorching Ray</i>	Evocation	—
<i>See Invisibility</i>	Divination	—
<i>Shatter</i>	Evocation	—
<i>Spider Climb</i>	Transmutation	C
<i>Suggestion</i>	Enchantment	C
<i>Web</i>	Conjuration	C

## Level 3 Sorcerer Spells

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



### Level 4 Sorcerer Spells

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

### Level 5 Sorcerer Spells

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

### Level 6 Sorcerer Spells

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

### Level 7 Sorcerer Spells

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

### Level 8 Sorcerer Spells

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

### Level 9 Sorcerer Spells

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

## Sorcerer Subclass: Draconic Sorcery

### *Breathe the Magic of Dragons*

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

### Level 3: Draconic Resilience

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

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

### Level 3: Draconic Spells

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

#### Draconic Spells

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

### Level 6: Elemental Affinity

Your draconic magic has an affinity with a damage type associated with dragons. Choose one of those types: Acid, Cold, Fire, Lightning, or Poison.

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

### Level 14: Dragon Wings

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

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

### Level 18: Dragon Companion

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

Whenever you start casting the spell, you can modify it so that it doesn't require Concentration. If you do so, the spell's duration becomes 1 minute for that casting.

## Warlock

### Core Warlock Traits

Primary Ability	Charisma
Hit Point Die	D8 per Warlock level
Saving Throw Proficiencies	Wisdom and Charisma
Skill Proficiencies	Choose 2: Arcana, Deception, History, Intimidation, Investigation, Nature, or Religion
Weapon Proficiencies	Simple weapons
Armor Training	Light armor
Starting Equipment	Choose A or B: (A) Leather Armor, Sickle, 2 Daggers, Arcane Focus (orb), Book (occult lore), Scholar's Pack, and 15 GP; or (B) 100 GP

### Becoming a Warlock ...

#### As a Level 1 Character

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

#### As a Multiclass Character

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

### Warlock Class Features

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

#### Level 1: Eldritch Invocations

You have unearthed Eldritch Invocations, pieces of forbidden knowledge that imbue you with an abiding magical ability or other lessons. You gain one invocation of your choice, such as Pact of the Tome. Invocations are described in the "Eldritch Invocation Options" section later in this class's description.

**Prerequisites.** If an invocation has a prerequisite, you must meet it to learn that invocation. For example, if an invocation requires you to be a level 5+ Warlock, you can select the invocation once you reach Warlock level 5.

**Replacing and Gaining Invocations.** Whenever you gain a Warlock level, you can replace one of your invocations with another one for which you

## Warlock Features

Level	Proficiency Bonus	Class Features	Eldritch Invocations	Cantrips	Prepared Spells	Spell Slots	Slot Level
1	+2	Eldritch Invocations, Pact Magic	1	2	2	1	1
2	+2	Magical Cunning	3	2	3	2	1
3	+2	Warlock Subclass	3	2	4	2	2
4	+2	Ability Score Improvement	3	3	5	2	2
5	+3	—	5	3	6	2	3
6	+3	Subclass feature	5	3	7	2	3
7	+3	—	6	3	8	2	4
8	+3	Ability Score Improvement	6	3	9	2	4
9	+4	Contact Patron	7	3	10	2	5
10	+4	Subclass feature	7	4	10	2	5
11	+4	Mystic Arcanum (level 6 spell)	7	4	11	3	5
12	+4	Ability Score Improvement	8	4	11	3	5
13	+5	Mystic Arcanum (level 7 spell)	8	4	12	3	5
14	+5	Subclass feature	8	4	12	3	5
15	+5	Mystic Arcanum (level 8 spell)	9	4	13	3	5
16	+5	Ability Score Improvement	9	4	13	3	5
17	+6	Mystic Arcanum (level 9 spell)	9	4	14	4	5
18	+6	—	10	4	14	4	5
19	+6	Epic Boon	10	4	15	4	5
20	+6	Eldritch Master	10	4	15	4	5

qualify. You can't replace an invocation if it's a prerequisite for another invocation that you have.

When you gain certain Warlock levels, you gain more invocations of your choice, as shown in the Invocations column of the Warlock Features table.

You can't pick the same invocation more than once unless its description says otherwise.

### Level 1: Pact Magic

Through occult ceremony, you have formed a pact with a mysterious entity to gain magical powers. The entity is a voice in the shadows—its identity unclear—but its boon to you is concrete: the ability to cast spells. See “Spells” for the rules on spell-casting. The information below details how you use those rules with Warlock spells, which appear in the Warlock spell list later in the class's description.

**Cantrips.** You know two Warlock cantrips of your choice. *Eldritch Blast* and *Prestidigitation* are recommended. Whenever you gain a Warlock level, you can replace one of your cantrips from this feature with another Warlock cantrip of your choice.

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

**Spell Slots.** The Warlock Features table shows how many spell slots you have to cast your Warlock spells of levels 1–5. The table also shows the level of those slots, all of which are the same level. You regain all expended Pact Magic spell slots when you finish a Short or Long Rest.

For example, when you're a level 5 Warlock, you have two level 3 spell slots. To cast the level 1 spell *Charm Person*, you must spend one of those slots, and you cast it as a level 3 spell.

**Prepared Spells of Level 1+.** You prepare the list of level 1+ spells that are available for you to cast with this feature. To start, choose two level 1 Warlock spells. *Charm Person* and *Hex* are recommended.

The number of spells on your list increases as you gain Warlock levels, as shown in the Prepared Spells column of the Warlock Features table. Whenever that number increases, choose additional Warlock spells until the number of spells on your list matches the number in the table. The chosen spells must be of a level no higher than what's shown in the table's Slot Level column for your level. When you reach level 6, for example, you learn a new Warlock spell, which can be of levels 1–3.

If another Warlock feature gives you spells that you always have prepared, those spells don't count

against the number of spells you can prepare with this feature, but those spells otherwise count as Warlock spells for you.

**Changing Your Prepared Spells.** Whenever you gain a Warlock level, you can replace one spell on your list with another Warlock spell of an eligible level.

**Spellcasting Ability.** Charisma is the spellcasting ability for your Warlock spells.

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

## Level 2: Magical Cunning

You can perform an esoteric rite for 1 minute. At the end of it, you regain expended Pact Magic spell slots but no more than a number equal to half your maximum (round up). Once you use this feature, you can't do so again until you finish a Long Rest.

## Level 3: Warlock Subclass

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

## Level 4: Ability Score Improvement

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

## Level 9: Contact Patron

In the past, you usually contacted your patron through intermediaries. Now you can communicate directly; you always have the *Contact Other Plane* spell prepared. With this feature, you can cast the spell without expending a spell slot to contact your patron, and you automatically succeed on the spell's saving throw.

Once you cast the spell with this feature, you can't do so in this way again until you finish a Long Rest.

## Level 11: Mystic Arcanum

Your patron grants you a magical secret called an arcanum. Choose one level 6 Warlock spell as this arcanum.

You can cast your arcanum spell once without expending a spell slot, and you must finish a Long Rest before you can cast it in this way again.

As shown in the Warlock Features table, you gain another Warlock spell of your choice that can be cast in this way when you reach Warlock levels 13 (level 7 spell), 15 (level 8 spell), and 17 (level 9 spell). You regain all uses of your Mystic Arcanum when you finish a Long Rest.

Whenever you gain a Warlock level, you can replace one of your arcanum spells with another Warlock spell of the same level.

## Level 19: Epic Boon

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

## Level 20: Eldritch Master

When you use your Magical Cunning feature, you regain all your expended Pact Magic spell slots.

## Eldritch Invocation Options

Eldritch Invocation options appear in alphabetical order.

### Agonizing Blast

*Prerequisite: Level 2+ Warlock, a Warlock Cantrip That Deals Damage*

Choose one of your known Warlock cantrips that deals damage. You can add your Charisma modifier to that spell's damage rolls.

**Repeatable.** You can gain this invocation more than once. Each time you do so, choose a different eligible cantrip.

### Armor of Shadows

You can cast *Mage Armor* on yourself without expending a spell slot.

### Ascendant Step

*Prerequisite: Level 5+ Warlock*

You can cast *Levitate* on yourself without expending a spell slot.

### Devil's Sight

*Prerequisite: Level 2+ Warlock*

You can see normally in Dim Light and Darkness—both magical and nonmagical—within 120 feet of yourself.

### Devouring Blade

*Prerequisite: Level 12+ Warlock, Thirsting Blade Invocation*

The Extra Attack of your Thirsting Blade invocation confers two extra attacks rather than one.

### Eldritch Mind

You have Advantage on Constitution saving throws that you make to maintain Concentration.

### Eldritch Smite

*Prerequisite: Level 5+ Warlock, Pact of the Blade Invocation*

Once per turn when you hit a creature with your pact weapon, you can expend a Pact Magic spell slot to deal an extra 1d8 Force damage to the target,

plus another 1d8 per level of the spell slot, and you can give the target the Prone condition if it is Huge or smaller.

### Eldritch Spear

*Prerequisite: Level 2+ Warlock, a Warlock Cantrip That Deals Damage*

Choose one of your known Warlock cantrips that deals damage and has a range of 10+ feet. When you cast that spell, its range increases by a number of feet equal to 30 times your Warlock level.

**Repeatable.** You can gain this invocation more than once. Each time you do so, choose a different eligible cantrip.

### Fiendish Vigor

*Prerequisite: Level 2+ Warlock*

You can cast *False Life* on yourself without expending a spell slot. When you cast the spell with this feature, you don't roll the die for the Temporary Hit Points; you automatically get the highest number on the die.

### Gaze of Two Minds

*Prerequisite: Level 5+ Warlock*

You can use a Bonus Action to touch a willing creature and perceive through its senses until the end of your next turn. As long as the creature is on the same plane of existence as you, you can take a Bonus Action on subsequent turns to maintain this connection, extending the duration until the end of your next turn. The connection ends if you don't maintain it in this way.

While perceiving through the other creature's senses, you benefit from any special senses possessed by that creature, and you can cast spells as if you were in your space or the other creature's space if the two of you are within 60 feet of each other.

### Gift of the Depths

*Prerequisite: Level 5+ Warlock*

You can breathe underwater, and you gain a Swim Speed equal to your Speed.

You can also cast *Water Breathing* once without expending a spell slot. You regain the ability to cast it in this way again when you finish a Long Rest.

### Gift of the Protectors

*Prerequisite: Level 9+ Warlock, Pact of the Tome Invocation*

A new page appears in your *Book of Shadows* when you conjure it. With your permission, a creature can take an action to write its name on that page, which can contain a number of names equal to your Charisma modifier (minimum of one name).

When any creature whose name is on the page is reduced to 0 Hit Points but not killed outright, the

creature magically drops to 1 Hit Point instead. Once this magic is triggered, no creature can benefit from it until you finish a Long Rest.

As a Magic action, you can erase a name on the page by touching it.

### Investment of the Chain Master

*Prerequisite: Level 5+ Warlock, Pact of the Chain Invocation*

When you cast *Find Familiar*, you infuse the summoned familiar with a measure of your eldritch power, granting the creature the following benefits.

**Aerial or Aquatic.** The familiar gains either a Fly Speed or a Swim Speed (your choice) of 40 feet.

**Quick Attack.** As a Bonus Action, you can command the familiar to take the Attack action.

**Necrotic or Radiant Damage.** Whenever the familiar deals Bludgeoning, Piercing, or Slashing damage, you can make it deal Necrotic or Radiant damage instead.

**Your Save DC.** If the familiar forces a creature to make a saving throw, it uses your spell save DC.

**Resistance.** When the familiar takes damage, you can take a Reaction to grant it Resistance against that damage.

### Lessons of the First Ones

*Prerequisite: Level 2+ Warlock*

You have received knowledge from an elder entity of the multiverse, allowing you to gain one Origin feat of your choice (see "Feats").

**Repeatable.** You can gain this invocation more than once. Each time you do so, choose a different Origin feat.

### Lifedrinker

*Prerequisite: Level 9+ Warlock, Pact of the Blade Invocation*

Once per turn when you hit a creature with your pact weapon, you can deal an extra 1d6 Necrotic, Psychic, or Radiant damage (your choice) to the creature, and you can expend one of your Hit Point Dice to roll it and regain a number of Hit Points equal to the roll plus your Constitution modifier (minimum of 1 Hit Point).

### Mask of Many Faces

*Prerequisite: Level 2+ Warlock*

You can cast *Disguise Self* without expending a spell slot.

### Master of Myriad Forms

*Prerequisite: Level 5+ Warlock*

You can cast *Alter Self* without expending a spell slot.



## Misty Visions

*Prerequisite: Level 2+ Warlock*

You can cast *Silent Image* without expending a spell slot.

## One with Shadows

*Prerequisite: Level 5+ Warlock*

While you're in an area of Dim Light or Darkness, you can cast *Invisibility* on yourself without expending a spell slot.

## Otherworldly Leap

*Prerequisite: Level 2+ Warlock*

You can cast *Jump* on yourself without expending a spell slot.

## Pact of the Blade

As a Bonus Action, you can conjure a pact weapon in your hand—a Simple or Martial Melee weapon of your choice with which you bond—or create a bond with a magic weapon you touch; you can't bond with a magic weapon if someone else is attuned to it or another Warlock is bonded with it. Until the bond ends, you have proficiency with the weapon, and you can use it as a Spellcasting Focus.

Whenever you attack with the bonded weapon, you can use your Charisma modifier for the attack and damage rolls instead of using Strength or Dexterity; and you can cause the weapon to deal Necrotic, Psychic, or Radiant damage or its normal damage type.

Your bond with the weapon ends if you use this feature's Bonus Action again, if the weapon is more than 5 feet away from you for 1 minute or more, or if you die. A conjured weapon disappears when the bond ends.

## Pact of the Chain

You learn the *Find Familiar* spell and can cast it as a Magic action without expending a spell slot.

When you cast the spell, you choose one of the normal forms for your familiar or one of the following special forms: **Imp**, **Pseudodragon**, **Quasit**, **Skeleton**, **Sphinx of Wonder**, **Sprite**, or **Venomous Snake** (see "Monsters" for the familiar's stat block).

Additionally, when you take the Attack action, you can forgo one of your own attacks to allow your familiar to make one attack of its own with its Reaction.

## Pact of the Tome

Stitching together strands of shadow, you conjure forth a book in your hand at the end of a Short or Long Rest. This *Book of Shadows* (you determine its appearance) contains eldritch magic that only you can access, granting you the benefits below. The

book disappears if you conjure another book with this feature or if you die.

**Cantrips and Rituals.** When the book appears, choose three cantrips, and choose two level 1 spells that have the Ritual tag. The spells can be from any class's spell list, and they must be spells you don't already have prepared. While the book is on your person, you have the chosen spells prepared, and they function as Warlock spells for you.

**Spellcasting Focus.** You can use the book as a Spellcasting Focus.

## Repelling Blast

*Prerequisite: Level 2+ Warlock, a Warlock Cantrip That Deals Damage via an Attack Roll*

Choose one of your known Warlock cantrips that requires an attack roll. When you hit a Large or smaller creature with that cantrip, you can push the creature up to 10 feet straight away from you.

**Repeatable.** You can gain this invocation more than once. Each time you do so, choose a different eligible cantrip.

## Thirsting Blade

*Prerequisite: Level 5+ Warlock, Pact of the Blade Invocation*

You gain the Extra Attack feature for your pact weapon only. With that feature, you can attack twice with the weapon instead of once when you take the Attack action on your turn.

## Visions of Distant Realms

*Prerequisite: Level 9+ Warlock*

You can cast *Arcane Eye* without expending a spell slot.

## Whispers of the Grave

*Prerequisite: Level 7+ Warlock*

You can cast *Speak with Dead* without expending a spell slot.

## Witch Sight

*Prerequisite: Level 15+ Warlock*

You have Truesight with a range of 30 feet.

## Warlock Spell List

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

### Cantrips (Level 0 Warlock Spells)

Spell	School	Special
<i>Chill Touch</i>	Necromancy	—
<i>Eldritch Blast</i>	Evocation	—
<i>Mage Hand</i>	Conjuration	—
<i>Minor Illusion</i>	Illusion	—
<i>Poison Spray</i>	Necromancy	—
<i>Prestidigitation</i>	Transmutation	—
<i>True Strike</i>	Divination	—

### Level 1 Warlock Spells

Spell	School	Special
<i>Bane</i>	Enchantment	C
<i>Charm Person</i>	Enchantment	—
<i>Comprehend Languages</i>	Divination	R
<i>Detect Magic</i>	Divination	C, R
<i>Expeditious Retreat</i>	Transmutation	C
<i>Hellish Rebuke</i>	Evocation	—
<i>Hex</i>	Enchantment	C
<i>Hideous Laughter</i>	Enchantment	C
<i>Illusory Script</i>	Illusion	R, M
<i>Protection from Evil and Good</i>	Abjuration	C, M
<i>Speak with Animals</i>	Divination	R
<i>Unseen Servant</i>	Conjuration	R

### Level 2 Warlock Spells

Spell	School	Special
<i>Darkness</i>	Evocation	C
<i>Enthrall</i>	Enchantment	C
<i>Hold Person</i>	Enchantment	C
<i>Invisibility</i>	Illusion	C
<i>Mind Spike</i>	Divination	C
<i>Mirror Image</i>	Illusion	—
<i>Misty Step</i>	Conjuration	—
<i>Ray of Enfeeblement</i>	Necromancy	C
<i>Spider Climb</i>	Transmutation	C
<i>Suggestion</i>	Enchantment	C

### Level 3 Warlock Spells

Spell	School	Special
<i>Counterspell</i>	Abjuration	—
<i>Dispel Magic</i>	Abjuration	—
<i>Fear</i>	Illusion	C
<i>Fly</i>	Transmutation	C

Spell	School	Special
<i>Gaseous Form</i>	Transmutation	C
<i>Hypnotic Pattern</i>	Illusion	C
<i>Magic Circle</i>	Abjuration	M
<i>Major Image</i>	Illusion	C
<i>Remove Curse</i>	Abjuration	—
<i>Tongues</i>	Divination	—
<i>Vampiric Touch</i>	Necromancy	C

### Level 4 Warlock Spells

Spell	School	Special
<i>Banishment</i>	Abjuration	C
<i>Blight</i>	Necromancy	—
<i>Charm Monster</i>	Enchantment	—
<i>Dimension Door</i>	Conjuration	—
<i>Hallucinatory Terrain</i>	Illusion	—

### Level 5 Warlock Spells

Spell	School	Special
<i>Contact Other Plane</i>	Divination	R
<i>Dream</i>	Illusion	—
<i>Hold Monster</i>	Enchantment	C
<i>Mislead</i>	Illusion	C
<i>Planar Binding</i>	Abjuration	M
<i>Scrying</i>	Divination	C, M
<i>Teleportation Circle</i>	Conjuration	M

### Level 6 Warlock Spells

Spell	School	Special
<i>Circle of Death</i>	Necromancy	M
<i>Create Undead</i>	Necromancy	M
<i>Eyebite</i>	Necromancy	C
<i>True Seeing</i>	Divination	M

### Level 7 Warlock Spells

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

### Level 8 Warlock Spells

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

### Level 9 Warlock Spells

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

## Warlock Subclass: Fiend Patron

### *Make a Deal with the Lower Planes*

Your pact draws on the Lower Planes, the realms of perdition. You might forge a bargain with a demon lord, an archdevil, or another fiend that is especially mighty. That patron's aims are evil—the corruption or destruction of all things, ultimately including you—and your path is defined by the extent to which you strive against those aims.

### Level 3: Dark One's Blessing

When you reduce an enemy to 0 Hit Points, you gain Temporary Hit Points equal to your Charisma modifier plus your Warlock level (minimum of 1 Temporary Hit Point). You also gain this benefit if someone else reduces an enemy within 10 feet of you to 0 Hit Points.

### Level 3: Fiend Spells

The magic of your patron ensures you always have certain spells ready; when you reach a Warlock level specified in the Fiend Spells table, you thereafter always have the listed spells prepared.

### Fiend Spells

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

### Level 6: Dark One's Own Luck

You can call on your fiendish patron to alter fate in your favor. When you make an ability check or a saving throw, you can use this feature to add 1d10 to your roll. You can do so after seeing the roll but before any of the roll's effects occur.

You can use this feature a number of times equal to your Charisma modifier (minimum of once), but you can use it no more than once per roll. You regain all expended uses when you finish a Long Rest.

### Level 10: Fiendish Resilience

Choose one damage type, other than Force, whenever you finish a Short or Long Rest. You have Resistance to that damage type until you choose a different one with this feature.

### Level 14: Hurl Through Hell

Once per turn when you hit a creature with an attack roll, you can try to instantly transport the target through the Lower Planes. The target must succeed on a Charisma saving throw against your spell save DC, or the target disappears and hurtles through a nightmare landscape. The target takes 8d10 Psychic damage if it isn't a Fiend, and it has the Incapacitated condition until the end of your next turn, when it returns to the space it previously occupied or the nearest unoccupied space.

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

# Wizard

## Core Wizard Traits

Primary Ability	Intelligence
Hit Point Die	D6 per Wizard level
Saving Throw Proficiencies	Intelligence and Wisdom
Skill Proficiencies	Choose 2: Arcana, History, Insight, Investigation, Medicine, Nature, or Religion
Weapon Proficiencies	Simple weapons
Armor Training	None
Starting Equipment	Choose A or B: (A) 2 Daggers, Arcane Focus (Quarterstaff), Robe, Spellbook, Scholar's Pack, and 5 GP; or (B) 55 GP

## Becoming a Wizard ...

### As a Level 1 Character

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

## As a Multiclass Character

- Gain the Hit Point Die from the Core Wizard Traits table.
- Gain the Wizard's level 1 features, which are listed in the Wizard Features table. See the multiclassing rules in "Character Creation" to determine your available spell slots.

## Wizard Class Features

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

### Level 1: Spellcasting

As a student of arcane magic, you have learned to cast spells. See "Spells" for the rules on spellcasting. The information below details how you use those rules with Wizard spells, which appear in the Wizard spell list later in the class's description.

**Cantrips.** You know three Wizard cantrips of your choice. *Light*, *Mage Hand*, and *Ray of Frost* are recommended. Whenever you finish a Long Rest, you can replace one of your cantrips from this feature with another Wizard cantrip of your choice.

## Wizard Features

Level	Proficiency Bonus	Class Features	Cantrips	Prepared Spells	—Spell Slots per Spell Level—								
					1	2	3	4	5	6	7	8	9
1	+2	Spellcasting, Ritual Adept, Arcane Recovery	3	4	2	—	—	—	—	—	—	—	—
2	+2	Scholar	3	5	3	—	—	—	—	—	—	—	—
3	+2	Wizard Subclass	3	6	4	2	—	—	—	—	—	—	—
4	+2	Ability Score Improvement	4	7	4	3	—	—	—	—	—	—	—
5	+3	Memorize Spell	4	9	4	3	2	—	—	—	—	—	—
6	+3	Subclass feature	4	10	4	3	3	—	—	—	—	—	—
7	+3	—	4	11	4	3	3	1	—	—	—	—	—
8	+3	Ability Score Improvement	4	12	4	3	3	2	—	—	—	—	—
9	+4	—	4	14	4	3	3	3	1	—	—	—	—
10	+4	Subclass feature	5	15	4	3	3	3	2	—	—	—	—
11	+4	—	5	16	4	3	3	3	2	1	—	—	—
12	+4	Ability Score Improvement	5	16	4	3	3	3	2	1	—	—	—
13	+5	—	5	17	4	3	3	3	2	1	1	—	—
14	+5	Subclass feature	5	18	4	3	3	3	2	1	1	—	—
15	+5	—	5	19	4	3	3	3	2	1	1	1	—
16	+5	Ability Score Improvement	5	21	4	3	3	3	2	1	1	1	—
17	+6	—	5	22	4	3	3	3	2	1	1	1	1
18	+6	Spell Mastery	5	23	4	3	3	3	3	1	1	1	1
19	+6	Epic Boon	5	24	4	3	3	3	3	2	1	1	1
20	+6	Signature Spells	5	25	4	3	3	3	3	2	2	1	1

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

**Spellbook.** Your wizardly apprenticeship culminated in the creation of a unique book: your spellbook. It is a Tiny object that weighs 3 pounds, contains 100 pages, and can be read only by you or someone casting *Identify*. You determine the book's appearance and materials, such as a gilt-edged tome or a collection of vellum bound with twine.

The book contains the level 1+ spells you know. It starts with six level 1 Wizard spells of your choice. *Detect Magic*, *Feather Fall*, *Mage Armor*, *Magic Missile*, *Sleep*, and *Thunderwave* are recommended.

Whenever you gain a Wizard level after 1, add two Wizard spells of your choice to your spellbook. Each of these spells must be of a level for which you have spell slots, as shown in the Wizard Features table. The spells are the culmination of arcane research you do regularly.

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

**Prepared Spells of Level 1+.** You prepare the list of level 1+ spells that are available for you to cast with this feature. To do so, choose four spells from your spellbook. The chosen spells must be of a level for which you have spell slots.

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

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

**Changing Your Prepared Spells.** Whenever you finish a Long Rest, you can change your list of prepared spells, replacing any of the spells there with spells from your spellbook.

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

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

### Level 1: Ritual Adept

You can cast any spell as a Ritual if that spell has the Ritual tag and the spell is in your spellbook. You

needn't have the spell prepared, but you must read from the book to cast a spell in this way.

### Level 1: Arcane Recovery

You can regain some of your magical energy by studying your spellbook. When you finish a Short Rest, you can choose expended spell slots to recover. The spell slots can have a combined level equal to no more than half your Wizard level (round up), and none of the slots can be level 6 or higher. For example, if you're a level 4 Wizard, you can recover up to two levels' worth of spell slots, regaining either one level 2 spell slot or two level 1 spell slots.

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

### Level 2: Scholar

While studying magic, you also specialized in another field of study. Choose one of the following skills in which you have proficiency: Arcana, History, Investigation, Medicine, Nature, or Religion. You have Expertise in the chosen skill.

### Level 3: Wizard Subclass

You gain a Wizard subclass of your choice. The Evoker subclass is detailed after this class's description. A subclass is a specialization that grants you features at certain Wizard levels. For the rest

#### EXPANDING AND REPLACING A SPELLBOOK

The spells you add to your spellbook as you gain levels reflect your ongoing magical research, but you might find other spells during your adventures that you can add to the book. You could discover a Wizard spell on a *Spell Scroll*, for example, and then copy it into your spellbook.

**Copying a Spell into the Book.** When you find a level 1+ Wizard spell, you can copy it into your spellbook if it's of a level you can prepare and if you have time to copy it. For each level of the spell, the transcription takes 2 hours and costs 50 GP. Afterward you can prepare the spell like the other spells in your spellbook.

**Copying the Book.** You can copy a spell from your spellbook into another book. This is like copying a new spell into your spellbook but faster, since you already know how to cast the spell. You need spend only 1 hour and 10 GP for each level of the copied spell.

If you lose your spellbook, you can use the same procedure to transcribe the Wizard spells that you have prepared into a new spellbook. Filling out the remainder of the new book requires you to find new spells to do so. For this reason, many wizards keep a backup spellbook.



of your career, you gain each of your subclass's features that are of your Wizard level or lower.

#### Level 4: Ability Score Improvement

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

#### Level 5: Memorize Spell

Whenever you finish a Short Rest, you can study your spellbook and replace one of the level 1+ Wizard spells you have prepared for your Spellcasting feature with another level 1+ spell from the book.

#### Level 18: Spell Mastery

You have achieved such mastery over certain spells that you can cast them at will. Choose a level 1 and a level 2 spell in your spellbook that have a casting time of an action. You always have those spells prepared, and you can cast them at their lowest level without expending a spell slot. To cast either spell at a higher level, you must expend a spell slot.

Whenever you finish a Long Rest, you can study your spellbook and replace one of those spells with an eligible spell of the same level from the book.

#### Level 19: Epic Boon

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

#### Level 20: Signature Spells

Choose two level 3 spells in your spellbook as your signature spells. You always have these spells prepared, and you can cast each of them once at level 3 without expending a spell slot. When you do so, you can't cast them in this way again until you finish a Short or Long Rest. To cast either spell at a higher level, you must expend a spell slot.

### Wizard Spell List

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

#### Cantrips (Level 0 Wizard Spells)

Spell	School	Special
<i>Acid Splash</i>	Evocation	—
<i>Chill Touch</i>	Necromancy	—
<i>Dancing Lights</i>	Illusion	C
<i>Elementalism</i>	Transmutation	—
<i>Fire Bolt</i>	Evocation	—
<i>Light</i>	Evocation	—

Spell	School	Special
<i>Mage Hand</i>	Conjuration	—
<i>Mending</i>	Transmutation	—
<i>Message</i>	Transmutation	—
<i>Minor Illusion</i>	Illusion	—
<i>Poison Spray</i>	Necromancy	—
<i>Prestidigitation</i>	Transmutation	—
<i>Ray of Frost</i>	Evocation	—
<i>Shocking Grasp</i>	Evocation	—
<i>True Strike</i>	Divination	—

#### Level 1 Wizard Spells

Spell	School	Special
<i>Alarm</i>	Abjuration	R
<i>Burning Hands</i>	Evocation	—
<i>Charm Person</i>	Enchantment	—
<i>Chromatic Orb</i>	Evocation	M
<i>Color Spray</i>	Illusion	—
<i>Comprehend Languages</i>	Divination	R
<i>Detect Magic</i>	Divination	C, R
<i>Disguise Self</i>	Illusion	—
<i>Expeditious Retreat</i>	Transmutation	C
<i>False Life</i>	Necromancy	—
<i>Feather Fall</i>	Transmutation	—
<i>Find Familiar</i>	Conjuration	R, M
<i>Floating Disk</i>	Conjuration	R
<i>Fog Cloud</i>	Conjuration	C
<i>Grease</i>	Conjuration	—
<i>Hideous Laughter</i>	Enchantment	C
<i>Ice Knife</i>	Conjuration	—
<i>Identify</i>	Divination	R, M
<i>Illusory Script</i>	Illusion	R, M
<i>Jump</i>	Transmutation	—
<i>Longstrider</i>	Transmutation	—
<i>Mage Armor</i>	Abjuration	—
<i>Magic Missile</i>	Evocation	—
<i>Protection from Evil and Good</i>	Abjuration	C, M
<i>Ray of Sickness</i>	Necromancy	—
<i>Shield</i>	Abjuration	—
<i>Silent Image</i>	Illusion	C
<i>Sleep</i>	Enchantment	C
<i>Thunderwave</i>	Evocation	—
<i>Unseen Servant</i>	Conjuration	R

## Level 2 Wizard Spells

Spell	School	Special
<i>Acid Arrow</i>	Evocation	—
<i>Alter Self</i>	Transmutation	C
<i>Arcane Lock</i>	Abjuration	M
<i>Arcanist's Magic Aura</i>	Illusion	—
<i>Augury</i>	Divination	R, M
<i>Blindness/Deafness</i>	Transmutation	—
<i>Blur</i>	Illusion	C
<i>Continual Flame</i>	Evocation	M
<i>Darkness</i>	Evocation	C
<i>Darkvision</i>	Transmutation	—
<i>Detect Thoughts</i>	Divination	C
<i>Dragon's Breath</i>	Transmutation	C
<i>Enhance Ability</i>	Transmutation	C
<i>Enlarge/Reduce</i>	Transmutation	C
<i>Flaming Sphere</i>	Evocation	C
<i>Gentle Repose</i>	Necromancy	R, M
<i>Gust of Wind</i>	Evocation	C
<i>Hold Person</i>	Enchantment	C
<i>Invisibility</i>	Illusion	C
<i>Knock</i>	Transmutation	—
<i>Levitate</i>	Transmutation	C
<i>Locate Object</i>	Divination	C
<i>Magic Mouth</i>	Illusion	R, M
<i>Magic Weapon</i>	Transmutation	—
<i>Mind Spike</i>	Divination	C
<i>Mirror Image</i>	Illusion	—
<i>Misty Step</i>	Conjuration	—
<i>Ray of Enfeeblement</i>	Necromancy	C
<i>Rope Trick</i>	Transmutation	—
<i>Scorching Ray</i>	Evocation	—
<i>See Invisibility</i>	Divination	—
<i>Shatter</i>	Evocation	—
<i>Spider Climb</i>	Transmutation	C
<i>Suggestion</i>	Enchantment	C
<i>Web</i>	Conjuration	C

## Level 3 Wizard Spells

Spell	School	Special
<i>Animate Dead</i>	Necromancy	—
<i>Bestow Curse</i>	Necromancy	C
<i>Blink</i>	Transmutation	—
<i>Clairvoyance</i>	Divination	C, M
<i>Counterspell</i>	Abjuration	—
<i>Dispel Magic</i>	Abjuration	—

Spell	School	Special
<i>Fear</i>	Illusion	C
<i>Fireball</i>	Evocation	—
<i>Fly</i>	Transmutation	C
<i>Gaseous Form</i>	Transmutation	C
<i>Glyph of Warding</i>	Abjuration	M
<i>Haste</i>	Transmutation	C
<i>Hypnotic Pattern</i>	Illusion	C
<i>Lightning Bolt</i>	Evocation	—
<i>Magic Circle</i>	Abjuration	M
<i>Major Image</i>	Illusion	C
<i>Nondetection</i>	Abjuration	M
<i>Phantom Steed</i>	Illusion	R
<i>Protection from Energy</i>	Abjuration	C
<i>Remove Curse</i>	Abjuration	—
<i>Sending</i>	Divination	—
<i>Sleet Storm</i>	Conjuration	C
<i>Slow</i>	Transmutation	C
<i>Speak with Dead</i>	Necromancy	—
<i>Stinking Cloud</i>	Conjuration	C
<i>Tiny Hut</i>	Evocation	R
<i>Tongues</i>	Divination	—
<i>Vampiric Touch</i>	Necromancy	C
<i>Water Breathing</i>	Transmutation	R

## Level 4 Wizard Spells

Spell	School	Special
<i>Arcane Eye</i>	Divination	C
<i>Banishment</i>	Abjuration	C
<i>Black Tentacles</i>	Conjuration	C
<i>Blight</i>	Necromancy	—
<i>Charm Monster</i>	Enchantment	—
<i>Confusion</i>	Enchantment	C
<i>Conjure Minor Elementals</i>	Conjuration	C
<i>Control Water</i>	Transmutation	C
<i>Dimension Door</i>	Conjuration	—
<i>Divination</i>	Divination	R, M
<i>Fabricate</i>	Transmutation	—
<i>Faithful Hound</i>	Conjuration	—
<i>Fire Shield</i>	Evocation	—
<i>Greater Invisibility</i>	Illusion	C
<i>Hallucinatory Terrain</i>	Illusion	—
<i>Ice Storm</i>	Evocation	—
<i>Locate Creature</i>	Divination	C
<i>Phantasmal Killer</i>	Illusion	C

Spell	School	Special
<i>Polymorph</i>	Transmutation	C
<i>Private Sanctum</i>	Abjuration	—
<i>Resilient Sphere</i>	Abjuration	C
<i>Secret Chest</i>	Conjuration	M
<i>Stone Shape</i>	Transmutation	—
<i>Stoneskin</i>	Transmutation	C, M
<i>Vitriolic Sphere</i>	Evocation	—
<i>Wall of Fire</i>	Evocation	C

### Level 5 Wizard Spells

Spell	School	Special
<i>Animate Objects</i>	Transmutation	C
<i>Arcane Hand</i>	Evocation	C
<i>Cloudkill</i>	Conjuration	C
<i>Cone of Cold</i>	Evocation	—
<i>Conjure Elemental</i>	Conjuration	C
<i>Contact Other Plane</i>	Divination	R
<i>Creation</i>	Illusion	—
<i>Dominate Person</i>	Enchantment	C
<i>Dream</i>	Illusion	—
<i>Geas</i>	Enchantment	—
<i>Hold Monster</i>	Enchantment	C
<i>Legend Lore</i>	Divination	M
<i>Mislead</i>	Illusion	C
<i>Modify Memory</i>	Enchantment	C
<i>Passwall</i>	Transmutation	—
<i>Planar Binding</i>	Abjuration	M
<i>Scrying</i>	Divination	C, M
<i>Seeming</i>	Illusion	—
<i>Summon Dragon</i>	Conjuration	C, M
<i>Telekinesis</i>	Transmutation	C
<i>Telepathic Bond</i>	Divination	R
<i>Teleportation Circle</i>	Conjuration	M
<i>Wall of Force</i>	Evocation	C
<i>Wall of Stone</i>	Evocation	C

### Level 6 Wizard Spells

Spell	School	Special
<i>Chain Lightning</i>	Evocation	—
<i>Circle of Death</i>	Necromancy	M
<i>Contingency</i>	Abjuration	M
<i>Create Undead</i>	Necromancy	M
<i>Disintegrate</i>	Transmutation	—
<i>Eyebite</i>	Necromancy	C
<i>Flesh to Stone</i>	Transmutation	C
<i>Freezing Sphere</i>	Evocation	—
<i>Globe of Invulnerability</i>	Abjuration	C
<i>Guards and Wards</i>	Abjuration	M
<i>Instant Summons</i>	Conjuration	R, M
<i>Irresistible Dance</i>	Enchantment	C
<i>Magic Jar</i>	Necromancy	M
<i>Mass Suggestion</i>	Enchantment	—
<i>Move Earth</i>	Transmutation	C
<i>Programmed Illusion</i>	Illusion	M
<i>Sunbeam</i>	Evocation	C
<i>True Seeing</i>	Divination	M
<i>Wall of Ice</i>	Evocation	C

### Level 7 Wizard Spells

Spell	School	Special
<i>Arcane Sword</i>	Evocation	C, M
<i>Delayed Blast Fireball</i>	Evocation	C
<i>Etherealness</i>	Conjuration	—
<i>Finger of Death</i>	Necromancy	—
<i>Forcecage</i>	Evocation	C, M
<i>Magnificent Mansion</i>	Conjuration	M
<i>Mirage Arcane</i>	Illusion	—
<i>Plane Shift</i>	Conjuration	M
<i>Prismatic Spray</i>	Evocation	—
<i>Project Image</i>	Illusion	C, M
<i>Reverse Gravity</i>	Transmutation	C
<i>Sequester</i>	Transmutation	M
<i>Simulacrum</i>	Illusion	M
<i>Symbol</i>	Abjuration	M
<i>Teleport</i>	Conjuration	—

## Level 8 Wizard Spells

Spell	School	Special
<i>Antimagic Field</i>	Abjuration	C
<i>Antipathy/Sympathy</i>	Enchantment	—
<i>Befuddlement</i>	Enchantment	—
<i>Clone</i>	Necromancy	M
<i>Control Weather</i>	Transmutation	C
<i>Demiplane</i>	Conjuration	—
<i>Dominate Monster</i>	Enchantment	C
<i>Incendiary Cloud</i>	Conjuration	C
<i>Maze</i>	Conjuration	C
<i>Mind Blank</i>	Abjuration	—
<i>Power Word Stun</i>	Enchantment	—
<i>Sunburst</i>	Evocation	—

## Level 9 Wizard Spells

Spell	School	Special
<i>Astral Projection</i>	Necromancy	M
<i>Foresight</i>	Divination	—
<i>Gate</i>	Conjuration	C, M
<i>Imprisonment</i>	Abjuration	M
<i>Meteor Swarm</i>	Evocation	—
<i>Power Word Kill</i>	Enchantment	—
<i>Prismatic Wall</i>	Abjuration	—
<i>Shapechange</i>	Transmutation	C, M
<i>Time Stop</i>	Transmutation	—
<i>True Polymorph</i>	Transmutation	C
<i>Weird</i>	Illusion	C
<i>Wish</i>	Conjuration	—

## Wizard Subclass: Evoker

### *Create Explosive Elemental Effects*

Your studies focus on magic that creates powerful elemental effects such as bitter cold, searing flame, rolling thunder, crackling lightning, and burning acid. Some Evokers find employment in military forces, serving as artillery to blast armies from afar. Others use their power to protect others, while some seek their own gain.

## Level 3: Evocation Savant

Choose two Wizard spells from the Evocation school, each of which must be no higher than level 2, and add them to your spellbook for free.

In addition, whenever you gain access to a new level of spell slots in this class, you can add one Wizard spell from the Evocation school to your spellbook for free. The chosen spell must be of a level for which you have spell slots.

## Level 3: Potent Cantrip

Your damaging cantrips affect even creatures that avoid the brunt of the effect. When you cast a cantrip at a creature and you miss with the attack roll or the target succeeds on a saving throw against the cantrip, the target takes half the cantrip's damage (if any) but suffers no additional effect from the cantrip.

## Level 6: Sculpt Spells

You can create pockets of relative safety within the effects of your evocations. When you cast an Evocation spell that affects other creatures that you can see, you can choose a number of them equal to 1 plus the spell's level. The chosen creatures automatically succeed on their saving throws against the spell, and they take no damage if they would normally take half damage on a successful save.

## Level 10: Empowered Evocation

Whenever you cast a Wizard spell from the Evocation school, you can add your Intelligence modifier to one damage roll of that spell.

## Level 14: Overchannel

You can increase the power of your spells. When you cast a Wizard spell with a spell slot of levels 1–5 that deals damage, you can deal maximum damage with that spell on the turn you cast it.

The first time you do so, you suffer no adverse effect. If you use this feature again before you finish a Long Rest, you take 2d12 Necrotic damage for each level of the spell slot immediately after you cast it. This damage ignores Resistance and Immunity.

Each time you use this feature again before finishing a Long Rest, the Necrotic damage per spell level increases by 1d12.

# Character Origins

## Character Backgrounds

Your character's background is a collection of characteristics that represent the place and occupation that were most formative before your character embarked on a life of adventure.

### Parts of a Background

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A background includes the following parts.

#### Ability Scores

A background lists three of your character's ability scores. Increase one by 2 and another one by 1, or increase all three by 1. None of these increases can raise a score above 20.

#### Feat

A background gives your character a specified Origin feat (described in "Feats").

#### Skill Proficiencies

A background gives your character proficiency in two specified skills.

#### Tool Proficiency

Each background gives a character proficiency with one tool—either a specific tool or one chosen from the Artisan's Tools category. Tools are detailed in "Equipment."

#### Equipment

Each background offers a choice between a package of equipment and 50 GP.

### Background Descriptions

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#### Acolyte

**Ability Scores:** Intelligence, Wisdom, Charisma

**Feat:** Magic Initiate (Cleric) (see "Feats")

**Skill Proficiencies:** Insight and Religion

**Tool Proficiency:** Calligrapher's Supplies

**Equipment:** Choose A or B: (A) Calligrapher's Supplies, Book (prayers), Holy Symbol, Parchment (10 sheets), Robe, 8 GP; or (B) 50 GP

#### Criminal

**Ability Scores:** Dexterity, Constitution, Intelligence

**Feat:** Alert (see "Feats")

**Skill Proficiencies:** Sleight of Hand and Stealth

**Tool Proficiency:** Thieves' Tools

**Equipment:** Choose A or B: (A) 2 Daggers, Thieves' Tools, Crowbar, 2 Pouches, Traveler's Clothes, 16 GP; or (B) 50 GP

#### Sage

**Ability Scores:** Constitution, Intelligence, Wisdom

**Feat:** Magic Initiate (Wizard) (see "Feats")

**Skill Proficiencies:** Arcana and History

**Tool Proficiency:** Calligrapher's Supplies

**Equipment:** Choose A or B: (A) Quarterstaff, Calligrapher's Supplies, Book (history), Parchment (8 sheets), Robe, 8 GP; or (B) 50 GP

#### Soldier

**Ability Scores:** Strength, Dexterity, Constitution

**Feat:** Savage Attacker (see "Feats")

**Skill Proficiencies:** Athletics and Intimidation

**Tool Proficiency:** Choose one kind of Gaming Set (see "Equipment")

**Equipment:** Choose A or B: (A) Spear, Shortbow, 20 Arrows, Gaming Set (same as above), Healer's Kit, Quiver, Traveler's Clothes, 14 GP; or (B) 50 GP

## Character Species

When you choose your character's species, you determine whether your character is a human or a member of a fantastical species, such as dragonborn or gnome.

The peoples of the multiverse hail from different worlds and include many kinds of sapient life forms. A player character's species is the set of game traits that an adventurer gains from being one of those life forms.

Some species can trace their origin to a single world, plane of existence, or god, while other species first appeared in multiple realms at once. Whatever a species' genesis, its members have spread across the multiverse and contribute to many different cultures.

Members of most species live for about 80 years, with exceptions noted in the text about the species in "Character Origins." Regardless of life span, members of all species reach physical maturity at about the same age. Your character can be any age that isn't beyond their species' normal life span.

### Parts of a Species

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A species includes the following parts.

#### Creature Type

A character's species determines the character's creature type, which is described in "Rules Glossary." Every species in "Character Origins" is Humanoid; playable non-Humanoid species appear in other books.

#### Size

Your character's species determines the character's size. Individuals within a species cover a wide range of heights, and some species include such diversity



of size that you can choose whether your character is Small or Medium.

## Speed

Your character's species determines the character's Speed.

## Special Traits

Each species gives a character special traits—unique characteristics based on the species' physiology or magical nature. When you choose a species, your character gets all the special traits listed for it. Some traits involve making a choice from a handful of options.

## Species Descriptions

### Dragonborn

**Creature Type:** Humanoid

**Size:** Medium (about 5–7 feet tall)

**Speed:** 30 feet

As a Dragonborn, you have these special traits.

**Draconic Ancestry.** Your lineage stems from a dragon progenitor. Choose the kind of dragon from the Draconic Ancestors table. Your choice affects your Breath Weapon and Damage Resistance traits as well as your appearance.

#### Draconic Ancestors

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

**Breath Weapon.** When you take the Attack action on your turn, you can replace one of your attacks with an exhalation of magical energy in either a 15-foot Cone or a 30-foot Line that is 5 feet wide (choose the shape each time). Each creature in that area must make a Dexterity saving throw (DC 8 plus your Constitution modifier and Proficiency Bonus). On a failed save, a creature takes 1d10 damage of the type determined by your Draconic Ancestry trait. On a successful save, a creature takes half as much damage. This damage increases by 1d10 when you reach character levels 5 (2d10), 11 (3d10), and 17 (4d10).

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

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

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

**Draconic Flight.** When you reach character level 5, you can channel draconic magic to give yourself temporary flight. As a Bonus Action, you sprout spectral wings on your back that last for 10 minutes or until you retract the wings (no action required) or have the Incapacitated condition. During that time, you have a Fly Speed equal to your Speed. Your wings appear to be made of the same energy as your Breath Weapon. Once you use this trait, you can't use it again until you finish a Long Rest.

### Dwarf

**Creature Type:** Humanoid

**Size:** Medium (about 4–5 feet tall)

**Speed:** 30 feet

As a Dwarf, you have these special traits.

**Darkvision.** You have Darkvision with a range of 120 feet.

**Dwarven Resilience.** You have Resistance to Poison damage. You also have Advantage on saving throws you make to avoid or end the Poisoned condition.

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

**Stonecunning.** As a Bonus Action, you gain Tremorsense with a range of 60 feet for 10 minutes. You must be on a stone surface or touching a stone surface to use this Tremorsense. The stone can be natural or worked.

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

### Elf

**Creature Type:** Humanoid

**Size:** Medium (about 5–6 feet tall)

**Speed:** 30 feet

As an Elf, you have these special traits.

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

**Elven Lineage.** You are part of a lineage that grants you supernatural abilities. Choose a lineage from the Elven Lineages table. You gain the level 1 benefit of that lineage.

When you reach character levels 3 and 5, you learn a higher-level spell, as shown on the table. You always have that spell prepared. You can cast it once without a spell slot, and you regain the ability to cast it in that way when you finish a Long Rest. You can also cast the spell using any spell slots you have of the appropriate level.

## Elven Lineages

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

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

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

**Keen Senses.** You have proficiency in the Insight, Perception, or Survival skill.

**Trance.** You don't need to sleep, and magic can't put you to sleep. You can finish a Long Rest in 4 hours if you spend those hours in a trancelike meditation, during which you retain consciousness.

## Gnome

**Creature Type:** Humanoid

**Size:** Small (about 3–4 feet tall)

**Speed:** 30 feet

As a Gnome, you have these special traits.

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

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

**Gnomish Lineage.** You are part of a lineage that grants you supernatural abilities. Choose one of the following options; whichever one you choose, Intelligence, Wisdom, or Charisma is your spellcasting ability for the spells you cast with this trait (choose the ability when you select the lineage):

**Forest Gnome.** You know the *Minor Illusion* cantrip. You also always have the *Speak with Animals* spell prepared. You can cast it without a spell slot a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a Long Rest. You can also use any spell slots you have to cast the spell.

**Rock Gnome.** You know the *Mending* and *Prestidigitation* cantrips. In addition, you can spend 10 minutes casting *Prestidigitation* to create a Tiny clockwork device (AC 5, 1 HP), such as a toy, fire starter, or music box. When you create the device, you determine its function by choosing one effect from *Prestidigitation*; the device produces that

effect whenever you or another creature takes a Bonus Action to activate it with a touch. If the chosen effect has options within it, you choose one of those options for the device when you create it. For example, if you choose the spell's ignite-extinguish effect, you determine whether the device ignites or extinguishes fire; the device doesn't do both. You can have three such devices in existence at a time, and each falls apart 8 hours after its creation or when you dismantle it with a touch as a Utilize action.

## Goliath

**Creature Type:** Humanoid

**Size:** Medium (about 7–8 feet tall)

**Speed:** 35 feet

As a Goliath, you have these special traits.

**Giant Ancestry.** You are descended from Giants. Choose one of the following benefits—a supernatural boon from your ancestry; you can use the chosen benefit a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a Long Rest:

**Cloud's Jaunt (Cloud Giant).** As a Bonus Action, you magically teleport up to 30 feet to an unoccupied space you can see.

**Fire's Burn (Fire Giant).** When you hit a target with an attack roll and deal damage to it, you can also deal 1d10 Fire damage to that target.

**Frost's Chill (Frost Giant).** When you hit a target with an attack roll and deal damage to it, you can also deal 1d6 Cold damage to that target and reduce its Speed by 10 feet until the start of your next turn.

**Hill's Tumble (Hill Giant).** When you hit a Large or smaller creature with an attack roll and deal damage to it, you can give that target the Prone condition.

**Stone's Endurance (Stone Giant).** When you take damage, you can take a Reaction to roll 1d12. Add your Constitution modifier to the number rolled and reduce the damage by that total.

**Storm's Thunder (Storm Giant).** When you take damage from a creature within 60 feet of you, you can take a Reaction to deal 1d8 Thunder damage to that creature.

**Large Form.** Starting at character level 5, you can change your size to Large as a Bonus Action if you're in a big enough space. This transformation lasts for 10 minutes or until you end it (no action required). For that duration, you have Advantage on Strength checks, and your Speed increases by 10 feet. Once you use this trait, you can't use it again until you finish a Long Rest.

**Powerful Build.** You have Advantage on any ability check you make to end the Grappled condition. You also count as one size larger when determining your carrying capacity.

## Halfling

**Creature Type:** Humanoid

**Size:** Small (about 2–3 feet tall)

**Speed:** 30 feet

As a Halfling, you have these special traits.

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

**Halfling Nimbleness.** You can move through the space of any creature that is a size larger than you, but you can't stop in the same space.

**Luck.** When you roll a 1 on the d20 of a D20 Test, you can reroll the die, and you must use the new roll.

**Naturally Stealthy.** You can take the Hide action even when you are obscured only by a creature that is at least one size larger than you.

## Human

**Creature Type:** Humanoid

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

**Speed:** 30 feet

As a Human, you have these special traits.

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

**Skillful.** You gain proficiency in one skill of your choice.

**Versatile.** You gain an Origin feat of your choice (see "Feats"). Skilled is recommended.

## Fiendish Legacies

Legacy	Level 1	Level 3	Level 5
Abyssal	You have Resistance to Poison damage. You also know the <i>Poison Spray</i> cantrip.	<i>Ray of Sickness</i>	<i>Hold Person</i>
Chthonic	You have Resistance to Necrotic damage. You also know the <i>Chill Touch</i> cantrip.	<i>False Life</i>	<i>Ray of Enfeeblement</i>
Infernal	You have Resistance to Fire damage. You also know the <i>Fire Bolt</i> cantrip.	<i>Hellish Rebuke</i>	<i>Darkness</i>

## Orc

**Creature Type:** Humanoid

**Size:** Medium (about 6–7 feet tall)

**Speed:** 30 feet

As an Orc, you have these special traits.

**Adrenaline Rush.** You can take the Dash action as a Bonus Action. When you do so, you gain a number of Temporary Hit Points equal to your Proficiency Bonus.

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

**Darkvision.** You have Darkvision with a range of 120 feet.

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

## Tiefling

**Creature Type:** Humanoid

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

**Speed:** 30 feet

As a Tiefling, you have the following special traits.

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

**Fiendish Legacy.** You are the recipient of a legacy that grants you supernatural abilities. Choose a legacy from the Fiendish Legacies table. You gain the level 1 benefit of the chosen legacy.

When you reach character levels 3 and 5, you learn a higher-level spell, as shown on the table. You always have that spell prepared. You can cast it once without a spell slot, and you regain the ability to cast it in that way when you finish a Long Rest. You can also cast the spell using any spell slots you have of the appropriate level.

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

**Otherworldly Presence.** You know the *Thaumaturgy* cantrip. When you cast it with this trait, the spell uses the same spellcasting ability you use for your Fiendish Legacy trait.

# Feats

## Feat Descriptions

The feats that follow are organized by category—Origin, General, Fighting Style, or Epic Boon—and alphabetized in each category.

### Parts of a Feat

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

**Category.** A feat is a member of a category, which is noted in the feat. If you're instructed to choose a feat from a specific category, such as the Origin category, that category must appear under the feat's name. If you're instructed to choose a feat and no category is specified, you can choose from any category.

**Prerequisite.** To take a feat, you must meet any prerequisite in its description unless a feature allows you to take the feat without the prerequisite. If a prerequisite includes a class, you must have at least 1 level in that class to take the feat.

**Benefit.** The benefits of a feat are detailed after any prerequisites are listed. If you have a feat, you gain its benefits.

**Repeatable.** A feat can be taken only once unless its description states otherwise in a "Repeatable" subsection.

### Origin Feats

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#### Alert

*Origin Feat*

You gain the following benefits.

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

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

#### Magic Initiate

*Origin Feat*

You gain the following benefits.

**Two Cantrips.** You learn two cantrips of your choice from the Cleric, Druid, or Wizard spell list. Intelligence, Wisdom, or Charisma is your spellcasting ability for this feat's spells (choose when you select this feat).

**Level 1 Spell.** Choose a level 1 spell from the same list you selected for this feat's cantrips. You always have that spell prepared. You can cast it once without a spell slot, and you regain the ability to cast it in that way when you finish a Long Rest. You can also cast the spell using any spell slots you have.

**Spell Change.** Whenever you gain a new level, you can replace one of the spells you chose for this feat with a different spell of the same level from the chosen spell list.

**Repeatable.** You can take this feat more than once, but you must choose a different spell list each time.

### Savage Attacker

*Origin Feat*

You've trained to deal particularly damaging strikes. Once per turn when you hit a target with a weapon, you can roll the weapon's damage dice twice and use either roll against the target.

### Skilled

*Origin Feat*

You gain proficiency in any combination of three skills or tools of your choice.

**Repeatable.** You can take this feat more than once.

### General Feats

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#### Ability Score Improvement

*General Feat (Prerequisite: Level 4+)*

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. This feat can't increase an ability score above 20.

**Repeatable.** You can take this feat more than once.

#### Grappler

*General Feat (Prerequisite: Level 4+, Strength or Dexterity 13+)*

You gain the following benefits.

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

**Punch and Grab.** When you hit a creature with an Unarmed Strike as part of the Attack action on your turn, you can use both the Damage and the Grapple option. You can use this benefit only once per turn.

**Attack Advantage.** You have Advantage on attack rolls against a creature Grappled by you.

**Fast Wrestler.** You don't have to spend extra movement to move a creature Grappled by you if the creature is your size or smaller.

### Fighting Style Feats

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#### Archery

*Fighting Style Feat (Prerequisite: Fighting Style Feature)*

You gain a +2 bonus to attack rolls you make with Ranged weapons.



## Defense

*Fighting Style Feat (Prerequisite: Fighting Style Feature)*

While you're wearing Light, Medium, or Heavy armor, you gain a +1 bonus to Armor Class.

## Great Weapon Fighting

*Fighting Style Feat (Prerequisite: Fighting Style Feature)*

When you roll damage for an attack you make with a Melee weapon that you are holding with two hands, you can treat any 1 or 2 on a damage die as a 3. The weapon must have the Two-Handed or Versatile property to gain this benefit.

## Two-Weapon Fighting

*Fighting Style Feat (Prerequisite: Fighting Style Feature)*

When you make an extra attack as a result of using a weapon that has the Light property, you can add your ability modifier to the damage of that attack if you aren't already adding it to the damage.

## Epic Boon Feats

### Boon of Combat Prowess

*Epic Boon Feat (Prerequisite: Level 19+)*

You gain the following benefits.

**Ability Score Increase.** Increase one ability score of your choice by 1, to a maximum of 30.

**Peerless Aim.** When you miss with an attack roll, you can hit instead. Once you use this benefit, you can't use it again until the start of your next turn.

### Boon of Dimensional Travel

*Epic Boon Feat (Prerequisite: Level 19+)*

You gain the following benefits.

**Ability Score Increase.** Increase one ability score of your choice by 1, to a maximum of 30.

**Blink Steps.** Immediately after you take the Attack action or the Magic action, you can teleport up to 30 feet to an unoccupied space you can see.

### Boon of Fate

*Epic Boon Feat (Prerequisite: Level 19+)*

You gain the following benefits.

**Ability Score Increase.** Increase one ability score of your choice by 1, to a maximum of 30.

**Improve Fate.** When you or another creature within 60 feet of you succeeds on or fails a D20 Test, you can roll 2d4 and apply the total rolled as a

bonus or penalty to the d20 roll. Once you use this benefit, you can't use it again until you roll Initiative or finish a Short or Long Rest.

## Boon of Irresistible Offense

*Epic Boon Feat (Prerequisite: Level 19+)*

You gain the following benefits.

**Ability Score Increase.** Increase your Strength or Dexterity score by 1, to a maximum of 30.

**Overcome Defenses.** The Bludgeoning, Piercing, and Slashing damage you deal always ignores Resistance.

**Overwhelming Strike.** When you roll a 20 on the d20 for an attack roll, you can deal extra damage to the target equal to the ability score increased by this feat. The extra damage's type is the same as the attack's type.

## Boon of Spell Recall

*Epic Boon Feat (Prerequisite: Level 19+, Spellcasting Feature)*

You gain the following benefits.

**Ability Score Increase.** Increase your Intelligence, Wisdom, or Charisma score by 1, to a maximum of 30.

**Free Casting.** Whenever you cast a spell with a level 1–4 spell slot, roll 1d4. If the number you roll is the same as the slot's level, the slot isn't expended.

## Boon of the Night Spirit

*Epic Boon Feat (Prerequisite: Level 19+)*

You gain the following benefits.

**Ability Score Increase.** Increase one ability score of your choice by 1, to a maximum of 30.

**Merge with Shadows.** While within Dim Light or Darkness, you can give yourself the Invisible condition as a Bonus Action. The condition ends on you immediately after you take an action, a Bonus Action, or a Reaction.

**Shadowy Form.** While within Dim Light or Darkness, you have Resistance to all damage except Psychic and Radiant.

## Boon of Truesight

*Epic Boon Feat (Prerequisite: Level 19+)*

You gain the following benefits.

**Ability Score Increase.** Increase one ability score of your choice by 1, to a maximum of 30.

**Truesight.** You have Truesight with a range of 60 feet.



# Equipment

## Coins

Characters often find coins on their adventures and can spend those coins in shops, inns, and other businesses. Coins come in different denominations based on the relative worth of their material. The Coin Values table lists coins and how much they're worth relative to the Gold Piece, which is the game's main coin. For example, 100 Copper Pieces are worth 1 Gold Piece.

A coin weighs about a third of an ounce, so fifty coins weigh a pound.

### Coin Values

Coin	Value in GP
Copper Piece (CP)	1/100
Silver Piece (SP)	1/10
Electrum Piece (EP)	1/2
Gold Piece (GP)	1
Platinum Piece (PP)	10

## Weapons

The Weapons table in this section shows the game's main weapons. The table lists the cost and weight of each weapon, as well as the following details:

**Category.** Every weapon falls into a category: Simple or Martial. Weapon proficiencies are usually tied to one of these categories. For example, you might have proficiency with Simple weapons.

**Melee or Ranged.** A weapon is classified as either Melee or Ranged. A Melee weapon is used to attack a target within 5 feet, whereas a Ranged weapon is used to attack at a greater distance.

**Damage.** The table lists the amount of damage a weapon deals when an attacker hits with it as well as the type of that damage.

**Properties.** Any properties a weapon has are listed in the Properties column. Each property is defined in the "Properties" section.

**Mastery.** Each weapon has a mastery property, which is defined in the "Mastery Properties" section. To use that property, you must have a feature that lets you use it.

### SELLING EQUIPMENT

Equipment fetches half its cost when sold. In contrast, trade goods and valuables—like gems and art objects—retain their full value in the marketplace. "Magic Items" has prices for magic items.

## Weapon Proficiency

Anyone can wield a weapon, but you must have proficiency with it to add your Proficiency Bonus to an attack roll you make with it. A player character's features can provide weapon proficiencies. A monster is proficient with any weapon in its stat block.

## Properties

Here are definitions of the properties in the Properties column of the Weapons table.

### Ammunition

You can use a weapon that has the Ammunition property to make a ranged attack only if you have ammunition to fire from it. The type of ammunition required is specified with the weapon's range. Each attack expends one piece of ammunition. Drawing the ammunition is part of the attack (you need a free hand to load a one-handed weapon). After a fight, you can spend 1 minute to recover half the ammunition (round down) you used in the fight; the rest is lost.

### Finesse

When making an attack with a Finesse weapon, use your choice of your Strength or Dexterity modifier for the attack and damage rolls. You must use the same modifier for both rolls.

### Heavy

You have Disadvantage on attack rolls with a Heavy weapon if it's a Melee weapon and your Strength score isn't at least 13 or if it's a Ranged weapon and your Dexterity score isn't at least 13.

### Light

When you take the Attack action on your turn and attack with a Light weapon, you can make one extra attack as a Bonus Action later on the same turn. That extra attack must be made with a different Light weapon, and you don't add your ability modifier to the extra attack's damage unless that modifier is negative. For example, you can attack with a Shortsword in one hand and a Dagger in the other using the Attack action and a Bonus Action, but you don't add your Strength or Dexterity modifier to the damage roll of the Bonus Action unless that modifier is negative.

### **Loading**

You can fire only one piece of ammunition from a Loading weapon when you use an action, a Bonus Action, or a Reaction to fire it, regardless of the number of attacks you can normally make.

### **Range**

A Range weapon has a range in parentheses after the Ammunition or Thrown property. The range lists two numbers. The first is the weapon's normal range in feet, and the second is the weapon's long range. When attacking a target beyond normal range, you have Disadvantage on the attack roll. You can't attack a target beyond the long range.

### **Reach**

A Reach weapon adds 5 feet to your reach when you attack with it, as well as when determining your reach for Opportunity Attacks with it.

### **Thrown**

If a weapon has the Thrown property, you can throw the weapon to make a ranged attack, and you can draw that weapon as part of the attack. If the weapon is a Melee weapon, use the same ability modifier for the attack and damage rolls that you use for a melee attack with that weapon.

### **Two-Handed**

A Two-Handed weapon requires two hands when you attack with it.

### **Versatile**

A Versatile weapon can be used with one or two hands. A damage value in parentheses appears with the property. The weapon deals that damage when used with two hands to make a melee attack.

## **Mastery Properties**

Each weapon has a mastery property, which is usable only by a character who has a feature, such as Weapon Mastery, that unlocks the property for the character. The properties are defined below.

### **IMPROVISED WEAPONS**

If you use an object—such as a table leg, frying pan, or bottle—as a makeshift weapon, see “Improvised Weapons” in “Rules Glossary.” Also see those rules if you wield a weapon in an unusual way, such as using a Ranged weapon to make a melee attack.

### **Cleave**

If you hit a creature with a melee attack roll using this weapon, you can make a melee attack roll with the weapon against a second creature within 5 feet of the first that is also within your reach. On a hit, the second creature takes the weapon's damage, but don't add your ability modifier to that damage unless that modifier is negative. You can make this extra attack only once per turn.

### **Graze**

If your attack roll with this weapon misses a creature, you can deal damage to that creature equal to the ability modifier you used to make the attack roll. This damage is the same type dealt by the weapon, and the damage can be increased only by increasing the ability modifier.

### **Nick**

When you make the extra attack of the Light property, you can make it as part of the Attack action instead of as a Bonus Action. You can make this extra attack only once per turn.

### **Push**

If you hit a creature with this weapon, you can push the creature up to 10 feet straight away from yourself if it is Large or smaller.

### **Sap**

If you hit a creature with this weapon, that creature has Disadvantage on its next attack roll before the start of your next turn.

### **Slow**

If you hit a creature with this weapon and deal damage to it, you can reduce its Speed by 10 feet until the start of your next turn. If the creature is hit more than once by weapons that have this property, the Speed reduction doesn't exceed 10 feet.

### **Topple**

If you hit a creature with this weapon, you can force the creature to make a Constitution saving throw (DC 8 plus the ability modifier used to make the attack roll and your Proficiency Bonus). On a failed save, the creature has the Prone condition.

### **Vex**

If you hit a creature with this weapon and deal damage to the creature, you have Advantage on your next attack roll against that creature before the end of your next turn.

## Weapons

Name	Damage	Properties	Mastery	Weight	Cost
<i>Simple Melee Weapons</i>					
Club	1d4 Bludgeoning	Light	Slow	2 lb.	1 SP
Dagger	1d4 Piercing	Finesse, Light, Thrown (Range 20/60)	Nick	1 lb.	2 GP
Greatclub	1d8 Bludgeoning	Two-Handed	Push	10 lb.	2 SP
Handaxe	1d6 Slashing	Light, Thrown (Range 20/60)	Vex	2 lb.	5 GP
Javelin	1d6 Piercing	Thrown (Range 30/120)	Slow	2 lb.	5 SP
Light Hammer	1d4 Bludgeoning	Light, Thrown (Range 20/60)	Nick	2 lb.	2 GP
Mace	1d6 Bludgeoning	—	Sap	4 lb.	5 GP
Quarterstaff	1d6 Bludgeoning	Versatile (1d8)	Topple	4 lb.	2 SP
Sickle	1d4 Slashing	Light	Nick	2 lb.	1 GP
Spear	1d6 Piercing	Thrown (Range 20/60), Versatile (1d8)	Sap	3 lb.	1 GP
<i>Simple Ranged Weapons</i>					
Dart	1d4 Piercing	Finesse, Thrown (Range 20/60)	Vex	1/4 lb.	5 CP
Light Crossbow	1d8 Piercing	Ammunition (Range 80/320; Bolt), Loading, Two-Handed	Slow	5 lb.	25 GP
Shortbow	1d6 Piercing	Ammunition (Range 80/320; Arrow), Two-Handed	Vex	2 lb.	25 GP
Sling	1d4 Bludgeoning	Ammunition (Range 30/120; Bullet)	Slow	—	1 SP
<i>Martial Melee Weapons</i>					
Battleaxe	1d8 Slashing	Versatile (1d10)	Topple	4 lb.	10 GP
Flail	1d8 Bludgeoning	—	Sap	2 lb.	10 GP
Glaive	1d10 Slashing	Heavy, Reach, Two-Handed	Graze	6 lb.	20 GP
Greataxe	1d12 Slashing	Heavy, Two-Handed	Cleave	7 lb.	30 GP
Greatsword	2d6 Slashing	Heavy, Two-Handed	Graze	6 lb.	50 GP
Halberd	1d10 Slashing	Heavy, Reach, Two-Handed	Cleave	6 lb.	20 GP
Lance	1d10 Piercing	Heavy, Reach, Two-Handed (unless mounted)	Topple	6 lb.	10 GP
Longsword	1d8 Slashing	Versatile (1d10)	Sap	3 lb.	15 GP
Maul	2d6 Bludgeoning	Heavy, Two-Handed	Topple	10 lb.	10 GP
Morningstar	1d8 Piercing	—	Sap	4 lb.	15 GP
Pike	1d10 Piercing	Heavy, Reach, Two-Handed	Push	18 lb.	5 GP
Rapier	1d8 Piercing	Finesse	Vex	2 lb.	25 GP
Scimitar	1d6 Slashing	Finesse, Light	Nick	3 lb.	25 GP
Shortsword	1d6 Piercing	Finesse, Light	Vex	2 lb.	10 GP
Trident	1d8 Piercing	Thrown (Range 20/60), Versatile (1d10)	Topple	4 lb.	5 GP
Warhammer	1d8 Bludgeoning	Versatile (1d10)	Push	5 lb.	15 GP
War Pick	1d8 Piercing	Versatile (1d10)	Sap	2 lb.	5 GP
Whip	1d4 Slashing	Finesse, Reach	Slow	3 lb.	2 GP
<i>Martial Ranged Weapons</i>					
Blowgun	1 Piercing	Ammunition (Range 25/100; Needle), Loading	Vex	1 lb.	10 GP
Hand Crossbow	1d6 Piercing	Ammunition (Range 30/120; Bolt), Light, Loading	Vex	3 lb.	75 GP
Heavy Crossbow	1d10 Piercing	Ammunition (Range 100/400; Bolt), Heavy, Loading, Two-Handed	Push	18 lb.	50 GP
Longbow	1d8 Piercing	Ammunition (Range 150/600; Arrow), Heavy, Two-Handed	Slow	2 lb.	50 GP
Musket	1d12 Piercing	Ammunition (Range 40/120; Bullet), Loading, Two-Handed	Slow	10 lb.	500 GP
Pistol	1d10 Piercing	Ammunition (Range 30/90; Bullet), Loading	Vex	3 lb.	250 GP

## Armor

The Armor table lists the game's main armor. The table includes the cost and weight of armor, as well as the following details:

**Category.** Every type of armor falls into a category: Light, Medium, or Heavy. The category determines how long it takes to don or doff the armor (as shown in the table).

**Armor Class (AC).** The table's Armor Class column tells you what your base AC is when you wear a type of armor. For example, if you wear Leather Armor, your base AC is 11 plus your Dexterity modifier, whereas your AC is 16 in Chain Mail.

**Strength.** If the table shows a Strength score in the Strength column for an armor type, that armor reduces the wearer's speed by 10 feet unless the wearer has a Strength score equal to or higher than the listed score.

**Stealth.** If the table shows "Disadvantage" in the Stealth column for an armor type, the wearer has Disadvantage on Dexterity (Stealth) checks.

## Armor Training

Anyone can don armor or hold a Shield, but only those with training can use them effectively, as explained below. A character's class and other features determine the character's armor training. A monster has training with any armor in its stat block.

### Light, Medium, or Heavy Armor

If you wear Light, Medium, or Heavy armor and lack training with it, you have Disadvantage on any D20 Test that involves Strength or Dexterity, and you can't cast spells.

### Shield

You gain the Armor Class benefit of a Shield only if you have training with it.

### One at a Time

A creature can wear only one suit of armor at a time and wield only one Shield at a time.

### Armor

Armor	Armor Class (AC)	Strength	Stealth	Weight	Cost
<i>Light Armor (1 Minute to Don or Doff)</i>					
Padded Armor	11 + Dex modifier	—	Disadvantage	8 lb.	5 GP
Leather Armor	11 + Dex modifier	—	—	10 lb.	10 GP
Studded Leather Armor	12 + Dex modifier	—	—	13 lb.	45 GP
<i>Medium Armor (5 Minutes to Don and 1 Minute to Doff)</i>					
Hide Armor	12 + Dex modifier (max 2)	—	—	12 lb.	10 GP
Chain Shirt	13 + Dex modifier (max 2)	—	—	20 lb.	50 GP
Scale Mail	14 + Dex modifier (max 2)	—	Disadvantage	45 lb.	50 GP
Breastplate	14 + Dex modifier (max 2)	—	—	20 lb.	400 GP
Half Plate Armor	15 + Dex modifier (max 2)	—	Disadvantage	40 lb.	750 GP
<i>Heavy Armor (10 Minutes to Don and 5 Minutes to Doff)</i>					
Ring Mail	14	—	Disadvantage	40 lb.	30 GP
Chain Mail	16	Str 13	Disadvantage	55 lb.	75 GP
Splint Armor	17	Str 15	Disadvantage	60 lb.	200 GP
Plate Armor	18	Str 15	Disadvantage	65 lb.	1,500 GP
<i>Shield (Utilize Action to Don or Doff)</i>					
Shield	+2	—	—	6 lb.	10 GP

## Tools

A tool helps you make specialized ability checks, craft certain items, or both. A tool's description includes the tool's cost and weight, as well as the following entries:

**Ability.** This entry lists the ability to use when making an ability check with the tool.

**Utilize.** This entry lists things you can do with the tool when you take the Utilize action. You can do one of those things each time you take the action. This entry also provides the DC for the action.

**Craft.** This entry lists what, if anything, you can craft with the tool. For crafting rules, see "Crafting Nonmagical Items," "Brewing Potions of Healing," and "Scribing Spell Scrolls" later in "Equipment."

**Variants.** This entry appears if the tool has variants, which are listed. Each requires a separate proficiency.

### Tool Proficiency

If you have proficiency with a tool, add your Proficiency Bonus to any ability check you make that uses the tool. If you have proficiency in a skill that's used with that check, you have Advantage on the check too.

Your features might give you proficiency with a tool. A monster has proficiency with any tool in its stat block.

### Artisan's Tools

Artisan's Tools are each focused on crafting items and pursuing a trade. Each of these tools requires a separate proficiency.

#### Alchemist's Supplies (50 GP)

**Ability:** Intelligence **Weight:** 8 lb.

**Utilize:** Identify a substance (DC 15), or start a fire (DC 15)

**Craft:** Acid, Alchemist's Fire, Component Pouch, Oil, Paper, Perfume

#### Brewer's Supplies (20 GP)

**Ability:** Intelligence **Weight:** 9 lb.

**Utilize:** Detect poisoned drink (DC 15), or identify alcohol (DC 10)

**Craft:** Antitoxin

#### Calligrapher's Supplies (10 GP)

**Ability:** Dexterity **Weight:** 5 lb.

**Utilize:** Write text with impressive flourishes that guard against forgery (DC 15)

**Craft:** Ink, *Spell Scroll*

#### Carpenter's Tools (8 GP)

**Ability:** Strength **Weight:** 6 lb.

**Utilize:** Seal or pry open a door or container (DC 20)

**Craft:** Club, Greatclub, Quarterstaff, Barrel, Chest, Ladder, Pole, Portable Ram, Torch

#### Cartographer's Tools (15 GP)

**Ability:** Wisdom **Weight:** 6 lb.

**Utilize:** Draft a map of a small area (DC 15)

**Craft:** Map

#### Cobbler's Tools (5 GP)

**Ability:** Dexterity **Weight:** 5 lb.

**Utilize:** Modify footwear to give Advantage on the wearer's next Dexterity (Acrobatics) check (DC 10)

**Craft:** Climber's Kit

#### Cook's Utensils (1 GP)

**Ability:** Wisdom **Weight:** 8 lb.

**Utilize:** Improve food's flavor (DC 10), or detect spoiled or poisoned food (DC 15)

**Craft:** Rations

#### Glassblower's Tools (30 GP)

**Ability:** Intelligence **Weight:** 5 lb.

**Utilize:** Discern what a glass object held in the past 24 hours (DC 15)

**Craft:** Glass Bottle, Magnifying Glass, Spyglass, Vial

#### Jeweler's Tools (25 GP)

**Ability:** Intelligence **Weight:** 2 lb.

**Utilize:** Discern a gem's value (DC 15)

**Craft:** Arcane Focus, Holy Symbol

#### Leatherworker's Tools (5 GP)

**Ability:** Dexterity **Weight:** 5 lb.

**Utilize:** Add a design to a leather item (DC 10)

**Craft:** Sling, Whip, Hide Armor, Leather Armor, Studded Leather Armor, Backpack, Crossbow Bolt Case, Map or Scroll Case, Parchment, Pouch, Quiver, Waterskin

#### Mason's Tools (10 GP)

**Ability:** Strength **Weight:** 8 lb.

**Utilize:** Chisel a symbol or hole in stone (DC 10)

**Craft:** Block and Tackle

#### Painter's Supplies (10 GP)

**Ability:** Wisdom **Weight:** 5 lb.

**Utilize:** Paint a recognizable image of something you've seen (DC 10)

**Craft:** Druidic Focus, Holy Symbol

#### Potter's Tools (10 GP)

**Ability:** Intelligence **Weight:** 3 lb.

**Utilize:** Discern what a ceramic object held in the past 24 hours (DC 15)

**Craft:** Jug, Lamp

#### Smith's Tools (20 GP)

**Ability:** Strength **Weight:** 8 lb.

**Utilize:** Pry open a door or container (DC 20)



**Craft:** Any Melee weapon (except Club, Greatclub, Quarterstaff, and Whip), Medium armor (except Hide), Heavy armor, Ball Bearings, Bucket, Caltrops, Chain, Crowbar, Firearm Bullets, Grappling Hook, Iron Pot, Iron Spikes, Sling Bullets

### Tinker's Tools (50 GP)

**Ability:** Dexterity **Weight:** 10 lb.

**Utilize:** Assemble a Tiny item composed of scrap, which falls apart in 1 minute (DC 20)

**Craft:** Musket, Pistol, Bell, Bullseye Lantern, Flask, Hooded Lantern, Hunting Trap, Lock, Manacles, Mirror, Shovel, Signal Whistle, Tinderbox

### Weaver's Tools (1 GP)

**Ability:** Dexterity **Weight:** 5 lb.

**Utilize:** Mend a tear in clothing (DC 10), or sew a Tiny design (DC 10)

**Craft:** Padded Armor, Basket, Bedroll, Blanket, Fine Clothes, Net, Robe, Rope, Sack, String, Tent, Traveler's Clothes

### Woodcarver's Tools (1 GP)

**Ability:** Dexterity **Weight:** 5 lb.

**Utilize:** Carve a pattern in wood (DC 10)

**Craft:** Club, Greatclub, Quarterstaff, Ranged weapons (except Pistol, Musket, and Sling), Arcane Focus, Arrows, Bolts, Druidic Focus, Ink Pen, Needles

## Other Tools

### Disguise Kit (25 GP)

**Ability:** Charisma **Weight:** 3 lb.

**Utilize:** Apply makeup (DC 10)

**Craft:** Costume

### Forgery Kit (15 GP)

**Ability:** Dexterity **Weight:** 5 lb.

**Utilize:** Mimic 10 or fewer words of someone else's handwriting (DC 15), or duplicate a wax seal (DC 20)

### Gaming Set (Varies)

**Ability:** Wisdom **Weight:** —

**Utilize:** Discern whether someone is cheating (DC 10), or win the game (DC 20)

**Variants:** Dice (1 SP), dragonchess (1 GP), playing cards (5 SP), three-dragon ante (1 GP)

### Herbalism Kit (5 GP)

**Ability:** Intelligence **Weight:** 3 lb.

**Utilize:** Identify a plant (DC 10)

**Craft:** Antitoxin, Candle, Healer's Kit, *Potion of Healing*

### Musical Instrument (Varies)

**Ability:** Charisma **Weight:** Varies

**Utilize:** Play a known tune (DC 10), or improvise a song (DC 15)

**Variants:** Bagpipes (30 GP, 6 lb.), drum (6 GP, 3 lb.), dul-

cimer (25 GP, 10 lb.), flute (2 GP, 1 lb.), horn (3 GP, 2 lb.), lute (35 GP, 2 lb.), lyre (30 GP, 2 lb.), pan flute (12 GP, 2 lb.), shawm (2 GP, 1 lb.), viol (30 GP, 1 lb.)

### Navigator's Tools (25 GP)

**Ability:** Wisdom

**Weight:** 2 lb.

**Utilize:** Plot a course (DC 10), or determine position by stargazing (DC 15)

### Poisoner's Kit (50 GP)

**Ability:** Intelligence

**Weight:** 2 lb.

**Utilize:** Detect a poisoned object (DC 10)

**Craft:** Basic Poison

### Thieves' Tools (25 GP)

**Ability:** Dexterity

**Weight:** 1 lb.

**Utilize:** Pick a lock (DC 15), or disarm a trap (DC 15)

## Adventuring Gear

The Adventuring Gear table in this section includes gear that adventurers often find useful. These items are described here in alphabetical order, with an item's price appearing after its name.

### Acid (25 GP)

When you take the Attack action, you can replace one of your attacks with throwing a vial of Acid. Target one creature or object you can see within 20 feet of yourself. The target must succeed on a Dexterity saving throw (DC 8 plus your Dexterity modifier and Proficiency Bonus) or take 2d6 Acid damage.

### Alchemist's Fire (50 GP)

When you take the Attack action, you can replace one of your attacks with throwing a flask of Alchemist's Fire. Target one creature or object you can see within 20 feet of yourself. The target must succeed on a Dexterity saving throw (DC 8 plus your Dexterity modifier and Proficiency Bonus) or take 1d4 Fire damage and start burning (see "Rules Glossary").

### Ammunition (Varies)

Ammunition is required by a weapon that has the Ammunition property. A weapon's description specifies the type of ammunition used by the weapon. The Ammunition table lists the different types and the amount you get when you buy them. The table also lists the item that is typically used to store each type; storage must be bought separately.

## Adventuring Gear

Item	Weight	Cost
Acid	1 lb.	25 GP
Alchemist's Fire	1 lb.	50 GP
Ammunition	Varies	Varies
Antitoxin	—	50 GP
Arcane Focus	Varies	Varies
Backpack	5 lb.	2 GP
Ball Bearings	2 lb.	1 GP
Barrel	70 lb.	2 GP
Basket	2 lb.	4 SP
Bedroll	7 lb.	1 GP
Bell	—	1 GP
Blanket	3 lb.	5 SP
Block and Tackle	5 lb.	1 GP
Book	5 lb.	25 GP
Bottle, Glass	2 lb.	2 GP
Bucket	2 lb.	5 CP
Burglar's Pack	42 lb.	16 GP
Caltrops	2 lb.	1 GP
Candle	—	1 CP
Case, Crossbow Bolt	1 lb.	1 GP
Case, Map or Scroll	1 lb.	1 GP
Chain	10 lb.	5 GP
Chest	25 lb.	5 GP
Climber's Kit	12 lb.	25 GP
Clothes, Fine	6 lb.	15 GP
Clothes, Traveler's	4 lb.	2 GP
Component Pouch	2 lb.	25 GP
Costume	4 lb.	5 GP
Crowbar	5 lb.	2 GP
Diplomat's Pack	39 lb.	39 GP
Druidic Focus	Varies	Varies
Dungeoneer's Pack	55 lb.	12 GP
Entertainer's Pack	58½ lb.	40 GP
Explorer's Pack	55 lb.	10 GP
Flask	1 lb.	2 CP
Grappling Hook	4 lb.	2 GP
Healer's Kit	3 lb.	5 GP
Holy Symbol	Varies	Varies
Holy Water	1 lb.	25 GP
Hunting Trap	25 lb.	5 GP
Ink	—	10 GP

Item	Weight	Cost
Ink Pen	—	2 CP
Jug	4 lb.	2 CP
Ladder	25 lb.	1 SP
Lamp	1 lb.	5 SP
Lantern, Bullseye	2 lb.	10 GP
Lantern, Hooded	2 lb.	5 GP
Lock	1 lb.	10 GP
Magnifying Glass	—	100 GP
Manacles	6 lb.	2 GP
Map	—	1 GP
Mirror	1/2 lb.	5 GP
Net	3 lb.	1 GP
Oil	1 lb.	1 SP
Paper	—	2 SP
Parchment	—	1 SP
Perfume	—	5 GP
Poison, Basic	—	100 GP
Pole	7 lb.	5 CP
Pot, Iron	10 lb.	2 GP
<i>Potion of Healing</i>	1/2 lb.	50 GP
Pouch	1 lb.	5 SP
Priest's Pack	29 lb.	33 GP
Quiver	1 lb.	1 GP
Ram, Portable	35 lb.	4 GP
Rations	2 lb.	5 SP
Robe	4 lb.	1 GP
Rope	5 lb.	1 GP
Sack	1/2 lb.	1 CP
Scholar's Pack	22 lb.	40 GP
Shovel	5 lb.	2 GP
Signal Whistle	—	5 CP
<i>Spell Scroll (Cantrip)</i>	—	30 GP
<i>Spell Scroll (Level 1)</i>	—	50 GP
Spikes, Iron	5 lb.	1 GP
Spyglass	1 lb.	1,000 GP
String	—	1 SP
Tent	20 lb.	2 GP
Tinderbox	1 lb.	5 SP
Torch	1 lb.	1 CP
Vial	—	1 GP
Waterskin	5 lb. (full)	2 SP

## Ammunition

Type	Amount	Storage	Weight	Cost
Arrows	20	Quiver	1 lb.	1 GP
Bolts	20	Case	1½ lb.	1 GP
Bullets, Firearm	10	Pouch	2 lb.	3 GP
Bullets, Sling	20	Pouch	1½ lb.	4 CP
Needles	50	Pouch	1 lb.	1 GP

## Antitoxin (50 GP)

As a Bonus Action, you can drink a vial of Antitoxin to gain Advantage on saving throws to avoid or end the Poisoned condition for 1 hour.

## Arcane Focus (Varies)

An Arcane Focus takes one of the forms in the Arcane Focuses table and is bejeweled or carved to channel arcane magic. A Sorcerer, Warlock, or Wizard can use such an item as a Spellcasting Focus.

### Arcane Focuses

Focus	Weight	Cost
Crystal	1 lb.	10 GP
Orb	3 lb.	20 GP
Rod	2 lb.	10 GP
Staff (also a Quarterstaff)	4 lb.	5 GP
Wand	1 lb.	10 GP

## Backpack (2 GP)

A Backpack holds up to 30 pounds within 1 cubic foot. It can also serve as a saddlebag.

## Ball Bearings (1 GP)

As a Utilize action, you can spill Ball Bearings from their pouch. They spread to cover a level, 10-foot-square area within 10 feet of yourself. A creature that enters this area for the first time on a turn must succeed on a DC 10 Dexterity saving throw or have the Prone condition. It takes 10 minutes to recover the Ball Bearings.

## Barrel (2 GP)

A Barrel holds up to 40 gallons of liquid or up to 4 cubic feet of dry goods.

## Basket (4 SP)

A Basket holds up to 40 pounds within 2 cubic feet.

## Bedroll (1 GP)

A Bedroll sleeps one Small or Medium creature. While in a Bedroll, you automatically succeed on saving throws against extreme cold (see “Gameplay Toolbox”).

## Bell (1 GP)

When rung as a Utilize action, a Bell produces a sound that can be heard up to 60 feet away.

## Blanket (5 SP)

While wrapped in a blanket, you have Advantage on saving throws against extreme cold (see “Gameplay Toolbox”).

## Block and Tackle (1 GP)

A Block and Tackle allows you to hoist up to four times the weight you can normally lift.

## Book (25 GP)

A Book contains fiction or nonfiction. If you consult an accurate nonfiction Book about its topic, you gain a +5 bonus to Intelligence (Arcana, History, Nature, or Religion) checks you make about that topic.

## Bottle, Glass (2 GP)

A Glass Bottle holds up to 1½ pints.

## Bucket (5 CP)

A Bucket holds up to half a cubic foot of contents.

## Burglar's Pack (16 GP)

A Burglar's Pack contains the following items: Backpack, Ball Bearings, Bell, 10 Candles, Crowbar, Hooded Lantern, 7 flasks of Oil, 5 days of Rations, Rope, Tinderbox, and Waterskin.

## Caltrops (1 GP)

As a Utilize action, you can spread Caltrops from their bag to cover a 5-foot-square area within 5 feet of yourself. A creature that enters this area for the first time on a turn must succeed on a DC 15 Dexterity saving throw or take 1 Piercing damage and have its Speed reduced to 0 until the start of its next turn. It takes 10 minutes to recover the Caltrops.

## Candle (1 CP)

For 1 hour, a lit Candle sheds Bright Light in a 5-foot radius and Dim Light for an additional 5 feet.

## Case, Crossbow Bolt (1 GP)

A Crossbow Bolt Case holds up to 20 Bolts.

## Case, Map or Scroll (1 GP)

A Map or Scroll Case holds up to 10 sheets of paper or 5 sheets of parchment.

## Chain (5 GP)

As a Utilize action, you can wrap a Chain around an unwilling creature within 5 feet of yourself that has the Grappled, Incapacitated, or Restrained condition if you succeed on a DC 13 Strength (Athletics) check. If the creature's legs are bound, the creature has the Restrained condition until it escapes. Escaping the Chain requires the creature to make a successful DC 18 Dexterity (Acrobatics) check as an action. Bursting the Chain requires a successful DC 20 Strength (Athletics) check as an action.

### Chest (5 GP)

A Chest holds up to 12 cubic feet of contents.

### Climber's Kit (25 GP)

A Climber's Kit includes boot tips, gloves, pitons, and a harness. As a Utilize action, you can use the Climber's Kit to anchor yourself; when you do, you can't fall more than 25 feet from the anchor point, and you can't move more than 25 feet from there without undoing the anchor as a Bonus Action.

### Clothes, Fine (15 GP)

Fine Clothes are made of expensive fabrics and adorned with expertly crafted details. Some events and locations admit only people wearing these clothes.

### Clothes, Traveler's (2 GP)

Traveler's Clothes are resilient garments designed for travel in various environments.

### Component Pouch (25 GP)

A Component Pouch is watertight and filled with compartments that hold all the free Material components of your spells.

### Costume (5 GP)

While wearing a Costume, you have Advantage on any ability check you make to impersonate the person or type of person it represents.

### Crowbar (2 GP)

Using a Crowbar gives you Advantage on Strength checks where the Crowbar's leverage can be applied.

### Diplomat's Pack (39 GP)

A Diplomat's Pack contains the following items: Chest, Fine Clothes, Ink, 5 Ink Pens, Lamp, 2 Map or Scroll Cases, 4 flasks of Oil, 5 sheets of Paper, 5 sheets of Parchment, Perfume, and Tinderbox.

### Druidic Focus (Varies)

A Druidic Focus takes one of the forms in the Druidic Focuses table and is carved, tied with ribbon, or painted to channel primal magic. A Druid or Ranger can use such an object as a Spellcasting Focus.

#### Druidic Focuses

Focus	Weight	Cost
Sprig of mistletoe	—	1 GP
Wooden staff (also a Quarterstaff)	4 lb.	5 GP
Yew wand	1 lb.	10 GP

### Dungeoneer's Pack (12 GP)

A Dungeoneer's Pack contains the following items: Backpack, Caltrops, Crowbar, 2 flasks of Oil, 10

days of Rations, Rope, Tinderbox, 10 Torches, and Waterskin.

### Entertainer's Pack (40 GP)

An Entertainer's Pack contains the following items: Backpack, Bedroll, Bell, Bullseye Lantern, 3 Costumes, Mirror, 8 flasks of Oil, 9 days of Rations, Tinderbox, and Waterskin.

### Explorer's Pack (10 GP)

An Explorer's Pack contains the following items: Backpack, Bedroll, 2 flasks of Oil, 10 days of Rations, Rope, Tinderbox, 10 Torches, and Waterskin.

### Flask (2 CP)

A Flask holds up to 1 pint.

### Grappling Hook (2 GP)

As a Utilize action, you can throw the Grappling Hook at a railing, a ledge, or another catch within 50 feet of yourself, and the hook catches on if you succeed on a DC 13 Dexterity (Acrobatics) check. If you tied a Rope to the hook, you can then climb it.

### Healer's Kit (5 GP)

A Healer's Kit has ten uses. As a Utilize action, you can expend one of its uses to stabilize an Unconscious creature that has 0 Hit Points without needing to make a Wisdom (Medicine) check.

### Holy Symbol (Varies)

A Holy Symbol takes one of the forms in the Holy Symbol table and is bejeweled or painted to channel divine magic. A Cleric or Paladin can use a Holy Symbol as a Spellcasting Focus.

The table indicates whether a Holy Symbol needs to be held, worn, or borne on fabric (such as a tabard or banner) or a Shield.

#### Holy Symbols

Symbol	Weight	Cost
Amulet (worn or held)	1 lb.	5 GP
Emblem (borne on fabric or a Shield)	—	5 GP
Reliquary (held)	2 lb.	5 GP

### Holy Water (25 GP)

When you take the Attack action, you can replace one of your attacks with throwing a flask of Holy Water. Target one creature you can see within 20 feet of yourself. The target must succeed on a Dexterity saving throw (DC 8 plus your Dexterity modifier and Proficiency Bonus) or take 2d8 Radiant damage if it is a Fiend or an Undead.

### Hunting Trap (5 GP)

As a Utilize action, you can set a Hunting Trap, which is a sawtooth steel ring that snaps shut when a creature steps on a pressure plate in the center.

The trap is affixed by a heavy chain to an immobile object, such as a tree or a spike driven into the ground. A creature that steps on the plate must succeed on a DC 13 Dexterity saving throw or take 1d4 Piercing damage and have its Speed reduced to 0 until the start of its next turn. Thereafter, until the creature breaks free of the trap, its movement is limited by the length of the chain (typically 3 feet). A creature can use its action to make a DC 13 Strength (Athletics) check, freeing itself or another creature within its reach on a success. Each failed check deals 1 Piercing damage to the trapped creature.

### **Ink (10 GP)**

Ink comes in a 1-ounce bottle, which provides enough ink to write about 500 pages.

### **Ink Pen (2 CP)**

Using Ink, an Ink Pen is used to write or draw.

### **Jug (2 CP)**

A Jug holds up to 1 gallon.

### **Ladder (1 SP)**

A Ladder is 10 feet tall. You must climb to move up or down it.

### **Lamp (5 SP)**

A Lamp burns Oil as fuel to cast Bright Light in a 15-foot radius and Dim Light for an additional 30 feet.

### **Lantern, Bullseye (10 GP)**

A Bullseye Lantern burns Oil as fuel to cast Bright Light in a 60-foot Cone and Dim Light for an additional 60 feet.

### **Lantern, Hooded (5 GP)**

A Hooded Lantern burns Oil as fuel to cast Bright Light in a 30-foot radius and Dim Light for an additional 30 feet. As a Bonus Action, you can lower the hood, reducing the light to Dim Light in a 5-foot radius, or raise it again.

### **Lock (10 GP)**

A Lock comes with a key. Without the key, a creature can use Thieves' Tools to pick this Lock with a successful DC 15 Dexterity (Sleight of Hand) check.

### **Magnifying Glass (100 GP)**

A Magnifying Glass grants Advantage on any ability check made to appraise or inspect a highly detailed item. Lighting a fire with a Magnifying Glass requires light as bright as sunlight to focus, tinder to ignite, and about 5 minutes for the fire to ignite.

### **Manacles (2 GP)**

As a Utilize action, you can use Manacles to bind an unwilling Small or Medium creature within 5 feet of yourself that has the Grappled, Incapacitated, or Restrained condition if you succeed on a DC 13

Dexterity (Sleight of Hand) check. While bound, a creature has Disadvantage on attack rolls, and the creature is Restrained if the Manacles are attached to a chain or hook that is fixed in place. Escaping the Manacles requires a successful DC 20 Dexterity (Sleight of Hand) check as an action. Bursting them requires a successful DC 25 Strength (Athletics) check as an action.

Each set of Manacles comes with a key. Without the key, a creature can use Thieves' Tools to pick the Manacles' lock with a successful DC 15 Dexterity (Sleight of Hand) check.

### **Map (1 GP)**

If you consult an accurate Map, you gain a +5 bonus to Wisdom (Survival) checks you make to find your way in the place represented on it.

### **Mirror (5 GP)**

A handheld steel Mirror is useful for personal cosmetics but also for peeking around corners and reflecting light as a signal.

### **Net (1 GP)**

When you take the Attack action, you can replace one of your attacks with throwing a Net. Target a creature you can see within 15 feet of yourself. The target must succeed on a Dexterity saving throw (DC 8 plus your Dexterity modifier and Proficiency Bonus) or have the Restrained condition until it escapes. The target succeeds automatically if it is Huge or larger.

To escape, the target or a creature within 5 feet of it must take an action to make a DC 10 Strength (Athletics) check, freeing the Restrained creature on a success. Destroying the Net (AC 10; 5 HP; Immunity to Bludgeoning, Poison, and Psychic damage) also frees the target, ending the effect.

### **Oil (1 SP)**

You can douse a creature, object, or space with Oil or use it as fuel, as detailed below.

**Dousing a Creature or an Object.** When you take the Attack action, you can replace one of your attacks with throwing an Oil flask. Target one creature or object within 20 feet of yourself. The target must succeed on a Dexterity saving throw (DC 8 plus your Dexterity modifier and Proficiency Bonus) or be covered in oil. If the target takes Fire damage before the oil dries (after 1 minute), the target takes an extra 5 Fire damage from burning oil.

**Dousing a Space.** You can take the Utilize action to pour an Oil flask on level ground to cover a 5-foot-square area within 5 feet of yourself. If lit, the oil burns until the end of the turn 2 rounds from when the oil was lit (or 12 seconds) and deals 5 Fire damage to any creature that enters the area or ends its turn there. A creature can take this damage only once per turn.



**Fuel.** Oil serves as fuel for Lamps and Lanterns. Once lit, a flask of Oil burns for 6 hours in a Lamp or Lantern. That duration doesn't need to be consecutive; you can extinguish the burning Oil (as a Utilize action) and rekindle it again until it has burned for a total of 6 hours.

### **Paper (2 SP)**

One sheet of Paper can hold about 250 handwritten words.

### **Parchment (1 SP)**

One sheet of Parchment can hold about 250 handwritten words.

### **Perfume (5 GP)**

Perfume comes in a 4-ounce vial. For 1 hour after applying Perfume to yourself, you have Advantage on Charisma (Persuasion) checks made to influence an Indifferent Humanoid within 5 feet of yourself.

### **Poison, Basic (100 GP)**

As a Bonus Action, you can use a vial of Basic Poison to coat one weapon or up to three pieces of ammunition. A creature that takes Piercing or Slashing damage from the poisoned weapon or ammunition takes an extra 1d4 Poison damage. Once applied, the poison retains potency for 1 minute or until its damage is dealt, whichever comes first.

### **Pole (5 CP)**

A Pole is 10 feet long. You can use it to touch something up to 10 feet away. If you must make a Strength (Athletics) check as part of a High or Long Jump, you can use the Pole to vault, giving yourself Advantage on the check.

### **Pot, Iron (2 GP)**

An Iron Pot holds up to 1 gallon.

### **Potion of Healing (50 GP)**

This potion is a magic item. As a Bonus Action, you can drink it or administer it to another creature within 5 feet of yourself. The creature that drinks the magical red fluid in this vial regains 2d4 + 2 Hit Points.

### **Pouch (5 SP)**

A Pouch holds up to 6 pounds within one-fifth of a cubic foot.

### **Priest's Pack (33 GP)**

A Priest's Pack contains the following items: Backpack, Blanket, Holy Water, Lamp, 7 days of Rations, Robe, and Tinderbox.

### **Quiver (1 GP)**

A Quiver holds up to 20 Arrows.

### **Ram, Portable (4 GP)**

You can use a Portable Ram to break down doors. When doing so, you gain a +4 bonus to the Strength check. One other character can help you use the ram, giving you Advantage on this check.

### **Rations (5 SP)**

Rations consist of travel-ready food, including jerky, dried fruit, hardtack, and nuts. See "Malnutrition" in "Rules Glossary" for the risks of not eating.

### **Robe (1 GP)**

A Robe has vocational or ceremonial significance. Some events and locations admit only people wearing a Robe bearing certain colors or symbols.

### **Rope (1 GP)**

As a Utilize action, you can tie a knot with Rope if you succeed on a DC 10 Dexterity (Sleight of Hand) check. The Rope can be burst with a successful DC 20 Strength (Athletics) check.

You can bind an unwilling creature with the Rope only if the creature has the Grappled, Incapacitated, or Restrained condition. If the creature's legs are bound, the creature has the Restrained condition until it escapes. Escaping the Rope requires the creature to make a successful DC 15 Dexterity (Acrobatics) check as an action.

### **Sack (1 CP)**

A Sack holds up to 30 pounds within 1 cubic foot.

### **Scholar's Pack (40 GP)**

A Scholar's Pack contains the following items: Backpack, Book, Ink, Ink Pen, Lamp, 10 flasks of Oil, 10 sheets of Parchment, and Tinderbox.

### **Shovel (2 GP)**

Working for 1 hour, you can use a Shovel to dig a hole that is 5 feet on each side in soil or similar material.

### **Signal Whistle (5 CP)**

When blown as a Utilize action, a Signal Whistle produces a sound that can be heard up to 600 feet away.

### **Spell Scroll (Cantrip, 30 GP; Level 1, 50 GP)**

A *Spell Scroll* (Cantrip) or *Spell Scroll* (Level 1) is a magic item that bears the words of a cantrip or level 1 spell, respectively, determined by the scroll's creator. If the spell is on your class's spell list, you can read the scroll and cast the spell using its normal casting time and without providing any Material components.

If the spell requires a saving throw or an attack roll, the spell save DC is 13, and the attack bonus is +5. The scroll disintegrates when the casting is completed.

### Spikes, Iron (1 GP)

Iron Spikes come in bundles of ten. As a Utilize action, you can use a blunt object, such as a Light Hammer, to hammer a spike into wood, earth, or a similar material. You can do so to jam a door shut or to then tie a Rope or Chain to the Spike.

### Spyglass (1,000 GP)

Objects viewed through a Spyglass are magnified to twice their size.

### String (1 SP)

String is 10 feet long. You can tie a knot in it as a Utilize action.

### Tent (2 GP)

A Tent sleeps up to two Small or Medium creatures.

### Tinderbox (5 SP)

A Tinderbox is a small container holding flint, fire steel, and tinder (usually dry cloth soaked in light oil) used to kindle a fire. Using it to light a Candle, Lamp, Lantern, or Torch—or anything else with exposed fuel—takes a Bonus Action. Lighting any other fire takes 1 minute.

### Torch (1 CP)

A Torch burns for 1 hour, casting Bright Light in a 20-foot radius and Dim Light for an additional 20 feet. When you take the Attack action, you can attack with the Torch, using it as a Simple Melee weapon. On a hit, the target takes 1 Fire damage.

### Vial (1 GP)

A Vial holds up to 4 ounces.

### Waterskin (2 SP)

A Waterskin holds up to 4 pints. If you don't drink sufficient water, you risk dehydration (see "Rules Glossary").

## Mounts and Vehicles

A mount can help you move more quickly through the wilderness, but its primary purpose is to carry gear that would otherwise slow you down. The Mounts and Other Animals table shows each animal's carrying capacity. See "Monsters" for the animals' stat blocks.

### Mounts and Cargo

An animal pulling a carriage, cart, chariot, sled, or wagon can move weight up to five times its base carrying capacity, including the weight of the vehicle. If multiple animals pull the same vehicle, add their carrying capacities together.

### Barding

Barding is armor designed for a mount. Any type of armor on the Armor table in "Equipment" can

be purchased as barding. The cost is four times the normal cost, and it weighs twice as much.

## Saddles

A saddle comes with a bit, a bridle, reins, and any other equipment needed to use the saddle. A Military Saddle gives Advantage on any ability check you make to remain mounted. An Exotic Saddle is required for riding an aquatic or a flying mount.

### Mounts and Other Animals

Item	Carrying Capacity	Cost
Camel	450 lb.	50 GP
Elephant	1,320 lb.	200 GP
Horse, Draft	540 lb.	50 GP
Horse, Riding	480 lb.	75 GP
Mastiff	195 lb.	25 GP
Mule	420 lb.	8 GP
Pony	225 lb.	30 GP
Warhorse	540 lb.	400 GP

### Tack, Harness, and Drawn Vehicles

Item	Weight	Cost
Carriage	600 lb.	100 GP
Cart	200 lb.	15 GP
Chariot	100 lb.	250 GP
Feed per day	10 lb.	5 CP
Saddle		
Exotic	40 lb.	60 GP
Military	30 lb.	20 GP
Riding	25 lb.	10 GP
Sled	300 lb.	20 GP
Stabling per day	—	5 SP
Wagon	400 lb.	35 GP

## Large Vehicles

The Airborne and Waterborne Vehicles table provides statistics for various types of large vehicles. The following notes apply.

### Speed

A ship sailing against a strong wind moves at half speed. In a dead calm (no wind), waterborne ships can't move under sail and must be rowed. Keelboats and Rowboats are used on lakes and rivers. If going downstream, add the speed of the current (typically 3 miles per hour) to the speed of the vehicle. These vehicles can't be rowed against any significant current, but they can be pulled upstream by draft animals on the shores. A Rowboat can be carried and weighs 100 pounds.