Playing the Game

Rhythm of Play

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

1: The Game Master Describes a Scene. The GM tells the players where their adventurers are and what's around them (how many doors lead out of a room, what's on a table, and so on).

2: The Players Describe What Their Characters Do. Typically, the characters stick together as they travel through a dungeon or another environment. Sometimes different adventurers do different things: one adventurer might search a treasure chest while a second examines a mysterious symbol engraved on a wall and a third keeps watch for monsters. Outside combat, the GM ensures that every character has a chance to act and decides how to resolve their activity. In combat, the characters take turns.

3: The GM Narrates the Results of the Adventurers' Actions. Sometimes resolving a task is easy. If an adventurer walks across a room and tries to open a door, the GM might say the door opens and describe what lies beyond. But the door might be locked, the floor might hide a trap, or some other circumstance might make it challenging for an adventurer to complete a task. In those cases, the GM might ask the player to roll a die to help determine what happens. Describing the results often leads to another decision point, which brings the game back to step 1.

This pattern holds during every game session (each time you sit down to play D&D), whether the adventurers are talking to a noble, exploring a ruin, or fighting a dragon. In certain situations—particularly combat—the action is more structured, and everyone takes turns.

The Six Abilities

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

Ability Descriptions

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

Ability Scores

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

Ability Scores

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

Ability Modifiers

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

> ### Exceptions Supersede General Rules
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> General rules govern each part of the game. For example, the combat rules tell you that melee attacks use Strength and ranged attacks use Dexterity. That's a general rule, and a general rule is in effect as long as something in the game doesn't explicitly say otherwise.
>
> The game also includes elements—class features, feats, weapon properties, spells, magic items, monster abilities, and the like—that sometimes contradict a general rule. When an exception and a general rule disagree, the exception wins. For example, if a feature says you can make melee attacks using your Charisma, you can do so, even though that statement disagrees with the general rule.

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

Ability Modifiers

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

D20 Tests

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

4: Roll 1d20. You always want to roll high. If the roll has Advantage or Disadvantage (described later in "Playing the Game"), you roll two d20s, but you use the number from only one of them—the higher one if you have Advantage or the lower one if you have Disadvantage.

5: Add Modifiers. Add these modifiers to the number rolled on the d20:

- **The Relevant Ability Modifier.** "Playing the Game" and "Rules Glossary" explain which ability modifiers to use for various D20 Tests.
- **Your Proficiency Bonus If Relevant.** Each creature has a Proficiency Bonus, a number added when making a D20 Test that uses something, such as a skill, in which the creature has proficiency. See "Proficiency" later in "Playing the Game."
- **Circumstantial Bonuses and Penalties.** A class feature, a spell, or another rule might give a bonus or penalty to the die roll.

6: Compare the Total to a Target Number. If the total of the d20 and its modifiers equals or exceeds the target number, the D20 Test succeeds. Otherwise, it fails. The Game Master determines target numbers and tells players whether their rolls are successful. The target number for an ability check or a saving throw is called a Difficulty Class (DC). The target number for an attack roll is called an Armor Class (AC), which appears on a character sheet or in a stat block (see "Rules Glossary").

Ability Checks

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

Ability Modifier

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

Ability Check Examples

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

Proficiency Bonus

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

Difficulty Class

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

Typical Difficulty Classes

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

Saving Throws

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

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

Ability Modifier

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

Saving Throw Examples

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

Proficiency Bonus

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

Difficulty Class

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

Attack Rolls

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

Ability Modifier

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

Attack Roll Abilities

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

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

Proficiency Bonus

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

Armor Class

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

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

Base AC = 10 + the creature's Dexterity modifier

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

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

Rolling 20 or 1

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

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

Advantage/Disadvantage

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

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

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

Roll Two D20s

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

They Don't Stack

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

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

Interactions with Rerolls

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

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

Proficiency

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

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

Proficiency Bonus

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

The Bonus Doesn't Stack

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

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

Skill Proficiencies

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

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

Skills

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

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

Skill List

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

Determining Skills

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

Saving Throw Proficiencies

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

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

Equipment Proficiencies

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

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

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

Actions

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

Actions

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

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

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

One Thing at a Time

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

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

Bonus Actions

Various class features, spells, and other abilities let you take an additional action on your turn called a Bonus Action. The Cunning Action feature, for example, allows a Rogue to take a Bonus Action. You can take a Bonus Action only when a special ability, a spell, or another feature of the game states that you can do something as a Bonus Action. You otherwise don't have a Bonus Action to take.

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

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

Reactions

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

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

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

Social Interaction

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

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

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

Roleplaying

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

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

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

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

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

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

Ability Checks

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

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

Exploration

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

Adventuring Equipment

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

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

Vision and Light

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

Obscured Areas

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

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

Light

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

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

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

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

Special Senses

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

Blindsight
Darkvision
Tremorsense
Truesight

Hiding

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

Interacting with Objects

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

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

What Is an Object?

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

Time-Limited Object Interactions

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

Finding Hidden Objects

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

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

Carrying Objects

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

Breaking Objects

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

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

Hazards

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

Burning	Falling	Suffocation
Dehydration	Malnutrition	

Travel

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

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

Travel Pace

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

Travel Pace

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

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

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

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

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

Vehicles

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

Combat

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

The Order of Combat

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

Combat Step by Step

Combat unfolds in these steps:

1: Establish Positions. The Game Master determines where all the characters and monsters are located. Given the adventurers' marching order or their stated positions in the room or other location, the GM figures out where the adversaries are—how far away and in what direction.

2: Roll Initiative. Everyone involved in the combat encounter rolls Initiative, determining the order of combatants' turns.

3: Take Turns. Each participant in the battle takes a turn in Initiative order. When everyone involved in the combat has had a turn, the round ends. Repeat this step until the fighting stops.

Initiative

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

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

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

Ties. If a tie occurs, the GM decides the order among tied monsters, and the players decide the order among tied characters. The GM decides the order if the tie is between a monster and a player character.

Your Turn

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

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

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

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

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

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

PLAYING ON A GRID

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

Squares. Each square represents 5 feet.

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

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

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

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

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

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

Ending Combat

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

Movement and Position

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

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

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

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

Difficult Terrain

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

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

Breaking Up Your Move

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

Dropping Prone

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

Creature Size

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

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

Creature Size and Space

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

Moving around Other Creatures

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

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

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

Making an Attack

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

> ### Unseen Attackers and Targets
>
> When you make an attack roll against a target you can't see, you have Disadvantage on the roll. This is true whether you're guessing the target's location or targeting a creature you can hear but not see. If the target isn't in the location you targeted, you miss.
>
> When a creature can't see you, you have Advantage on attack rolls against it.
>
> If you are hidden when you make an attack roll, you give away your location when the attack hits or misses.

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

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

Cover

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

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

Cover

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

Ranged Attacks

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

Range

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

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

Ranged Attacks in Close Combat

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

Melee Attacks

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

Reach

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

Opportunity Attacks

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

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

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

Mounted Combat

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

Mounting and Dismounting

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

Controlling a Mount

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

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

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

Falling Off

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

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

Underwater Combat

A fight underwater follows these rules.

Impeded Weapons

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

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

Fire Resistance

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

Damage and Healing

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

Hit Points

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

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

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

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

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

Damage Rolls

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

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

Critical Hits

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

Saving Throws and Damage

Damage dealt via saving throws uses these rules.

Damage against Multiple Targets

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

Half Damage

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

Damage Types

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

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

Resistance and Vulnerability

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

No Stacking

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

Order of Application

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

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

Immunity

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

Healing

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

KNOCKING OUT A CREATURE

When you would reduce a creature to 0 Hit Points with a melee attack, you can instead reduce the creature to 1 Hit Point and give it the Unconscious condition. It then starts a Short Rest, at the end of which that condition ends on it. The condition ends early if the creature regains any Hit Points or if someone takes an action to administer first aid to it, making a successful DC 10 Wisdom (Medicine) check.

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

Dropping to 0 Hit Points

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

Instant Death

Here are the main ways a creature can die instantly.

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

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

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

Character Demise

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

Falling Unconscious

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

Death Saving Throws

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

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

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

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

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

Stabilizing a Character

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

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

Temporary Hit Points

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

Lose Temporary Hit Points First

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

Duration

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

They Don't Stack

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

They're Not Hit Points or Healing

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

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

Character Creation

Choose a Character Sheet

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

Create Your Character

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

1: Choose a Class. Every adventurer is a member of a class. A class broadly describes a character's vocation, special talents, and favored tactics.

2: Determine Origin. A character's origin includes two elements: background and species. How did the character spend the years leading up to a life of adventure? Who are the character's ancestors? You can also choose your character's languages.

3: Determine Ability Scores. Much of what your character does in the game depends on the character's six abilities.

4: Choose an Alignment. Alignment is a shorthand for your character's moral compass.

5: Fill in Details. Using the choices you've made, fill in the remaining details on your character sheet.

Step 1: Choose Class

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

Class Overview

Class	Likes ...	Primary Ability	Complexity
Barbarian	Battle	Strength	Average
Bard	Performing	Charisma	High
Cleric	Gods	Wisdom	Average
Druid	Nature	Wisdom	High
Fighter	Weapons	Strength or Dexterity	Low
Monk	Unarmed combat	Dexterity and Wisdom	High
Paladin	Defense	Strength and Charisma	Average
Ranger	Survival	Dexterity and Wisdom	Average
Rogue	Stealth	Dexterity	Low
Sorcerer	Power	Charisma	High
Warlock	Occult lore	Charisma	High
Wizard	Spellbooks	Intelligence	Average

Write Your Level

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

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

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

Note Armor Training

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

Step 2: Character Origin

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

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

Choose a Background

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

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

Ability Scores and Backgrounds

Ability	Background
Strength	Soldier
Dexterity	Soldier
Constitution	Soldier
Intelligence	Acolyte

Ability	Background
Wisdom	Acolyte
Charisma	Acolyte

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

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

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

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

Choose Starting Equipment

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

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

Choose a Species

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

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

Imagine Your Past and Present

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

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

Choose Languages

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

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

Standard Languages

1d12	Language
—	Common
1	Common Sign Language
2	Draconic
3–4	Dwarvish
5–6	Elvish
7	Giant
8	Gnomish
9	Goblin
10–11	Halfling
12	Orc

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

Rare Languages

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

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

Step 3: Ability Scores

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

Generate Your Scores

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

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

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

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

Ability Score Point Costs

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

Assign Ability Scores

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

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

Standard Array by Class

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

Adjust Ability Scores

After assigning your ability scores, adjust them according to your background. Your background lists three abilities; increase one of those scores by 2 and a different one by 1, or increase all three by 1. None of these increases can raise a score above 20.

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

Determine Ability Modifiers

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

Ability Scores and Modifiers

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

Step 4: Alignment

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

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

The Nine Alignments

A creature's alignment broadly describes its ethical attitudes and ideals. Alignment is a combination of two factors: one identifies morality (good, evil, or neutral), and the other describes attitudes toward order (lawful, chaotic, or neutral).

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

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

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

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

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

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

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

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

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

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

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

Step 5: Character Creation Details

Now fill in the rest of your character sheet.

Record Class Features

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

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

Fill In Numbers

Note these numbers on your character sheet.

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

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

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

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

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

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

Level 1 Hit Points by Class

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

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

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

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

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

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

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

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

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

$$\text{Spell save DC} = 8 + \text{spellcasting ability modifier} + \text{Proficiency Bonus}$$

$$\text{Spell attack bonus} = \text{spellcasting ability modifier} + \text{Proficiency Bonus}$$

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

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

Level Advancement

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

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

Character Advancement

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

Gaining a Level

When you gain a level, follow these steps:

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

Fixed Hit Points by Class

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

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

Tiers of Play

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

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

Tier 1 (Levels 1–4)

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

Tier 2 (Levels 5–10)

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

Tier 3 (Levels 11–16)

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

Tier 4 (Levels 17–20)

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

Starting at Higher Levels

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

Creating Your Character

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

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

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

Starting Equipment

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

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

Multiclassing

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

Prerequisites

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

Starting Equipment at Higher Levels

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

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

Experience Points

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

Hit Points and Hit Point Dice

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

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

Proficiency Bonus

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

Proficiencies

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

Class Features

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

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

Armor Class

If you have multiple ways to calculate your Armor Class, you can benefit from only one at a time. For example, a Monk/Sorcerer with a Monk's Unarmored Defense feature and a Sorcerer's Draconic Resilience feature must choose only one of those features as a way to calculate Armor Class.

Extra Attack

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

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

Spellcasting

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

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

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

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

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

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

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

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

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

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

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

Multiclass Spellcaster:
Spell Slots per Spell Level

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

Trinkets

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

Trinkets

1d100	Trinket
01	A mummified goblin hand
02	A crystal that faintly glows in moonlight
03	A gold coin minted in an unknown land
04	A diary written in a language you don't know
05	A brass ring that never tarnishes
06	An old chess piece made from glass
07	A pair of knucklebone dice, each with a skull symbol on the side that would normally show six pips
08	A small idol depicting a nightmarish creature that gives you unsettling dreams when you sleep near it
09	A lock of someone's hair
10	The deed for a parcel of land in a realm unknown to you
11	A 1-ounce block made from an unknown material
12	A small cloth doll skewered with needles
13	A tooth from an unknown beast
14	An enormous scale, perhaps from a dragon
15	A bright-green feather
16	An old divination card bearing your likeness
17	A glass orb filled with moving smoke
18	A 1-pound egg with a bright-red shell
19	A pipe that blows bubbles
20	A glass jar containing a bit of flesh floating in pickling fluid
21	A gnome-crafted music box that plays a song you dimly remember from your childhood
22	A wooden statuette of a smug halfling
23	A brass orb etched with strange runes
24	A multicolored stone disk
25	A silver icon of a raven
26	A bag containing forty-seven teeth, one of which is rotten
27	A shard of obsidian that always feels warm to the touch
28	A dragon's talon strung on a leather necklace
29	A pair of old socks
30	A blank book whose pages refuse to hold ink, chalk, graphite, or any other marking
31	A silver badge that is a five-pointed star
32	A knife that belonged to a relative
33	A glass vial filled with nail clippings
34	A rectangular metal device with two tiny metal cups on one end that throws sparks when wet

1d100	Trinket
35	A white, sequined glove sized for a human
36	A vest with one hundred tiny pockets
37	A weightless stone
38	A sketch of a goblin
39	An empty glass vial that smells of perfume
40	A gemstone that looks like a lump of coal when examined by anyone but you
41	A scrap of cloth from an old banner
42	A rank insignia from a lost legionnaire
43	A silver bell without a clapper
44	A mechanical canary inside a lamp
45	A miniature chest carved to look like it has numerous feet on the bottom
46	A dead sprite inside a clear glass bottle
47	A metal can that has no opening but sounds as if it is filled with liquid, sand, spiders, or broken glass (your choice)
48	A glass orb filled with water, in which swims a clockwork goldfish
49	A silver spoon with an *M* engraved on the handle
50	A whistle made from gold-colored wood
51	A dead scarab beetle the size of your hand
52	Two toy soldiers, one missing a head
53	A small box filled with different-sized buttons
54	A candle that can't be lit
55	A miniature cage with no door
56	An old key
57	An indecipherable treasure map
58	A hilt from a broken sword
59	A rabbit's foot
60	A glass eye
61	A cameo of a hideous person
62	A silver skull the size of a coin
63	An alabaster mask
64	A cone of sticky black incense that stinks
65	A nightcap that gives you pleasant dreams when you wear it
66	A single caltrop made from bone
67	A gold monocle frame without the lens
68	A 1-inch cube, each side a different color
69	A crystal doorknob
70	A packet filled with pink dust
71	A fragment of a beautiful song, written as musical notes on two pieces of parchment
72	A silver teardrop earring containing a real teardrop

1d100	Trinket
73	An eggshell painted with scenes of misery in disturbing detail
74	A fan that, when unfolded, shows a sleepy cat
75	A set of bone pipes
76	A four-leaf clover pressed inside a book discussing manners and etiquette
77	A sheet of parchment upon which is drawn a mechanical contraption
78	An ornate scabbard that fits no blade you have found
79	An invitation to a party where a murder happened
80	A bronze pentacle with an etching of a rat's head in its center
81	A purple handkerchief embroidered with the name of an archmage
82	Half a floor plan for a temple, a castle, or another structure
83	A bit of folded cloth that, when unfolded, turns into a stylish cap
84	A receipt of deposit at a bank in a far-off city
85	A diary with seven missing pages
86	An empty silver snuffbox bearing the inscription "dreams" on its lid
87	An iron holy symbol devoted to an unknown god
88	A book about a legendary hero's rise and fall, with the last chapter missing
89	A vial of dragon blood
90	An ancient arrow of elven design
91	A needle that never bends
92	An ornate brooch of dwarven design
93	An empty wine bottle bearing a pretty label that says, "The Wizard of Wines Winery, Red Dragon Crush, 331422-W"
94	A mosaic tile with a multicolored, glazed surface
95	A petrified mouse
96	A black pirate flag adorned with a dragon's skull and crossbones
97	A tiny mechanical crab or spider that moves about when it's not being observed
98	A glass jar containing lard with a label that reads, "Griffon Grease"
99	A wooden box with a ceramic bottom that holds a living worm with a head on each end of its body
00	A metal urn containing the ashes of a hero

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

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

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

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.

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

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.

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.

Fiendish Legacies

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

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

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

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

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

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
Simple Melee Weapons					
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
Simple Ranged Weapons					
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
Martial Melee Weapons					
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
Martial Ranged Weapons					
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
Light Armor (1 Minute to Don or Doff)					
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
Medium Armor (5 Minutes to Don and 1 Minute to Doff)					
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
Heavy Armor (10 Minutes to Don and 5 Minutes to Doff)					
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
Shield (Utilize Action to Don or Doff)					
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
Potion of Healing	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
Spell Scroll (Cantrip)	—	30 GP
Spell Scroll (Level 1)	—	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.

Airborne and Waterborne Vehicles

Ship	Speed	Crew	Passengers	Cargo (Tons)	AC	HP	Damage Threshold	Cost
Airship	8 mph	10	20	1	13	300	—	40,000 GP
Galley	4 mph	80	—	150	15	500	20	30,000 GP
Keelboat	1 mph	1	6	1/2	15	100	10	3,000 GP
Longship	3 mph	40	150	10	15	300	15	10,000 GP
Rowboat	1½ mph	1	3	—	11	50	—	50 GP
Sailing Ship	2 mph	20	20	100	15	300	15	10,000 GP
Warship	2½ mph	60	60	200	15	500	20	25,000 GP

Crew

A ship larger than a Keelboat or Rowboat needs a crew of skilled hirelings (see "Hirelings" later in "Equipment") to function. The minimum number of skilled hirelings needed to crew a ship depends on the type of ship, as shown in the table.

Passengers

The table lists the number of Small and Medium passengers the ship can accommodate using hammocks. A ship outfitted with private accommodations can carry one-fifth as many passengers. A passenger usually pays 5 SP per day for a hammock, but prices can vary from ship to ship. A small private cabin usually costs 2 GP per day.

Damage Threshold

If a vehicle has a damage threshold (see "Rules Glossary"), it's noted in the table.

Ship Repair

Repairs to a damaged ship can be made while the vessel is berthed. Repairing 1 Hit Point of damage requires 1 day and costs 20 GP for materials and labor. If the repairs are made in a location where supplies and skilled labor are abundant, such as a city shipyard, the repair time and cost are halved.

Lifestyle Expenses

Lifestyle expenses summarize the cost of living in a fantasy world. They cover lodging, food, equipment maintenance, and other necessities.

At the start of each week or month (GM's choice), choose a lifestyle below—Wretched, Squalid, Poor, Modest, Comfortable, Wealthy, or Aristocratic—and pay the price to sustain that lifestyle.

Lifestyles have no inherent consequences, but the GM might take them into account when determining risks or how others perceive your character.

Wretched (Free)

You survive via chance and charity. You're often exposed to natural dangers as a result of sleeping outside.

Squalid (1 SP per Day)

You spend the bare minimum for your necessities. You might be exposed to unhealthy conditions and opportunistic criminals.

Poor (2 SP per Day)

You spend frugally for your necessities.

Modest (1 GP per Day)

You support yourself at an average level.

Comfortable (2 GP per Day)

You spend modestly for your necessities and enjoy a few luxuries.

Wealthy (4 GP per Day)

You're accustomed to the finer things in life and might have servants.

Aristocratic (10 GP per Day)

You pay for the best and might have a staff that supports your lifestyle. Others notice your wealth and might encourage you to share it, either legally or otherwise.

Food, Drink, and Lodging

The Food, Drink, and Lodging table gives prices for food and a single night's lodging. Prices for daily lodging and meals are included in your lifestyle's expenses.

Food, Drink, and Lodging

Item	Cost	Item	Cost
Ale (mug)	4 CP	Comfortable	8 SP
Bread (loaf)	2 CP	Wealthy	2 GP
Cheese (wedge)	1 SP	Aristocratic	4 GP
Inn Stay per Day		*Meal*	
Squalid	7 CP	Squalid	1 CP
Poor	1 SP	Poor	2 CP
Modest	5 SP	Modest	1 SP

Item	Cost	Item	Cost
Comfortable	2 SP	*Wine (bottle)*	
Wealthy	3 SP	Common	2 SP
Aristocratic	6 SP	Fine	10 GP

Hirelings

Skilled hirelings include anyone hired to perform a service that involves a proficiency (including weapon, tool, or skill): a mercenary, an artisan, a scribe, or the like. The pay shown on the Hirelings table is a minimum; some expert hirelings require more pay. Untrained hirelings are hired for work that requires no particular proficiencies; they include laborers and porters.

Hirelings

Service	Cost
Skilled hireling	2 GP per day
Untrained hireling	2 SP per day
Messenger	2 CP per mile

Spellcasting

Most settlements contain individuals who are willing to cast spells in exchange for payment. If a spell has expensive components, add the cost of those components to the cost listed in the Spellcasting Services table. The higher the level of a desired spell, the harder it is to find someone to cast it.

Spellcasting Services

Spell Level	Availability	Cost
Cantrip	Village, town, or city	30 GP
1	Village, town, or city	50 GP
2	Village, town, or city	200 GP
3	Town or city only	300 GP
4–5	Town or city only	2,000 GP
6–8	City only	20,000 GP
9	City only	100,000 GP

Magic Items

Adventures hold the promise—but not a guarantee—of finding magic items. Hundreds of magic items are detailed in "Magic Items" later in this document. Here's what you need to know about using magic items.

Identifying a Magic Item

Some magic items are indistinguishable from their nonmagical counterparts, while others are conspicuously magical. Handling a magic item is enough to give you a sense that it is extraordinary, but learning a magic item's properties isn't automatic.

The *Identify* spell is the fastest way to reveal an item's properties. Alternatively, you can focus on one magic item during a Short Rest while being in physical contact with the item. At the end of the rest, you learn its properties and how to use them (but not any curse the item might bear).

Sometimes a magic item carries a clue to its properties. The command word to activate a ring might be etched inside the band, or a feathered design might hint that it's a *Ring of Feather Falling*.

Wearing or experimenting with an item can also offer hints about its properties. In the specific case of Potions, a little taste is enough to tell the taster what a potion does. Other items might require more experimentation. For example, if your character puts on a *Ring of Swimming*, the GM might say, "Your movement feels strangely fluid." Perhaps you then dive into a river to see what happens. The GM would then say you swim unexpectedly well.

Attunement

Some magic items require a creature to form a bond—called Attunement—with them before the creature can use an item's magical properties. Without becoming attuned to an item that requires Attunement, you gain only its nonmagical benefits unless its description states otherwise. For example, a magic Shield that requires Attunement provides the benefits of a normal Shield if you aren't attuned to it, but none of its magical properties.

Attune during a Short Rest

Attuning to an item requires you to spend a Short Rest focused on only that item while being in physical contact with it (this can't be the same Short Rest used to learn the item's properties). This focus can take the form of weapon practice (for a Weapon), meditation (for a Wand), or some other appropriate activity. If the Short Rest is interrupted, the Attunement attempt fails. Otherwise, at the end of the Short Rest, you're attuned to the magic item and can access its full magical capabilities.

No More Than Three Items

You can be attuned to no more than three magic items at a time. Any attempt to attune to a fourth item fails; you must end your Attunement to an item first. Additionally, you can't attune to more than one copy of an item. For example, you can't attune to more than one *Ring of Protection* at a time.

Ending Attunement

Your Attunement to an item ends if you no longer satisfy the prerequisites for Attunement, if the item has been more than 100 feet away for at least 24 hours, if you die, or if another creature attunes to

the item. You can also voluntarily end Attunement by spending another Short Rest focused on the item unless the item is cursed.

Wearing and Wielding Items

Using a magic item's properties might mean wearing or wielding it. A magic item meant to be worn must be donned in the intended fashion: boots go on feet, gloves on hands, hats and helmets on a head, and rings on a finger. Magic armor must be donned, a Shield strapped to the arm, a cloak fastened about the shoulders. A weapon must be held.

In most cases, a magic item that's meant to be worn can fit a creature regardless of size or build. Magic garments are made to be easily adjustable, or they magically adjust themselves to the wearer.

Multiple Items of the Same Kind

You can't wear more than one of certain magic items. You can't normally wear more than one pair of footwear, one pair of gloves or gauntlets, one pair of bracers, one suit of armor, one item of headwear, or one cloak. The GM might make exceptions.

Paired Items

Items that come in pairs—such as boots, bracers, gauntlets, and gloves—impart their benefits only if both items of the pair are worn. For example, a character wearing a *Boot of Striding and Springing* on one foot and a *Boot of Elvenkind* on the other foot gains no benefit from either.

Crafting Nonmagical Items

To craft a nonmagical item, you need tools, raw materials, and time, each of which is detailed below. If you meet the requirements, you make the item, and you can use it or sell it at its normal price.

Tools

The "Tools" section of "Equipment" lists which tools are required to make certain items. The GM assigns required tools for items not listed there.

You must use the required tool to make an item and have proficiency with that tool. Anyone who helps you must also have proficiency with it.

Raw Materials

To make an item, you need raw materials worth half its purchase cost (round down). For example, you need 750 GP of raw materials to make Plate Armor, which sells for 1,500 GP. The GM determines whether appropriate raw materials are available.

Time

To determine how many days (working 8 hours a day) it takes to make an item, divide its purchase cost in GP by 10 (round a fraction up to a day). For

example, you need 5 days to make a Heavy Crossbow, which sells for 50 GP.

If an item requires multiple days, the days needn't be consecutive.

Characters can combine their efforts to shorten the crafting time. Divide the time needed to create an item by the number of characters working on it. Normally, only one other character can assist you, but the GM might allow more assistants.

Brewing Potions of Healing

A character who has proficiency with the Herbalism Kit can create a *Potion of Healing*. Doing so requires using that kit and 25 GP of raw material over the course of 1 day (8 hours of work).

Scribing Spell Scrolls

A spellcaster can transfer a spell to a scroll and create a *Spell Scroll*, using the rules below.

Time and Cost

Scribing a scroll takes an amount of time and money based on the level of the spell, as shown in the Spell Scroll Costs table. For each day of inscription, you must work for 8 hours. If a scroll requires multiple days, those days needn't be consecutive.

Prerequisites for the Scribe

To scribe a scroll, you must have proficiency in the Arcana skill or with Calligrapher's Supplies and have the spell prepared on each day of the inscription. You must also have at hand any Material components required by the spell; if the spell consumes its Material components, they are consumed only when you complete the scroll. The scroll's spell uses your spell save DC and spell attack bonus.

Cantrips

If the scribed spell is a cantrip, the version on the scroll works as if the caster were your level.

Spell Scroll Costs

Spell Level	Time	Cost
Cantrip	1 day	15 GP
1	1 day	25 GP
2	3 days	100 GP
3	5 days	150 GP
4	10 days	1,000 GP
5	25 days	1,500 GP
6	40 days	10,000 GP
7	50 days	12,500 GP
8	60 days	15,000 GP
9	120 days	50,000 GP

Spells

Gaining Spells

Before you can cast a spell, you must have the spell prepared in your mind or have access to the spell from a magic item, such as a *Spell Scroll*. Your features specify which spells you have access to, if any; whether you always have certain spells prepared; and whether you can change the list of spells you have prepared.

Preparing Spells

If you have a list of level 1+ spells you prepare, your spellcasting feature specifies when you can change the list and the number of spells you can change, as summarized in the Spell Preparation by Class table.

Spell Preparation by Class

Class	Change When You …	Number of Spells
Bard	Gain a level	One
Cleric	Finish a Long Rest	Any
Druid	Finish a Long Rest	Any
Paladin	Finish a Long Rest	One
Ranger	Finish a Long Rest	One
Sorcerer	Gain a level	One
Warlock	Gain a level	One
Wizard	Finish a Long Rest	Any

Most spellcasting monsters don't change their lists of prepared spells, but the GM is free to alter them.

Always-Prepared Spells

Certain features might give you a spell that you always have prepared. If you also have a list of prepared spells that you can change, a spell that you always have prepared doesn't count against the number of spells on that list.

Casting Spells

Each spell description has a series of entries that provide the details needed to cast the spell. The following sections explain each of those entries, which follow a spell's name.

> **CASTING IN ARMOR**
>
> You must have training with any armor you are wearing to cast spells while wearing it. You are otherwise too hampered by the armor for spellcasting.

Spell Level

Every spell has a level from 0 to 9, which is indicated in a spell's description. A spell's level is an indicator of how powerful it is. Cantrips—simple spells that can be cast almost by rote—are level 0. The rules for each spellcasting class say when its members gain access to spells of certain levels.

Spell Slots

Spellcasting is taxing, so a spellcaster can cast only a limited number of level 1+ spells before resting. Spell slots are the main way a spellcaster's magical potential is represented. Each spellcasting class gives its members a limited number of spell slots of certain spell levels. For example, a level 3 Wizard has four level 1 spell slots and two level 2 slots.

When you cast a spell, you expend a slot of that spell's level or higher, effectively "filling" a slot with the spell. Imagine a spell slot is a groove of a certain size—small for a level 1 slot and larger for a higher-level spell. A level 1 spell fits into a slot of any size, but a level 2 spell fits only into a slot that's at least level 2. So when a level 3 Wizard casts *Magic Missile*, a level 1 spell, that Wizard spends one of four level 1 slots and has three remaining.

Finishing a Long Rest restores any expended spell slots.

Casting without Slots

There are several ways to cast a spell without expending a spell slot:

Cantrips. A cantrip is cast without a spell slot.
Rituals. Certain spells have the Ritual tag in the Casting Time entry. Such a spell can be cast following the normal rules for spellcasting, or it can be cast as a Ritual. The Ritual version of a spell takes 10 minutes longer to cast than normal, but it doesn't expend a spell slot. To cast a spell as a Ritual, a spellcaster must have it prepared.
Special Abilities. Some characters and monsters have special abilities that allow them to cast specific spells without a spell slot. This casting is usually limited in another way, such as being able to cast the spell a limited number of times per day.
Magic Items. *Spell Scrolls* and some other magic items contain spells that can be cast without a spell slot. The description of such an item specifies how many times a spell can be cast from it.

Using a Higher-Level Spell Slot

When a spellcaster casts a spell using a slot that is of a higher level than the spell, the spell takes on the higher level for that casting. For instance, if a Wizard casts *Magic Missile* using a level 2 slot, that *Magic Missile* is level 2. Effectively, the spell expands to fill the slot it is put into.

Some spells, such as *Magic Missile* and *Cure Wounds*, have more powerful effects when cast at a higher level, as detailed in a spell's description.

School of Magic

Each spell belongs to a school of magic. The schools are listed in the Schools of Magic table. These categories help describe spells but have no rules of their own, although some other rules refer to them.

Schools of Magic

School	Typical Effects
Abjuration	Prevents or reverses harmful effects
Conjuration	Transports creatures or objects
Divination	Reveals information
Enchantment	Influences minds
Evocation	Channels energy to create effects that are often destructive
Illusion	Deceives the mind or senses
Necromancy	Manipulates life and death
Transmutation	Transforms creatures or objects

Class Spell Lists

If a spell is on a class's spell list, the class's name appears in parentheses after the spell's school of magic. Some features add a spell to a character's spell list even if the character isn't a member of a class in the parentheses.

Casting Time

Most spells require the Magic action to cast, but some spells require a Bonus Action, a Reaction, or 1 minute or more. A spell's Casting Time entry specifies which of those is required.

One Spell with a Spell Slot per Turn

On a turn, you can expend only one spell slot to cast a spell. This rule means you can't, for example, cast a spell with a spell slot using the Magic action and another one using a Bonus Action on the same turn.

Reaction and Bonus Action Triggers

A spell that has a casting time of a Reaction is cast in response to a trigger that is defined in the spell's Casting Time entry. Some spells that have a casting time of a Bonus Action are also cast in response to a trigger defined in the spell.

Longer Casting Times

Certain spells—including a spell cast as a Ritual—require more time to cast: minutes or even hours. While you cast a spell with a casting time of 1 minute or more, you must take the Magic action on each of your turns, and you must maintain Concentration (see "Rules Glossary") while you do so. If

your Concentration is broken, the spell fails, but you don't expend a spell slot. To cast the spell again, you must start over.

Range

A spell's range indicates how far from the spellcaster the spell's effect can originate, and the spell's description specifies which part of the effect is limited by the range.

A range usually takes one of the following forms:

Distance. The range is expressed in feet.
Touch. The spell's effect originates on something, as defined by the spell, that the spellcaster must touch within their reach.
Self. The spell is cast on the spellcaster or emanates from them, as specified in the spell.

If a spell has movable effects, they aren't restricted by its range unless the spell's description says otherwise.

Components

A spell's components are physical requirements the spellcaster must meet to cast the spell. Each spell's description indicates whether it requires Verbal (V), Somatic (S), or Material (M) components. If the spellcaster can't provide one or more of a spell's components, the spellcaster can't cast the spell.

Verbal (V)

A Verbal component is the chanting of esoteric words that sound like nonsense to the uninitiated. The words must be uttered in a normal speaking voice. The words themselves aren't the source of the spell's power; rather, the particular combination of sounds, with specific pitch and resonance, sets the threads of magic in motion. Thus, a creature who is gagged or in an area of magical silence can't cast a spell with a Verbal component.

Somatic (S)

A Somatic component is a forceful gesticulation or an intricate set of gestures. A spellcaster must use at least one of their hands to perform these movements.

Material (M)

A Material component is a particular material used in a spell's casting, as specified in parentheses in the Components entry. These materials aren't consumed by the spell unless the spell's description states otherwise. The spellcaster must have a hand free to access them, but it can be the same hand used to perform Somatic components, if any.

If a spell doesn't consume its materials and doesn't specify a cost for them, a spellcaster can use a Component Pouch (see "Equipment") instead of providing the materials specified in the spell, or the

spellcaster can substitute a Spellcasting Focus if the caster has a feature that allows that substitution. To use a Component Pouch, you must have a hand free to reach into it, and to use a Spellcasting Focus, you must hold it unless its description says otherwise (see "Equipment" for descriptions).

Duration

A spell's duration is the length of time the spell persists after it is cast. A duration typically takes one of the following forms:

Concentration. A duration that requires Concentration follows the Concentration rules (see "Rules Glossary").

Instantaneous. An instantaneous duration means the spell's magic appears only for a moment and then disappears.

Time Span. A duration that provides a time span specifies how long the spell lasts in rounds, minutes, hours, or the like. For example, a Duration entry might say "1 minute," meaning the spell ends after 1 minute has passed. While a time-span spell that you cast is ongoing, you can dismiss it (no action required) if you don't have the Incapacitated condition.

Effects

The effects of a spell are detailed after its duration entry. Those details present exactly what the spell does, which ignores mundane physical laws; any outcomes beyond those effects are under the GM's purview. Whatever the effects, they typically deal with targets, saving throws, attack rolls, or all three, each of which is detailed below.

Targets

A typical spell requires the caster to pick one or more targets to be affected by the spell's magic. A spell's description says whether the spell targets creatures, objects, or something else.

A Clear Path to the Target. To target something with a spell, a caster must have a clear path to it, so it can't be behind Total Cover.

Targeting Yourself. If a spell targets a creature of your choice, you can choose yourself unless the creature must be Hostile or specifically a creature other than you.

Areas of Effect. Some spells, such as *Thunderwave*, cover an area called an area of effect, which is defined in "Rules Glossary." The area determines what the spell targets. The description of a spell specifies whether it has an area of effect, which is typically one of these shapes: Cone, Cube, Cylinder, Emanation, Line, or Sphere.

Awareness of Being Targeted. Unless a spell has a perceptible effect, a creature doesn't know it was targeted by the spell. An effect like lightning is obvious, but a more subtle effect, such as an attempt to read thoughts, goes unnoticed unless a spell's description says otherwise.

Invalid Targets. If you cast a spell on someone or something that can't be affected by it, nothing happens to that target, but if you used a spell slot to cast the spell, the slot is still expended.

If the spell normally has no effect on a target that succeeds on a saving throw, the invalid target appears to have succeeded on its saving throw, even though it didn't attempt one (giving no hint that the creature is an invalid target). Otherwise, you perceive that the spell did nothing to the target.

Saving Throws

Many spells specify that a target makes a saving throw to avoid some or all of a spell's effects. The spell specifies the ability that the target uses for the save and what happens on a success or failure. Here's how to calculate the DC for your spells:

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

Attack Rolls

Some spells require the caster to make an attack roll to determine whether the spell hits a target. Here's how to calculate the attack modifier for your spells:

Spell attack modifier = your spellcasting ability modifier + your Proficiency Bonus

Combining Spell Effects

The effects of different spells add together while their durations overlap. In contrast, the effects of the same spell cast multiple times don't combine. Instead, the most potent effect—such as the highest bonus—from those castings applies while their durations overlap. The most recent effect applies if the castings are equally potent and their durations overlap. For example, if two Clerics cast *Bless* on the same target, that target gains the spell's benefit only once; the target doesn't receive two bonus dice. But if the durations of the spells overlap, the effect continues until the duration of the second *Bless* ends.

> **IDENTIFYING AN ONGOING SPELL**
>
> You can try to identify a non-instantaneous spell by its observable effects if its duration is ongoing. To identify it, you must take the Study action and succeed on a DC 15 Intelligence (Arcana) check.

Rules Glossary

Glossary Conventions

The glossary uses the following conventions:

Tags in Brackets. Some entries have a tag in brackets after the entry's name, as in "Attack [Action]." A tag—Action, Area of Effect, Attitude, Condition, or Hazard—indicates that a rule is part of a family of rules. The tags also have glossary entries.

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

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

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

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

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

Rules Definitions

Here are definitions of various rules.

Ability Check

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

Ability Score and Modifier

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

Action

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

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

Advantage

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

Adventure

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

Alignment

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

Ally

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

Area of Effect

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

Cone	Cylinder	Line
Cube	Emanation	Sphere

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

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

Armor Class

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

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

Armor Training

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

Attack [Action]

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

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

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

Attack Roll

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

Attitude

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

Attunement

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

Blinded [Condition]

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

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

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

Blindsight

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

Bloodied

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

Bonus Action

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

Breaking Objects

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

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

Object Armor Class

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

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

Object Hit Points

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

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

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

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

Bright Light

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

Burning [Hazard]

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

Burrow Speed

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

Campaign

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

Cantrip

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

Carrying Capacity

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

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

Carrying Capacity

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

Challenge Rating

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

Character Sheet

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

Charmed [Condition]

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

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

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

Climbing

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

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

Climb Speed

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

Concentration

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

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

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

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

Condition

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

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

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

Cone [Area of Effect]

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

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

Cover

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

Crawling

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

Creature

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

Creature Type

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

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

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

Critical Hit

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

Cube [Area of Effect]

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

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

Curses

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

Cylinder [Area of Effect]

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

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

D20 Test

D20 Tests encompass the three main d20 rolls of the game: ability checks, attack rolls, and saving throws. If something in the game affects D20 Tests, it affects all three of these rolls. The GM determines whether a D20 Test is warranted in a given circumstance. *See also* "Playing the Game" ("D20 Tests").

Damage

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

Damage Roll

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

Damage Threshold

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

Damage Types

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

Damage Types

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

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

Darkness

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

Darkvision

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

Dash [Action]

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

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

Dead

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

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

Deafened [Condition]

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

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

Death Saving Throw

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

Dehydration [Hazard]

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

Water Needs per Day

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

Difficult Terrain

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

A space is Difficult Terrain if the space contains any of the following or something similar:

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

Difficulty Class

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

Dim Light

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

Disadvantage

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

Disengage [Action]

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

Dodge [Action]

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

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

Emanation [Area of Effect]

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

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

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

Encounter

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

Enemy

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

Exhaustion [Condition]

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

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

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

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

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

Experience Points

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

Expertise

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

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

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

Falling [Hazard]

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

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

Flying

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

Fly Speed

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

Friendly [Attitude]

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

Frightened [Condition]

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

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

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

Grappled [Condition]

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

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

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

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

Grappling

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

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

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

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

Hazard

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

Healing

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

Heavily Obscured

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

Help [Action]

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

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

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

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

Heroic Inspiration

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

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

Hide [Action]

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

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

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

High Jump

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

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

Hit Point Dice

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

Hit Points

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

Hostile [Attitude]

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

Hover

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

Illusions

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

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

Immunity

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

Improvised Weapons

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

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

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

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

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

Incapacitated [Condition]

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

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

No Concentration. Your Concentration is broken.

Speechless. You can't speak.

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

Indifferent [Attitude]

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

Influence [Action]

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

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

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

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

Influence Checks

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

Initiative

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

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

Invisible [Condition]

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

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

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

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

Jumping

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

Knocking Out a Creature

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

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

Lightly Obscured

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

Line [Area of Effect]

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

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

Long Jump

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

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

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

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

Long Rest

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

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

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

Regain All HP. You regain all lost Hit Points and all spent Hit Point Dice. If your Hit Point maximum was reduced, it returns to normal.
Ability Scores Restored. If any of your ability scores were reduced, they return to normal.
Exhaustion Reduced. If you have the Exhaustion condition, its level decreases by 1.
Special Feature. Some features are recharged by a Long Rest. If you have such a feature, it recharges in the way specified in its description.

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

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

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

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

Magic [Action]

When you take the Magic action, you cast a spell that has a casting time of an action or use a feature or magic item that requires a Magic action to be activated.

If you cast a spell that has a casting time of 1 minute or longer, you must take the Magic action on each turn of that casting, and you must maintain Concentration while you do so. If your Concentration is broken, the spell fails, but you don't expend a spell slot. *See also* "Concentration."

Magical Effect

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

Malnutrition [Hazard]

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

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

Food Needs per Day

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

Monster

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

Nonplayer Character

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

Object

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

Occupied Space

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

Opportunity Attacks

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

Paralyzed [Condition]

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

Incapacitated. You have the Incapacitated condition.

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

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

Attacks Affected. Attack rolls against you have Advantage.

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

Passive Perception

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

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

Per Day

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

Petrified [Condition]

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

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

Incapacitated. You have the Incapacitated condition.

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

Attacks Affected. Attack rolls against you have Advantage.

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

Resist Damage. You have Resistance to all damage.

Poison Immunity. You have Immunity to the Poisoned condition.

Player Character

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

Poisoned [Condition]

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

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

Possession

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

Proficiency

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

Prone [Condition]

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

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

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

Reach

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

Reaction

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

Ready [Action]

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

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

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

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

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

Resistance

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

Restrained [Condition]

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

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

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

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

Ritual

If you have a spell prepared that has the Ritual tag, you can cast that spell as a Ritual. The Ritual version of a spell takes 10 minutes longer to cast than normal. It also doesn't expend a spell slot, which means the ritual version of a spell can't be cast at a higher level. *See also* "Spells."

Round Down

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

Save

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

Saving Throw

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

Search [Action]

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

Search

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

Shape-Shifting

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

Short Rest

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

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

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

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

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

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

An interrupted Short Rest confers no benefits.

Simultaneous Effects

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

Size

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

Skill

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

Speed

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

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

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

Spell

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

Spell Attack

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

Spellcasting Focus

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

Sphere [Area of Effect]

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

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

Stable

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

Stat Block

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

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

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

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

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

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

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

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

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

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

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

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

Languages. This entry lists any languages the monster knows.

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

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

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

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

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

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

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

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

Study [Action]

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

The Areas of Knowledge table suggests which skills are applicable to various areas of knowledge.

Areas of Knowledge

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

Stunned [Condition]

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

Incapacitated. You have the Incapacitated condition.

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

Attacks Affected. Attack rolls against you have Advantage.

Suffocation [Hazard]

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

Surprise

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

Swimming

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

Swim Speed

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

Target

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

Telepathy

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

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

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

Teleportation

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

When you teleport, all the equipment you're wearing and carrying teleports with you. If you're touching another creature when you teleport, that creature doesn't teleport with you unless the teleportation effect says otherwise.

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

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

Temporary Hit Points

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

Tremorsense

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

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

Truesight

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

Darkness. You can see in normal and magical Darkness.

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

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

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

Ethereal Plane. You see into the Ethereal Plane.

Unarmed Strike

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

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

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

Grapple. The target must succeed on a Strength or Dexterity saving throw (it chooses which), or it has the Grappled condition. The DC for the saving throw and any escape attempts equals 8 plus your Strength modifier and Proficiency Bonus. This grapple is possible only if the target is no more than one size larger than you and if you have a hand free to grab it. *See also* "Grappling."

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

Unconscious [Condition]

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

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

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

Attacks Affected. Attack rolls against you have Advantage.

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

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

Unaware. You're unaware of your surroundings.

Unoccupied Space

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

Utilize [Action]

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

Vulnerability

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

Weapon

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

Weapon Attack

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

Gameplay Toolbox

Travel Pace

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

Good Roads

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

Slower Travelers

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

Extended Travel

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

Special Movement

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

Miles per hour = Speed ÷ 10
Miles per day (Normal pace) = Miles per hour × number of hours traveled (typically 8)
Fast pace = Miles per day × 1⅓ (round down)
Slow pace = Miles per day × 2/3 (round down)

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

Vehicles

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

Creating a Background

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

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

1: Choose Abilities

Choose three abilities that seem appropriate for the background:

Strength or Dexterity. These abilities are ideal for a background involving physical exertion.
Constitution. This ability is ideal for a background that involves endurance or long hours of activity.

Travel Terrain

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

*Appropriate equipment (such as skis) is necessary to keep up a Fast pace in Arctic terrain.
†Characters' rate of travel while waterborne depends on the vehicle carrying them; see "Vehicles."

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

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

2: Choose a Feat

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

3: Choose Skill Proficiencies

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

4: Choose a Tool Proficiency

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

5: Choose Equipment

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

Curses and Magical Contagions

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

The following sections discuss curses and magical contagions in detail.

Curses

A curse typically takes one of the forms detailed below.

Bestow Curse

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

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

Cursed Creatures

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

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

Cursed Magic Items

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

Narrative Curses

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

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

Environmental Curses

Some locations are so suffused with evil that anyone who lingers there is burdened with a curse. Demonic Possession is one example of an environmental curse.

Demonic Possession. Demonic Possession arises from the chaos and evil of the Abyss and commonly besets creatures that interact with demonic objects or linger in desecrated locations, where demonic spirits await victims.

A creature that becomes the target of Demonic Possession must succeed on a DC 15 Charisma saving throw or be possessed by a bodiless demonic entity. Whenever the possessed creature rolls a 1 on a D20 Test, the demonic entity takes control of the creature and determines the creature's behavior thereafter. At the end of each of the possessed creature's later turns, the creature makes a DC 15 Charisma saving throw, regaining control of itself on a success.

After finishing a Long Rest, a creature with Demonic Possession makes a DC 15 Charisma saving throw. On a successful save, the effect ends on the creature. A *Dispel Evil and Good* spell or any magic that removes a curse also ends the effect on it.

Magical Contagions

Alchemists, potion brewers, and areas of wild magic are credited with creating the first magical contagions. An outbreak of such a contagion can form the basis of an adventure as characters search for a cure and try to stop the contagion's spread.

Rest and Recuperation

If a creature infected with a magical contagion spends 3 days recuperating—engaging in no activities that would interrupt a Long Rest—the creature makes a DC 15 Constitution saving throw at the end of the recuperation period. On a successful save, the creature has Advantage on saving throws to fight off the magical contagion for the next 24 hours.

Example Contagions

The following examples show how magical contagions can work. Feel free to alter the saving throw DCs, effects, and other characteristics of these contagions to suit your campaign.

Cackle Fever

Magical Contagion

Cheaply made potions and elixirs are sometimes tainted by Cackle Fever, which affects Humanoids only (gnomes are strangely immune). A creature suffers the following effects 1d4 days after infection:

Fever. The creature gains 1 Exhaustion level, which lasts until the contagion ends on the creature.

Uncontrollable Laughter. While the creature has the Exhaustion condition, the creature makes a DC 13 Constitution saving throw each time it takes damage other than Psychic damage. On a failed save, the creature takes 5 (1d10) Psychic damage and has the Incapacitated condition as it laughs uncontrollably. At the end of each of its turns, the creature repeats the save, ending the effect on itself on a success. After 1 minute, it succeeds automatically.

Fighting the Contagion. At the end of each Long Rest, an infected creature makes a DC 13 Constitution saving throw. After the creature succeeds on three of these saves, the contagion ends on it, and the creature is immune to Cackle Fever for 1 year.

Spreading the Contagion. Any Humanoid (other than a gnome) that starts its turn within a 10-foot Emanation originating from a creature infected with Cackle Fever must succeed on a DC 10 Constitution saving throw or also become infected with the contagion. On a successful save, the Humanoid can't catch the contagion from that particular infected creature for the next 24 hours.

Sewer Plague

Magical Contagion

Fouled potions and alchemical waste can give rise to Sewer Plague, which incubates in sewers and refuse heaps and is sometimes transmitted by creatures that dwell in such areas, including otyughs and rats. Any Humanoid that is wounded by a creature that carries the contagion or that comes into contact with contaminated filth or offal must succeed on a DC 11 Constitution saving throw or become infected with Sewer Plague. A creature suffers the following effects 1d4 days after infection:

Fatigue. The creature gains 1 Exhaustion level.

Weakness. While the creature has any Exhaustion levels, it regains only half the normal number of Hit Points from spending Hit Point Dice.

Restlessness. While the creature has any Exhaustion levels, finishing a Long Rest neither restores lost Hit Points nor reduces the creature's Exhaustion level.

Fighting the Contagion. Daily at dawn, an infected creature makes a DC 11 Constitution saving throw. On a failed save, the creature gains 1 Exhaustion level as its fatigue worsens. On a successful save, the creature's Exhaustion level decreases by 1. If the creature's Exhaustion level is reduced to 0, the contagion ends on the creature.

Sight Rot

Magical Contagion

Any Beast or Humanoid that drinks water tainted by Sight Rot must succeed on a DC 15 Constitution saving throw or have the Blinded condition until the contagion ends.

Fighting the Contagion. Magic such as a *Heal* or *Lesser Restoration* spell ends the contagion immediately. A character who is proficient with an Herbalism Kit can use it to create one dose of nonmagical ointment, which takes 1 hour. When applied to the eyes of a creature suffering from Sight Rot, the ointment suppresses the contagion on that creature for 24 hours. If the contagion is suppressed in this way for a total of 72 hours (requiring three doses and applications of the ointment), the contagion ends on the creature.

Spreading the Contagion. Any Humanoid that makes skin contact with a creature infected with Sight Rot must succeed on a DC 15 Constitution saving throw or also become infected with the contagion. On a successful save, the Humanoid can't catch the contagion from that particular infected creature for the next 24 hours.

Environmental Effects

Deep Water

Swimming through deep water (more than 100 feet deep) presents additional challenges because of the water's pressure and cold temperature. After each hour of swimming in deep water, a creature that lacks a Swim Speed must succeed on a DC 10 Constitution saving throw or gain 1 Exhaustion level.

Extreme Cold

When the temperature is 0 degrees Fahrenheit or lower, a creature exposed to the extreme cold must succeed on a DC 10 Constitution saving throw at the end of each hour or gain 1 Exhaustion level. Creatures that have Resistance or Immunity to Cold damage automatically succeed on the save.

Extreme Heat

When the temperature is 100 degrees Fahrenheit or higher, a creature exposed to the extreme heat and without access to drinkable water must succeed on a Constitution saving throw at the end of each hour or gain 1 Exhaustion level. The DC is 5 for the first hour and increases by 1 for each additional hour. Creatures wearing Medium or Heavy armor have Disadvantage on the save. Creatures that have Resistance or Immunity to Fire damage automatically succeed on the save.

Frigid Water

A creature can be immersed in frigid water for a number of minutes equal to its Constitution score before suffering any ill effects. Each additional minute spent in frigid water requires the creature to succeed on a DC 10 Constitution saving throw or gain 1 Exhaustion level. Creatures with Resistance or Immunity to Cold damage automatically succeed on the save, as do creatures that are naturally adapted to living in ice-cold water.

Heavy Precipitation

Everything within an area of heavy rain or heavy snowfall is Lightly Obscured, and creatures in the area have Disadvantage on all Wisdom (Perception) checks. Heavy rain also extinguishes open flames.

High Altitude

Traveling at altitudes of 10,000 feet or higher above sea level is taxing for most creatures because of the reduced amount of oxygen in the air. Each hour such a creature spends traveling at high altitude counts as 2 hours for the purpose of determining how long that creature can travel (see "Travel Pace").

Creatures can become acclimated to a high altitude by spending 30 days or more at this elevation. Creatures can't become acclimated to elevations above 20,000 feet unless they are native to such environments.

Slippery Ice

Slippery ice is Difficult Terrain. A creature that moves onto slippery ice for the first time on a turn or starts its turn there must succeed on a DC 10 Dexterity saving throw or have the Prone condition.

Strong Wind

Strong wind imposes Disadvantage on ranged attack rolls with weapons. It also extinguishes open flames and disperses fog. A flying creature in a strong wind must land at the end of its turn or fall.

A strong wind in a desert can create a sandstorm that imposes Disadvantage on Wisdom (Perception) checks.

Thin Ice

Thin ice has a weight tolerance of 3d10 × 10 pounds per 10-foot-square area. Whenever the total weight on an area of thin ice exceeds its tolerance, the ice in that area breaks. All creatures on broken ice fall through. Below the ice is frigid water (see "Frigid Water" above).

Fear and Mental Stress

Due to the nature of their vocation, adventurers tend to be less susceptible to fear and mental stress than common folk. Whereas a farmer might flee in terror from a bear or an apparition, adventurers are made of sterner stuff. That said, certain creatures and game effects can terrify or fray the mind of even the most stalwart adventurer.

If you plan to use any of these rules, discuss them with your players at the start of the campaign.

Fear Effects

Whenever the characters encounter something that is supernaturally frightful, use the Frightened condition as the baseline effect. Fear effects typically require a Wisdom saving throw, with a save DC based on how terrifying the situation is. The Sample Fear DCs table provides some examples.

Sample Fear DCs

Example	Save DC
When the characters open a sarcophagus, a harmless yet terrifying apparition appears.	10
A character triggers a magical trap that creates an illusory manifestation of that character's worst fears, visible only to that character.	15
A portal to the Abyss opens, revealing a nightmarish realm of torment and slaughter.	20

Typically, a Frightened creature repeats the saving throw at the end of each of its turns, ending the effect on itself on a success.

At your discretion, a Frightened creature might be subject to other effects as long as the Frightened condition lasts. Consider these examples:

- The Frightened creature must take the Dash action on each of its turns and uses its movement to get farther away from the source of its fear.
- Attack rolls against the Frightened creature have Advantage.
- The Frightened creature can do only one of the following on each of its turns: move, take an action, or take a Bonus Action.

Mental Stress Effects

When a character is subjected to an effect that causes intense mental stress, Psychic damage is the best way to emulate that effect.

The Sample Mental Stress Effects table provides a few examples of such effects, with suggested saving throw DCs and damage. Mental stress can usually be resisted with a successful Wisdom save, but sometimes an Intelligence or Charisma save is more appropriate. On a successful save, a character might take half as much damage instead of no damage, at your discretion.

Sample Mental Stress Effects

Example	Save DC	Psychic Damage
A character ingests a hallucinogenic substance that distorts the character's perception of reality.	10	1d6
A character touches a fiendish idol that tears at the character's mind, threatening to shatter it.	15	3d6
A magical trap flings a character into the Far Realm until the end of that character's next turn.	20	9d6

Prolonged Effects

Exposure to mental stress can cause prolonged effects. Consider the following possibilities.

Short-Term Effects. The character has the Frightened, Incapacitated, or Stunned condition for 1d10 minutes. This condition might be accompanied by alarming behavior or hallucinations. These effects can be suppressed with the *Calm Emotions* spell or removed by the *Lesser Restoration* spell.

Long-Term Effects. The character has Disadvantage on some or all ability checks for 1d10 × 10 hours, stemming from an unwillingness or inability to exert a particular set of abilities. The character might feel enervated and unable to exert much Strength, for example, or become so suspicious of others that Charisma checks are more difficult. These effects can be suppressed with the *Calm Emotions* spell or removed by the *Lesser Restoration* spell.

Indefinite Effects. An indefinite effect is a long-term effect (see above) that lasts until removed by a *Greater Restoration* spell. It can be suppressed by a *Calm Emotions* spell.

Poison

Given their insidious and deadly nature, poisons are a favorite tool among assassins and evil creatures. Poisons come in the following four types:

Contact. Contact poison can be smeared on an object and remains potent until it is touched or washed off. A creature that touches contact poison with exposed skin suffers its effects.

Ingested. A creature must swallow an entire dose of ingested poison to suffer its effects. The dose can be delivered in food or a liquid. You may decide that a partial dose has a reduced effect, such as allowing Advantage on the saving throw or dealing only half as much damage on a failed save.

Inhaled. Poisonous powders and gases take effect when inhaled. Blowing the powder or releasing the gas subjects creatures in a 5-foot Cube to its effect. The resulting cloud dissipates immediately afterward. Holding one's breath is ineffective against inhaled poisons, as they affect nasal membranes, tear ducts, and other parts of the body.

Injury. Injury poison can be applied as a Bonus Action to a weapon, a piece of ammunition, or similar object. The poison remains potent until delivered through a wound or washed off. A creature that takes Piercing or Slashing damage from an object coated with the poison is exposed to its effects.

Purchasing Poison

In some settings, laws prohibit the possession and use of poison, but an illicit dealer or unscrupulous apothecary might keep a hidden stash. Characters with criminal contacts might be able to acquire poison easily. Other characters might have to make extensive inquiries and pay bribes before they acquire the poison they seek.

Harvesting Poison

A character can attempt to harvest poison from a venomous creature that is dead or has the Incapacitated condition. The effort takes 1d6 minutes, after which the character makes a DC 20 Intelligence (Nature) check using a Poisoner's Kit. On a successful check, the character harvests enough poison for a single dose, and no additional poison can be harvested from that creature. On a failed check, the character is unable to extract any poison. If the character fails the check by 5 or more, the character is subjected to the creature's poison.

Sample Poisons

Example poisons are detailed here in alphabetical order. Each poison's description includes the suggested price for a single dose of the poison, its type (contact, ingested, inhaled, or injury), and a description of the poison's debilitating effects.

Assassin's Blood (150 GP)

Ingested Poison

A creature subjected to Assassin's Blood makes a DC 10 Constitution saving throw. On a failed save, the creature takes 6 (1d12) Poison damage and has the Poisoned condition for 24 hours. On a successful save, the creature takes half as much damage only.

Burnt Othur Fumes (500 GP)

Inhaled Poison

A creature subjected to Burnt Othur Fumes must succeed on a DC 13 Constitution saving throw or take 10 (3d6) Poison damage, and it must repeat the save at the start of each of its turns. On each successive failed save, the creature takes 3 (1d6) Poison damage. After three successful saves, the poison ends.

Crawler Mucus (200 GP)

Contact Poison

A creature subjected to Crawler Mucus must succeed on a DC 13 Constitution saving throw or have the Poisoned condition for 1 minute. The creature also has the Paralyzed condition while Poisoned in this way. The creature repeats the save at the end of each of its turns, ending the effect on itself on a success.

Essence of Ether (300 GP)

Inhaled Poison

A creature subjected to Essence of Ether must succeed on a DC 15 Constitution saving throw or have the Poisoned condition for 8 hours. The creature also has the Unconscious condition while Poisoned in this way. The creature wakes up if it takes damage or if another creature takes an action to shake it awake.

Malice (250 GP)

Inhaled Poison

A creature subjected to Malice must succeed on a DC 15 Constitution saving throw or have the Poisoned condition for 1 hour. The creature also has the Blinded condition while Poisoned in this way.

Midnight Tears (1,500 GP)

Ingested Poison

A creature that ingests Midnight Tears suffers no effect until the stroke of midnight. Any effect that

ends the Poisoned condition neutralizes this poison. If the poison hasn't been neutralized before midnight, the creature makes a DC 17 Constitution saving throw, taking 31 (9d6) Poison damage on a failed save or half as much damage on a successful one.

Oil of Taggit (400 GP)
Contact Poison

A creature subjected to Oil of Taggit must succeed on a DC 13 Constitution saving throw or have the Poisoned condition for 24 hours. The creature also has the Unconscious condition while Poisoned in this way. It wakes up if it takes damage.

Pale Tincture (250 GP)
Ingested Poison

A creature subjected to Pale Tincture must succeed on a DC 16 Constitution saving throw or take 3 (1d6) Poison damage and have the Poisoned condition. The Poisoned creature repeats the save every 24 hours, taking 3 (1d6) Poison damage on a failed save. The damage the poison deals can't be healed by any means while the creature remains Poisoned. After seven successful saves against the poison, the creature is no longer Poisoned.

Purple Worm Poison (2,000 GP)
Injury Poison

A creature subjected to Purple Worm Poison makes a DC 21 Constitution saving throw, taking 35 (10d6) Poison damage on a failed save or half as much damage on a successful one.

Serpent Venom (200 GP)
Injury Poison

A creature subjected to Serpent Venom must succeed on a DC 11 Constitution saving throw, taking 10 (3d6) Poison damage on a failed save or half as much damage on a successful one.

Spider's Sting (200 GP)
Injury Poison

A creature subjected to Spider's Sting must succeed on a DC 13 Constitution saving throw or have the Poisoned condition for 1 hour. If the creature fails the save by 5 or more, the creature also has the Unconscious condition while Poisoned in this way. The creature wakes up if it takes damage or if another creature takes an action to shake it awake.

Torpor (600 GP)
Ingested Poison

A creature subjected to Torpor poison must succeed on a DC 15 Constitution saving throw or have the Poisoned condition for 4d6 hours. The creature's Speed is halved while the creature is Poisoned in this way.

Truth Serum (150 GP)
Ingested Poison

A creature subjected to Truth Serum must succeed on a DC 11 Constitution saving throw or have the Poisoned condition for 1 hour. The Poisoned creature can't knowingly communicate a lie.

Wyvern Poison (1,200 GP)
Injury Poison

A creature subjected to Wyvern Poison makes a DC 14 Constitution saving throw, taking 24 (7d6) Poison damage on a failed save or half as much damage on a successful one.

Traps

Traps should be used sparingly, lest they lose their charm. A hidden pit can be a fun surprise, but too many traps in an adventure can lead players to become overly cautious, which slows down the game.

The best traps are fleeting distractions that skilled characters can overcome in a short amount of time or deadly puzzles that require quick thinking and teamwork to overcome. Traps that are undetectable and inescapable are rarely fun.

Parts of a Trap

The description of a trap includes the following parts after the trap's name:

Severity and Levels. A trap is designated as a nuisance or as deadly for characters of certain levels. A nuisance trap is unlikely to seriously harm characters of the indicated levels, whereas a deadly trap can grievously damage characters of the indicated levels.

Trigger. Traps are often set to go off when a creature enters an area or touches an object. Examples of triggers include stepping on a pressure plate, crossing a trip wire, turning a doorknob, or using the wrong key in a lock.

Duration. Some traps have durations expressed in rounds, minutes, or hours. Others specify that their effects last until the trap is destroyed or dispelled. If a trap's duration is instantaneous, its effect is resolved instantly. If a trap resets after activating, that fact is noted in this entry. A trap is otherwise inert after activation.

Use caution when introducing a trap to characters of a level lower than the trap's level range. A trap that is a nuisance at one level range could be deadly to characters of a lower level range.

Example Traps

Traps are presented in alphabetical order.

Collapsing Roof

Deadly Trap (Levels 1–4)

Trigger: A creature crosses a trip wire
Duration: Instantaneous

This trap uses a trip wire to collapse an unstable section of ceiling. The trip wire is 3 inches off the ground and stretches between two weak supports that topple when the trip wire is pulled.

The first creature that crosses the trip wire causes the supports to topple and the unstable section of ceiling to collapse. Each creature beneath the unstable section of ceiling must succeed on a DC 13 Dexterity saving throw, taking 11 (2d10) Bludgeoning damage on a failed save or half as much damage on a successful one. Rubble from the collapse turns the trapped area into Difficult Terrain.

Detect and Disarm. As a Search action, a creature can examine the trapped area and make a DC 11 Wisdom (Perception) check, detecting the trip wire and the unstable section of ceiling on a successful check. Once detected, the trip wire can be easily cut or avoided (no ability check required).

At Higher Levels. You can scale the trap for higher levels by increasing the damage and the save DC, as shown in the following table.

Levels	Bludgeoning Damage	Save DC
5–10	22 (4d10)	15
11–16	55 (10d10)	17
17–20	99 (18d10)	19

Falling Net

Nuisance Trap (Levels 1–4)

Trigger: A creature crosses a trip wire
Duration: Instantaneous

A falling net trap uses a trip wire to release a weighted, 10-foot-square Net suspended from the ceiling. The trip wire is 3 inches off the ground and stretches between two columns or trees.

The first creature that crosses the trip wire causes the Net to fall on it. The target must succeed on a DC 10 Dexterity saving throw or have the Restrained condition until it escapes. The target succeeds automatically if it's Huge or larger. A creature can take an action to make a DC 10 Strength (Athletics) check, freeing itself or another creature within its reach from the Net on a successful check.

Detect and Disarm. As a Search action, a creature can examine the trapped area and make a DC 11 Wisdom (Perception) check, detecting the trip wire and the suspended Net on a successful check. Once detected, the trip wire can be easily cut or avoided (no ability check required).

Destroy the Net. Reducing the Net to 0 Hit Points frees any creature trapped in it (see "Adventuring Gear" for the Net's statistics).

Set the Trap. A creature that has Thieves' Tools and all the trap's components (including a Net) can try to set a falling net trap, doing so with a successful DC 13 Dexterity (Sleight of Hand) check. Each attempt to set this trap takes 10 minutes.

At Higher Levels. You can scale the trap for higher levels by increasing the weight of the Net, which increases the save DC and the DC of the Strength (Athletics) check as follows: DC 12 at levels 5–10, DC 14 at levels 11–16, or DC 16 at levels 17–20.

Fire-Casting Statue

Deadly Trap (Levels 1–4)

Trigger: A creature moves onto a pressure plate

Duration: Instantaneous, and the trap resets at the start of the next turn

When a creature moves onto this trap's pressure plate for the first time on a turn or starts its turn there, a nearby statue exhales a 15-foot Cone of magical flame. The statue can look like anything, such as a dragon or a wizard. Each creature in the Cone must succeed on a DC 15 Dexterity saving throw, taking 11 (2d10) Fire damage on a failed save or half as much damage on a successful one.

Detect and Disarm. A *Detect Magic* spell reveals an aura of Evocation magic around the statue. As a Search action, a creature within 5 feet of the statue can examine it and make a DC 10 Wisdom (Perception) check, detecting a tiny glyph on the statue on a successful check. Once the glyph is found, a character can take a Study action to examine it and make a DC 15 Intelligence (Arcana) check, ascertaining that the glyph means "fire" on a successful check. As an action, a character can use a sharp tool to deface the glyph, which disarms the trap.

As a Search action, a creature can examine the section of floor that forms the pressure plate and make a DC 15 Wisdom (Perception) check, detecting the pressure plate on a successful check. Wedging an Iron Spike or similar object under the pressure plate prevents the trap from triggering.

At Higher Levels. You can scale the trap for higher levels by increasing the damage and the area of effect, as shown in the following table.

Levels	Fire Damage	Area of Effect
5–10	22 (4d10)	30-foot Cone
11–16	55 (10d10)	60-foot Cone
17–20	99 (18d10)	120-foot Cone

Hidden Pit

Nuisance Trap (Levels 1–4)

Trigger: A creature moves onto the pit's lid
Duration: Instantaneous

This 10-foot-deep pit has a hinged lid constructed from material identical to the surrounding floor. When a creature moves onto the lid, it swings open like a trapdoor, causing the creature to fall into the pit. The lid remains open thereafter.

A creature that falls into the pit takes 3 (1d6) Bludgeoning damage from the fall.

Detect and Disarm. As a Study action, a creature can examine the section of floor that forms the pit's lid and make a DC 15 Intelligence (Investigation) check, detecting the pit on a successful check. Once the pit is detected, an Iron Spike or a similar object can be wedged between the pit's lid and the surrounding floor to prevent the lid from opening, thereby making it safe to cross. The cover can also be held shut using *Arcane Lock* or similar magic.

Escape. A creature needs a Climb Speed, climbing gear, or magic such as *Spider Climb* to scale the pit's smooth walls. You can make the pit easier to escape by adding cracks in the walls big enough to serve as handholds and footholds.

At Higher Levels. You can scale the trap for higher levels by increasing the pit's depth and damage, as shown in the following table.

Levels	Pit Depth	Bludgeoning Damage
5–10	30 feet	10 (3d6)
11–16	60 feet	21 (6d6)
17–20	120 feet	42 (12d6)

Poisoned Darts

Deadly Trap (Levels 1–4)

Trigger: A creature moves onto a pressure plate
Duration: Instantaneous, and the trap resets at the start of the next turn if it has activated fewer than three times

When a creature moves onto this trap's pressure plate for the first time on a turn, poisoned darts shoot from tubes embedded in the surrounding walls. The holes that house these tubes are obscured by dust and cobwebs or skillfully hidden amid bas-reliefs, murals, or frescoes.

Each creature in the darts' path must succeed on a DC 13 Dexterity saving throw or be struck by 1d3 darts, taking 3 (1d6) Poison damage per dart.

Detect and Disarm. As a Search action, a creature can examine the walls and make a DC 15 Wisdom (Perception) check, detecting the holes on a successful check. Plugging all the holes with wax, cloth, or detritus prevents the darts from firing.

As a Search action, a creature can examine the section of floor that forms the pressure plate and make a DC 15 Wisdom (Perception) check, detecting the pressure plate on a successful check. Wedging an Iron Spike or a similar object under the pressure plate prevents the trap from triggering.

At Higher Levels. You can scale the trap for higher levels by increasing each dart's Poison damage as follows: 7 (2d6) at levels 5–10, 14 (4d6) at levels 11–16, or 24 (7d6) at levels 17–20.

Poisoned Needle

Nuisance Trap (Levels 1–4)

Trigger: A creature opens the trap's lock improperly or fails to disarm the trap
Duration: Instantaneous

A poisoned needle is hidden in a lock. When a creature opens the lock with any object other than the proper key, the needle springs out and stabs the creature. The creature makes a DC 11 Constitution saving throw. On a failed save, the creature takes 5 (1d10) Poison damage and has the Poisoned

condition for 1 hour. On a successful save, the creature takes half as much damage only.

Avoid. The trap doesn't trigger if the lock is opened using a *Knock* spell or similar magic.

Detect and Disarm. As a Search action, a creature can examine the trapped lock and make a DC 15 Wisdom (Perception) check, detecting the needle on a successful check. Once the trap is detected, a character can take an action to try to disarm the trap, doing so with a successful DC 15 Dexterity (Sleight of Hand) check. On a failed check, the creature triggers the trap.

At Higher Levels. You can scale the trap for higher levels by increasing the damage and the save DC, as shown in the following table.

Levels	Poison Damage	Save DC
5–10	11 (2d10)	13
11–16	22 (4d10)	15
17–20	55 (10d10)	17

Rolling Stone

Deadly Trap (Levels 11–16) or Nuisance Trap (Levels 17–20)

Trigger: A creature moves onto a pressure plate
Duration: Until the stone stops rolling

When a creature moves onto a hidden pressure plate, a 5-foot-radius orb of solid stone is released from a secret compartment and begins to roll. The stone and all creatures nearby roll Initiative; the stone gets a +8 bonus on its Initiative roll.

On its turn, the stone moves 60 feet in one direction, changing course if redirected by an obstacle. The stone can move through creatures' spaces, and creatures can move through the stone's space, treating it as Difficult Terrain. Whenever the stone enters a creature's space for the first time on a turn or a creature enters the stone's space while the stone is rolling, that creature must succeed on a DC 15 Dexterity saving throw or take 55 (10d10) Bludgeoning damage and have the Prone condition.

The stone stops when it hits a wall or similar barrier. It can't go around corners, but creative dungeon builders incorporate curving turns into nearby passages that allow the stone to keep moving.

Detect and Disarm. As a Study action, a creature can examine the section of floor that forms the pressure plate and make a DC 15 Intelligence (Investigation) check, deducing the pressure plate's function on a successful check. Wedging an Iron Spike or a similar object under the pressure plate prevents the trap from triggering.

Destroy the Stone. The stone is a Large object that has AC 17, HP 100, a Damage Threshold of 10, and Immunity to Poison and Psychic damage.

Slow the Stone. As an action, a creature can try to slow down the stone with a DC 20 Strength (Athletics) check. If the check is successful, the distance the stone moves on its turn is reduced by 15 feet. If that distance drops to 0, it stops moving and is no longer a threat.

Spiked Pit

Deadly Trap (Levels 1–4)

Trigger: A creature moves onto the pit's lid
Duration: Instantaneous

A 10-foot-deep pit has a hinged lid constructed from material identical to the surrounding floor. When a creature moves onto the lid, it swings open like a trapdoor, causing the creature to fall into the pit, which has sharpened wooden or metal spikes at the bottom. The lid remains open thereafter.

A creature that falls into the pit lands at the bottom and takes 3 (1d6) Bludgeoning damage from the fall plus 9 (2d8) Piercing damage from the spikes.

Detect and Disarm. As a Study action, a creature can examine the section of floor that forms the pit's lid and make a DC 15 Intelligence (Investigation) check, detecting the pit on a successful check. Once the hidden pit is detected, an Iron Spike or a similar object can be wedged between the pit's lid and the surrounding floor to prevent the lid from opening, thereby making it safe to cross. The cover can also be held shut using an *Arcane Lock* spell or similar magic.

Escape. A creature needs a Climb Speed, climbing gear, or magic such as a *Spider Climb* spell to scale the pit's smooth walls. You can make the pit easier to escape by adding cracks in the walls big enough to serve as handholds and footholds.

At Higher Levels. You can scale the trap for higher levels by increasing the pit's depth and damage, as shown in the following table.

Levels	Pit Depth	Damage
5–10	30 feet	10 (3d6) Bludgeoning plus 13 (3d8) Piercing
11–16	60 feet	21 (6d6) Bludgeoning plus 36 (8d8) Piercing
17–20	120 feet	42 (12d6) Bludgeoning plus 57 (13d8) Piercing

Combat Encounters

The following features can make a combat encounter more interesting or challenging:

Changes in Elevation. Terrain features that provide a change of elevation (such as stacks of empty crates, ledges, and balconies) reward clever positioning and encourage characters to jump, climb, fly, or teleport.

Defensive Positions. Enemies in hard-to-reach locations or defensive positions force characters who normally attack at range to move around.

Mixed Monster Groups. When different types of monsters work together, they can combine their abilities—just like characters with different classes and origins. A diverse force is more powerful.

Reasons to Move. Use features that encourage characters and their enemies to move around, such as chandeliers, kegs of gunpowder or oil, and rolling stone traps.

Combat Encounter Difficulty

Use the following guidelines to create a combat encounter of a desired level of difficulty.

Step 1: Choose a Difficulty

Three categories describe the range of encounter difficulty:

Low Difficulty. An encounter of low difficulty is likely to have one or two scary moments for the players, but their characters should emerge victorious with no casualties. One or more of them might need to use healing resources, however. As a rough guideline, a single monster generally presents a low-difficulty challenge for a party of four characters whose level equals the monster's Challenge Rating.

Moderate Difficulty. Absent healing and other resources, an encounter of moderate difficulty could go badly for the adventurers. Weaker characters might get taken out of the fight, and there's a slim chance that one or more characters might die.

High Difficulty. A high-difficulty encounter could be lethal for one or more characters. To survive it, the characters will need smart tactics, quick thinking, and maybe even a little luck.

Step 2: Determine Your XP Budget

Using the XP Budget per Character table, cross-reference the party's level with the desired encounter difficulty. Multiply the number in the table by the number of characters in the party to get your XP budget for the encounter.

XP Budget per Character

Party's Level	Low	Moderate	High
1	50	75	100
2	100	150	200
3	150	225	400
4	250	375	500
5	500	750	1,100
6	600	1,000	1,400
7	750	1,300	1,700
8	1,000	1,700	2,100
9	1,300	2,000	2,600
10	1,600	2,300	3,100
11	1,900	2,900	4,100
12	2,200	3,700	4,700
13	2,600	4,200	5,400
14	2,900	4,900	6,200
15	3,300	5,400	7,800
16	3,800	6,100	9,800
17	4,500	7,200	11,700
18	5,000	8,700	14,200
19	5,500	10,700	17,200
20	6,400	13,200	22,000

Step 3: Spend Your Budget

Every creature has an XP value in its stat block. When you add a creature to your combat encounter, deduct its XP from your XP budget to determine how many XP you have left to spend. Spend as much of your XP budget as you can without going over. It's OK if you have a few unspent XP left over. Examples are given below:

Example 1. A low-difficulty encounter for four level 1 characters has an XP budget of 50 × 4, for a total of 200 XP. With that, you could build any of the following encounters:

- 1 **Bugbear Warrior** (200 XP)
- 2 **Giant Wasps** (100 XP each), for 200 XP total
- 6 **Giant Rats** (25 XP each), for 150 XP total

Example 2. A moderate-difficulty encounter for five level 3 characters has an XP budget of 225 × 5, for a total of 1,125 XP. With that, you could build either of these encounters:

- 2 **Druids** (450 XP each) and 9 **Stirges** (25 XP each), for 1,125 XP total
- 1 **Wight** (700 XP), 1 **Warhorse Skeleton** (100 XP), and 6 **Skeletons** (50 XP each), for 1,100 XP total

Example 3. A high-difficulty encounter for six level 15 characters has an XP budget of 7,800 × 6, for a total of 46,800 XP. With that, you could build this encounter:

• 2 **Adult Red Dragons** (18,000 XP each) and 2 **Fire Giants** (5,000 XP each), for 46,000 XP total

Troubleshooting

When creating and running combat encounters, keep the following in mind.

Many Creatures

The more creatures in an encounter, the higher the risk that a lucky streak on their part could deal more damage to the characters than you expect. If your encounter includes more than two creatures per character, include fragile creatures that can be defeated quickly. This guideline is especially important for characters of level 1 or 2.

Adjustments

A player's absence might warrant removing creatures from an encounter to keep it at the intended difficulty. Also, die rolls and other factors can result in an encounter being easier or harder than intended. You can adjust an encounter on the fly, such as by having creatures flee (making the encounter easier) or adding reinforcements (making the encounter harder).

CR 0 Creatures

Creatures that have a CR of 0, particularly ones that are worth 0 XP, should be used sparingly. If you want to include many CR 0 critters in an encounter, use swarms instead.

Number of Stat Blocks

The best combat encounters often pair one kind of creature with another, such as fire giants paired with hell hounds. Be mindful of the number of stat blocks you need to run the encounter. Referencing more than two or three stat blocks for a single encounter can be daunting, particularly if the creatures are complex.

Powerful Creatures

If your combat encounter includes a creature whose CR is higher than the party's level, be aware that such a creature might deal enough damage with a single action to take out one or more characters. For example, an **Ogre** (CR 2) can kill a level 1 Wizard with a single blow.

Unusual Features

If a monster has a feature that lower-level characters can't easily overcome, consider not adding that monster to an encounter for characters whose level is lower than the monster's Challenge Rating.

Magic Items

Magic items are gleaned from the hoards of felled monsters or discovered in long-lost vaults. Such items grant capabilities a character could rarely have otherwise, or they complement their owner's capabilities in wondrous ways.

Magic Item Categories

Every magic item belongs to a category. The Magic Item Categories table lists the nine categories and provides examples. Rules for the categories appear after the table.

Magic Item Categories

Category	Examples
Armor	*+1 Leather Armor*, *+1 Shield*
Potions	*Potion of Healing*
Rings	*Ring of Invisibility*
Rods	*Immovable Rod*
Scrolls	*Spell Scroll*
Staffs	*Staff of Striking*
Wands	*Wand of Fireballs*
Weapons	*+1 Ammunition*, *+1 Longsword*
Wondrous Items	*Bag of Holding*, *Boots of Elvenkind*

Armor

An item in the Armor category is typically a magical version of armor from "Equipment." Unless an armor's description notes otherwise, the armor must be worn for its magic to function.

Some suits of magic armor specify the type of armor they are, such as Chain Mail or Plate Armor. If no type is specified, choose the type or determine it randomly.

Potions

An item in the Potion category might be a magical brew that must be imbibed or an oil that must be applied to a creature or an object. A typical potion consists of 1 ounce of liquid in a vial.

Using a Potion. Potions are consumable items. Drinking a potion or administering it to another creature requires a Bonus Action. Applying an oil might take longer as specified in its description. Once used, a potion takes effect immediately, and it is used up.

Mixing Potions. A character might drink one potion while still under the effects of another or pour several potions into a single container. The strange ingredients used in creating potions can result in unpredictable interactions.

When a character mixes two potions together, roll on the Potion Miscibility table. If more than two are combined, roll again for each subsequent potion, combining the results. Unless the effects are immediately obvious, reveal them only when they become evident.

Potion Miscibility

1d100	Result
01	Both potions lose their effects, and the mixture creates a magical explosion in a 5-foot-radius Sphere centered on itself. Each creature in that area takes 4d10 Force damage.
02–08	Both potions lose their effects, and the mixture becomes an ingested poison of your choice (see "Poison" in "Gameplay Toolbox").
09–15	Both potions lose their effects.
16–25	One potion loses its effect.
26–35	Both potions work, but with their numerical effects and durations halved. If a potion has no numerical effect and no duration, it instead loses its effect.
36–90	Both potions work normally.
91–99	Both potions work, but the numerical effects and duration of one potion are doubled. If neither potion has anything to double in this way, they work normally.
00	Only one potion works, but its effects are permanent. Choose the simplest effect to make permanent or the one that seems the most fun. For example, a *Potion of Healing* might increase the drinker's Hit Point maximum by 2d4 + 2, or a *Potion of Invisibility* might give the drinker the Invisible condition indefinitely. At your discretion, a *Dispel Magic* spell or similar magic might end this lasting effect.

Rings

For its magic to function, an item in the Ring category must be worn on a finger or a similar digit unless its description notes otherwise.

Rods

An item in the Rod category is a scepter usually made of metal, wood, or bone. A typical rod weighs 2 to 5 pounds.

Unless its description notes otherwise, a rod can be used as an Arcane Focus.

Scrolls

An item in the Scroll category is a roll of paper or parchment, sometimes attached to wooden rods and typically kept safe in a tube of ivory, jade, leather, metal, or wood. The most prevalent scroll is the *Spell Scroll*, a spell stored in written form.

Using a Scroll. Scrolls are consumable items. Unleashing the magic in a scroll requires the user to read the scroll. When its magic has been invoked, the scroll can't be used again. Its words fade, or it crumbles into dust.

Any creature that can understand a written language can read a scroll and attempt to activate it unless its description notes otherwise.

Staffs

Items in the Staff category vary widely in appearance: some are of nearly equal diameter throughout and smooth, others are gnarled and twisted, some are made of wood, and others are composed of polished metal or crystal. A staff weighs between 2 and 7 pounds and serves well as a walking stick or cane.

Unless its description notes otherwise, a staff can be used as a nonmagical Quarterstaff and an Arcane Focus.

Wands

An item in the Wand category is typically 12 to 15 inches long and crafted of metal, bone, or wood. It is tipped with metal, crystal, stone, or some other material.

Unless its description notes otherwise, a wand can be used as an Arcane Focus.

Weapons

A magic weapon is typically a magical version of a weapon from "Equipment." Some magic weapons specify the type of weapon they are in their descriptions, such as a Longsword or Longbow. If no weapon type is specified, you may choose the type or determine it randomly.

Ammunition. If a magic weapon has the Ammunition property, ammunition fired from it is considered magical for the purpose of any rule that cares whether a weapon is magical or not.

Wondrous Items

Wondrous Items include wearable items such as boots, belts, capes, amulets, brooches, and circlets. Bags, carpets, figurines, horns, musical instruments, and more also fall into this category.

Magic Item Rarity

Every magic item has a rarity, which provides a rough measure of an item's power relative to other magic items. The rarities are shown in the Magic Item Rarities and Values table.

Common magic items, such as a *Potion of Healing*, are the most plentiful. Artifacts, such as the *Dragon Orb*, are priceless, unique, and difficult to acquire.

Magic Item Values by Rarity

Common magic items can often be bought in a town or city. Uncommon and Rare magic items are usually found only in cities, and rarer magic items might be sold only in wondrous locations, such as a city on another plane of existence. If you allow characters to buy and sell magic items in your campaign, rarity can help you set prices for those items. Gold Piece values are provided in the Magic Item Rarities and Values table, though a seller might ask for a service rather than coin as payment.

If a magic item incorporates an item that has a purchase cost in "Equipment" (such as a weapon or a suit of armor), add that item's cost to the magic item's value. For example, *+1 Armor* (Plate Armor)

has a value of 5,500 GP, which is the sum of a Rare magic item's value (4,000 GP) and the cost of Plate Armor (1,500 GP).

Magic Item Rarities and Values

Rarity	Value*	Rarity	Value*
Common	100 GP	Very Rare	40,000 GP
Uncommon	400 GP	Legendary	200,000 GP
Rare	4,000 GP	Artifact	Priceless

*Halve the value for a consumable item other than a *Spell Scroll*. The value of a *Spell Scroll* is double what it costs to scribe the scroll (as specified in the "Scribing Spell Scrolls" section of "Equipment").

Activating a Magic Item

It usually takes a Magic action to activate a magic item. The item's user might also need to do something special. The description of each item category or individual item details how an item is activated. Certain items use the following rules for their activation.

Command Word

A command word is a word or short phrase that must be spoken or signed for an item to work. Spoken command words must be audible and fail to work in areas where all sound is suppressed, as in the area of the *Silence* spell.

Consumable Items

Some items are consumed—used up, in other words—when they are activated. A *Potion of Healing* must be swallowed, for example, while the writing vanishes from a scroll when it is read. Once used, a consumable item loses its magic.

Spells Cast from Items

Some magic items allow the user to cast a spell from the item. The spell is cast at the lowest possible spell and caster level, doesn't expend any of the user's spell slots, and requires no components unless the item's description notes otherwise. The spell uses its normal casting time, range, and duration, and the user of the item must concentrate if the spell requires Concentration. Many items, such as Potions, bypass the casting of a spell and confer the spell's effects with its usual duration. Certain items make exceptions to these rules, changing the casting time, duration, or other parts of a spell.

A magic item may require the user to use their own spellcasting ability when casting a spell from the item. If the user has more than one spellcasting ability, the user chooses which one to use with the item. If the user doesn't have a spellcasting ability, their spellcasting ability modifier is +0 for the item, and the user's Proficiency Bonus applies.

Charges

Some magic items have charges that must be expended to activate their properties. The number of charges an item has remaining is revealed when the *Identify* spell is cast on it. A creature attuned to an item knows how many charges the item has and how many it regains.

"The Next Dawn"

Magic items often have charges or properties that recharge at the next dawn or some other specified time. If such an item is on a world or plane of existence where the specified event doesn't occur, the GM determines when the item recharges.

Cursed Items

A magic item's description specifies whether it bears a curse. Most methods of identifying items, including the *Identify* spell, fail to reveal such a curse.

Attunement to a cursed item can't be ended voluntarily unless the curse is broken first, such as with a *Remove Curse* spell.

Magic Item Resilience

A magic item is at least as durable as a nonmagical item of its kind. Most magic items, other than Potions and Scrolls, have Resistance to all damage.

An Artifact can be destroyed only in some special way. Otherwise, it is impervious to damage. Learning how to destroy an Artifact usually requires research or the completion of a quest.

Crafting Magic Items

"Equipment" contains rules on brewing *Potions of Healing* and scribing *Spell Scrolls*. To create other magic items, follow the rules below. In these rules, "you" refers to the character crafting the magic item.

Arcana Proficiency

To craft a magic item, you and any assistants must have proficiency in the Arcana skill.

Tools

The Magic Item Tools table lists which tool is required to make a magic item of each category. You must use the required tool to make an item and have proficiency with that tool. Any assistants must also have proficiency with it. For more information on the tools, see "Equipment."

Magic Item Tools

Item Category	Required Tool
Armor	Leatherworker's Tools, Smith's Tools, or Weaver's Tools depending on the kind of armor as noted in the tools' descriptions
Potion	Alchemist's Supplies or Herbalism Kit
Ring	Jeweler's Tools
Rod	Woodcarver's Tools
Scroll	Calligrapher's Supplies
Staff	Woodcarver's Tools
Wand	Woodcarver's Tools
Weapon	Leatherworker's Tools, Smith's Tools, or Woodcarver's Tools depending on the kind of weapon as noted in the tools' descriptions
Wondrous Item	Tinker's Tools or the tool required to make the nonmagical item on which the magic item is based

Spells

If a magic item allows its user to cast any spells from it, you must have all those spells prepared every day you spend crafting the item.

Time and Cost

Crafting a magic item takes an amount of time and money based on the item's rarity as shown in the Magic Item Crafting Time and Cost table.

Work per Day. For each day of crafting, you must work for 8 hours. If an item requires multiple days, those days needn't be consecutive.

Assistants. Characters can combine their efforts to shorten the crafting time. Divide the time needed to create an item by the number of characters working on it. Normally, only one other character can assist you, but the GM might allow more assistants.

Raw Materials. The cost in the table represents the raw materials needed to make a magic item. The GM determines whether appropriate raw materials are available. In a city, there is a 75 percent chance that the materials are available, and in any other settlement, that chance is 25 percent. If materials aren't available, you must wait at least 7 days before checking on the availability again.

If a magic item incorporates an item that has a purchase cost (such as a weapon or a suit of armor), you must also pay that entire cost or craft that item using the rules in "Equipment." For example, to make *+1 Armor* (Plate Armor), you must pay 3,500 GP or pay 2,000 GP and craft the armor.

Magic Item Crafting Time and Cost

Item Rarity	Time*	Cost*
Common	5 days	50 GP
Uncommon	10 days	200 GP
Rare	50 days	2,000 GP
Very Rare	125 days	20,000 GP
Legendary	250 days	100,000 GP

*The time and cost are halved for a consumable item other than a *Spell Scroll*, whose crafting time and cost are given in "Equipment."

Sentient Magic Items

Some magic items have sentience and personality. Such an item might be possessed, haunted by the spirit of a previous owner, or self-aware thanks to the magic used to create it. A sentient item might be a cherished ally to its wielder or a continual thorn in the side.

Most sentient items are weapons, but other kinds of items can manifest sentience. Single-use items such as potions and scrolls are never sentient.

The GM controls sentient magic items and their activated properties. A bearer who maintains a good relationship with the item can access those properties. If the relationship is strained, a conflict can ensue (see "Conflict" below).

Sentient Magic Item Traits

When you make a sentient magic item, you create the item's persona much as you would create an NPC, with these exceptions.

Abilities

A sentient magic item has Intelligence, Wisdom, and Charisma scores. Choose the item's abilities, or determine them randomly as follows: roll 4d6 for each one, dropping the lowest roll and totaling the rest.

Alignment

A sentient magic item has an alignment. Its creator or nature might suggest an alignment. Otherwise, pick an alignment or roll on the Sentient Item's Alignment table.

Communication

A sentient item communicates by sharing its emotions, broadcasting its thoughts telepathically, or speaking aloud. You can choose how it communicates or roll on the Sentient Item's Communication table.

Senses

A sentient item can perceive its surroundings out to a limited range. You can choose its senses or roll on the Sentient Item's Senses table.

Special Purpose

You can give a sentient item an objective it pursues, perhaps to the exclusion of all else. As long as the wielder's use of the item aligns with that special purpose, the item remains cooperative. Deviating from this course might cause conflict between the wielder and the item (see "Conflict" below). You can pick a special purpose or roll on the Sentient Item's Special Purpose table.

Sentient Item's Alignment

1d100	Alignment	1d100	Alignment
01–15	Lawful Good	74–85	Chaotic Neutral
16–35	Neutral Good	86–89	Lawful Evil
36–50	Chaotic Good	90–96	Neutral Evil
51–63	Lawful Neutral	97–00	Chaotic Evil
64–73	Neutral		

Sentient Item's Communication

1d10	Communication
1–6	The item communicates by transmitting emotion to the creature carrying or wielding it.
7–9	The item speaks one or more languages.
10	The item speaks one or more languages. In addition, the item can communicate telepathically with any creature that carries or wields it.

Sentient Item's Senses

1d4	Senses
1	Hearing and standard vision out to 30 feet
2	Hearing and standard vision out to 60 feet
3	Hearing and standard vision out to 120 feet
4	Hearing and Darkvision out to 120 feet

Sentient Item's Special Purpose

1d10	Special Purpose
1	**Aligned.** The item seeks to defeat or destroy those of a diametrically opposed alignment. Such an item is never Neutral.
2	**Bane.** The item seeks to thwart or destroy creatures of a particular type, such as Constructs, Fiends, or Undead.
3	**Creator Seeker.** The item seeks its creator and wants to understand why it was created.
4	**Destiny Seeker.** The item believes it and its bearer have key roles to play in future events.

1d10	Special Purpose
5	**Destroyer.** The item craves destruction and goads its user to fight arbitrarily.
6	**Glory Seeker.** The item seeks renown as the greatest magic item in the world by winning fame or notoriety for its user.
7	**Lore Seeker.** The item craves knowledge or is determined to solve a mystery, learn a secret, or unravel a cryptic prophecy.
8	**Protector.** The item seeks to defend a particular kind of creature, such as elves or werewolves.
9	**Soulmate Seeker.** The item seeks another sentient magic item, perhaps one that is similar to itself.
10	**Templar.** The item seeks to defend the servants and interests of a particular deity.

Conflict

When the bearer of a sentient item acts in a manner opposed to the item's alignment or purpose, conflict can arise. When such a conflict occurs, the item's bearer makes a Charisma saving throw (DC 12 plus the item's Charisma modifier). On a failed save, the item makes one or more of the following demands:

Chase My Dreams. The item demands that its bearer pursue the item's goals to the exclusion of all other goals.

Get Rid of It. The item demands that its bearer dispose of anything the item finds repugnant.

It's Time for a Change. The item demands to be given to someone else.

Keep Me Close. The item insists on being carried or worn at all times.

If its bearer refuses to comply with the item's demands, the item can do any of the following:

- Make it impossible for its bearer to attune to it.
- Suppress one or more of its activated properties.
- Attempt to take control of its bearer, whereupon the bearer makes a Charisma saving throw (DC 12 plus the item's Charisma modifier). On a failed save, the bearer has the Charmed condition for 1d12 hours. While Charmed in this way, the bearer must try to follow the item's commands. If the bearer takes damage, it repeats the save, ending the effect on a success. Whether or not the attempt to control its bearer succeeds, the item can't use this power again until the next dawn.

Monsters

Stat Block Overview

A monster has a stat block that contains the rules necessary to use it in the game. Stat blocks are divided into the following parts:

Name and General Details. The name of the monster is followed by its size, creature type (along with any descriptive tags), and alignment.

Combat Highlights. Armor Class, Hit Points, Speed, and Initiative are provided here.

Ability Scores. A monster's ability scores, ability modifiers, and saving throws are listed here.

Other Details. The monster's Senses, Languages, and CR entries appear here. Additional details appear in some monsters, such as skill proficiencies, Resistances, Immunities, and Gear. If a monster lacks those details, entries for them don't appear.

Traits. Monster characteristics that are active at all times or during certain situations appear here.

Actions. The monster can take the actions here in addition to those in "Playing the Game."

Bonus Actions. This section provides a monster's Bonus Actions, if any.

Reactions and Legendary Actions. These sections provide Reactions and Legendary Actions, if any.

Parts of a Stat Block

The rules for a stat block are detailed in "Rules Glossary" and in this section.

Size

A monster is Tiny, Small, Medium, Large, Huge, or Gargantuan. If size options are presented, you choose the creature's size from those options. See "Playing the Game" for information on size.

Creature Type

Each monster has a tag that identifies the type of creature it is. Certain spells, magic items, class features, and other effects in the game interact in special ways with creatures of a particular type.

The game includes the following creature types, which have no rules of their own:

Aberrations are utterly alien beings, such as aboleths and cloakers.

Beasts are non-Humanoid natural creatures, like horses and wolves, as well as most giant animals.

Celestials are magical creatures, such as angels and pegasi, with ties to the Upper Planes.

Constructs are magically created creatures such as homunculi and shield guardians.

Dragons are scaly beings of ancient origin, such as red dragons and wyverns.

Elementals are beings from the Elemental Planes, such as efreet and water elementals.

Fey are creatures tied to the Feywild or the forces of nature, such as dryads and goblins.

Fiends are creatures tied to terrifying Lower Planes, such as balors and hell hounds.

Giants are towering beings with humanlike shapes, like fire giants and trolls.

Humanoids are people defined by their roles and professions, such as mages, pirates, and warriors. They include members of varied species.

Monstrosities are unnatural creatures with strange origins, such as mimics and owlbears.

Oozes are gelatinous creatures, including black puddings and gelatinous cubes.

Plants are sentient vegetation and fungal monsters, such as shambling mounds and treants.

Undead are spirits and the reanimated dead, such as ghosts, vampires, and zombies.

Descriptive Tags

A monster might have one or more tags in parentheses following its type. Such tags provide additional categorization and have no rules of their own, but certain game effects might refer to them.

Alignment

The alignment specified in a monster's stat block is a default suggestion of how to roleplay the monster, inspired by its traditional role in the game or real-world folklore. Change a monster's alignment to suit your storytelling needs. The Neutral alignment, in particular, is an invitation for you to consider whether an individual leans toward one of the other alignments.

"Character Creation" describes the nine alignments and unaligned creatures.

Armor Class

A monster's Armor Class (AC) includes its natural armor, Dexterity, gear, and other defenses. See "Playing the Game" for information on Armor Class.

Initiative

The Initiative entry specifies the monster's Initiative modifier followed by the monster's Initiative score in parentheses. Use the modifier when you roll to determine a monster's Initiative. A monster's Initiative modifier is typically equal to its Dexterity modifier, but some monsters have additional modifiers, such as Proficiency Bonus, applied to that number.

If you don't want to roll a monster's Initiative, use the Initiative score as the monster's Initiative in combat. Initiative is further detailed in "Playing the Game."

Hit Points

A monster's Hit Points are presented as a number followed by parentheses, where the monster's Hit Point Dice are provided, along with any contribution from its Constitution. Either use the number for the monster's Hit Points or roll the die expression in parentheses to determine the monster's Hit Points randomly; don't use both.

A monster's size typically determines the die used to calculate its Hit Points, as shown in the Hit Dice by Size table.

Hit Dice by Size

Monster Size	Hit Die	Average HP per Die
Tiny	d4	2½
Small	d6	3½
Medium	d8	4½
Large	d10	5½
Huge	d12	6½
Gargantuan	d20	10½

A monster's Constitution modifier is multiplied by the number of Hit Dice it possesses, and the result is added to its Hit Points. For example, if a monster has a Constitution of 12 (+1 modifier) and 2d8 Hit Dice, it has 2d8 + 2 Hit Points (average 11).

For more on Hit Points, see "Playing the Game."

Speed

The Speed entry specifies a monster's Speed. Some monsters have one or more of the following speeds: Burrow, Climb, Fly, Swim. Rules for Speed and these specials speeds appear in "Rules Glossary."

Ability Scores

Every monster has six ability scores along with corresponding ability score modifiers and saving throw modifiers. For more information on ability scores and saving throws, see "Playing the Game."

Skills

The Skills entry specifies a monster's skill proficiencies, if any. For example, a monster that is very perceptive and stealthy might have bonuses to Wisdom (Perception) and Dexterity (Stealth) checks. A skill bonus is the sum of a monster's relevant ability modifier and its Proficiency Bonus. Other modifiers might apply.

Resistances and Vulnerabilities

These entries list a monster's Resistances and Vulnerabilities, if any. See "Playing the Game" for more information.

RUNNING A MONSTER

To ensure a monster acts in accordance with its Challenge Rating, follow these rules during combat:

Special Abilities. If the monster has a special ability that deals a lot of damage but has a limited number of uses, such as a recharging breath weapon or a spell it can cast only once per day, have it use that special ability as quickly and as often as possible.

Multiattack. If the monster has Multiattack, have it use Multiattack on any of its turns in which it's not using one of its more powerful abilities.

Bonus Actions, Reactions, Legendary Actions. If the monster has Bonus Actions, Reactions, or Legendary Actions in its stat block, make sure it uses them as often as it can.

Immunities

This entry lists the monster's Immunities, if any. If the monster has damage and condition Immunities, the damage types are listed before the conditions. See "Playing the Game" for details.

Gear

Monsters have proficiency with their equipment. If a monster has equipment that can be given away or retrieved, the items are listed in the Gear entry. The monster's stat block might include special flourishes that happen when the monster uses an item, and the stat block might ignore the rules in "Equipment" for that item. When used by someone else, a retrievable item uses its "Equipment" rules, ignoring any special flourishes in the stat block.

The Gear entry doesn't necessarily list all of a monster's equipment. For example, a monster that wears clothes is assumed to be dressed appropriately, and those clothes aren't in this entry.

Equipment mentioned outside the Gear entry is considered to be supernatural or highly specialized, and it is unusable when the monster is defeated.

Ammunition and Ranged Attacks

A monster that requires ammunition to make ranged attacks carries the necessary ammunition.

Equipping a Monster with Other Items

You may equip monsters with additional gear however you like, using the items in "Equipment" for inspiration. You decide how much of a monster's equipment is recoverable after the creature is slain and whether any of that equipment is still usable.

Beware of giving a monster combat-oriented magic items, since those might alter the monster's Challenge Rating. If you do give a monster a magic item, the monster can have Attunement with magic items as noted in "Equipment." A monster with

a class tag after its creature type is considered a member of that class for Attunement purposes.

Senses

The Senses entry specifies a monster's Passive Perception score, as well as any special senses the monster possesses. Passive Perception and special senses are described in "Rules Glossary."

Languages

This entry lists languages that the monster can use to communicate. Sometimes a monster can understand a language but can't communicate with it, which is noted in its entry. "None" indicates that a creature doesn't comprehend any language.

Telepathy

Telepathy is a magical ability that allows a creature to communicate mentally with another creature within a specified range. See "Rules Glossary" for more information.

Challenge Rating

Challenge Rating is defined in "Rules Glossary," while guidance on using CR to plan potential combat encounters is in "Gameplay Toolbox."

Experience Points

The number of Experience Points (XP) a monster is worth is based on its CR, as detailed in the Experience Points by Challenge Rating table. XP is awarded for defeating the monster in combat or otherwise neutralizing it.

Unless a rule says otherwise, a monster summoned by a spell or another magical ability is worth the XP noted in its stat block.

Experience Points by Challenge Rating

CR	XP	CR	XP
0	0 or 10	14	11,500
1/8	25	15	13,000
1/4	50	16	15,000
1/2	100	17	18,000
1	200	18	20,000
2	450	19	22,000
3	700	20	25,000
4	1,100	21	33,000
5	1,800	22	41,000
6	2,300	23	50,000
7	2,900	24	62,000
8	3,900	25	75,000
9	5,000	26	90,000
10	5,900	27	105,000

CR	XP	CR	XP
11	7,200	28	120,000
12	8,400	29	135,000
13	10,000	30	155,000

Proficiency Bonus

A monster's Proficiency Bonus (PB) is determined by its CR, as shown in the Proficiency Bonus by Challenge Rating table, and is reflected in saving throws, skills, and other statistics where the monster's exceptional aptitude is a factor.

Proficiency Bonus by Challenge Rating

CR	PB	CR	PB
0–4	+2	17–20	+6
5–8	+3	21–24	+7
9–12	+4	25–28	+8
13–16	+5	29–30	+9

Traits

A monster's traits, if any, are features that are active at all times or in certain situations.

Actions

A monster can take the actions in this section or take one of the actions available to all creatures, as described in "Playing the Game."

Attack Notation

The entry for a monster's attack identifies whether the attack is a melee or a ranged attack and then provides the attack roll's bonus, its reach or range, and what happens on a hit. An attack is against one target unless its entry says otherwise. For details on different kinds of attacks, see "Playing the Game" and "Spells."

Hit. Any damage dealt or other effects that occur as a result of an attack hitting a target are described after the "*Hit:*" notation.

Miss. If an attack has an effect that occurs on a miss, that information follows the "*Miss:*" notation.

Hit or Miss. If an attack has an effect that occurs regardless of whether it hits or misses its target, that information follows the "*Hit or Miss:*" notation.

Saving Throw Effect Notation

If an effect forces a saving throw, the effect identifies the kind of save required and then provides the save's DC, a description of which creatures make the save, and an explanation of what happens on a failed or successful save.

"Half damage only" on a successful save means the target takes half as much damage (round down) as targets that fail the save, while also ignoring all other parts of the effect.

Damage Notation

A stat block usually provides both a number and a die expression for each instance of damage. For example, an attack might deal 4 (1d4 + 2) damage on a hit. You decide whether to use the number or the die expression in parentheses; don't use both.

Multiattack

Some creatures can make more than one attack when they take the Attack action. Such creatures have the Multiattack entry in the "Actions" section of their stat block. This entry details the attacks a creature can make, as well as any additional abilities it can use, as part of the Attack action.

Spellcasting

If a monster can cast any spells, its stat block lists the spells and provides the monster's spellcasting ability, spell save DC (if any spells require a saving throw), and spell attack bonus (if any spells require an attack roll). Unless noted otherwise, a spell of level 1 or higher is always cast at its lowest possible level and can't be cast at a higher level.

A monster's spell can have special rules or restrictions. For example, a green hag can cast the *Invisibility* spell, but the spell has a "self only" restriction, which means the spell affects only the hag.

Spell Components. The Spellcasting trait notes whether the monster's spellcasting ignores the need for certain spell components. If any spell components are required, describe the monster's use of Verbal, Somatic, or Material components to signal to characters that it is casting a spell. A monster that requires Material components has them.

Casting Times of 1+ Minutes. If a spell has a casting time of 1 minute or more yet is listed in a spellcasting action, the monster doesn't cast the spell in just one action unless the action's description states otherwise; the monster must take the Magic action on each of its turns and maintain Concentration to cast the spell, as described in "Rules Glossary."

Bonus Action

If a monster has Bonus Action options, they are listed in this section. See "Playing the Game" for details on Bonus Actions.

Reactions

If the monster has Reaction options, those are listed in this section along with their triggers. See "Playing the Game" for details on Reactions.

Legendary Actions

If the monster has Legendary Action options, those are listed in this section. A Legendary Action is an action that a monster can take immediately after another creature's turn. Only one of these actions can be taken at a time and only after another creature's turn ends. The monster can't take a Legendary Action if it has the Incapacitated condition or is otherwise unable to take actions.

The monster has a limited number of Legendary Action uses, and that number is specified in the stat block. The monster expends one use whenever it takes a Legendary Action, and it regains all expended uses at the start of each of its turns.

Limited Usage

Some parts of a stat block have restrictions on the number of times they can be used. Here are the most common ways that usage is limited:

X/Day. This notation means the stat block part can be used a certain number of times (represented by X) and that a monster must finish a Long Rest to regain expended uses. For example, a Reaction that includes "1/Day" means the Reaction can be taken once and that the monster must finish a Long Rest to take it again.

Recharge X–Y. This notation means a monster can use the stat block part once. At the start of each of the monster's turns, roll 1d6. If the roll is within the number range given in the notation (represented by X–Y), the monster regains the use of that part, which also recharges when the monster finishes a Short or Long Rest. For example, "Recharge 5–6" in an action means a monster can take the action once. Then, at the start of each of the monster's turns, it regains the use of that action if it rolls a 5 or 6 on 1d6.

Recharge after a Short or Long Rest. This notation means the monster can use the stat block part once and must then finish a Short or Long Rest to use it again.