



CONVERTING TO SYSTEM REFERENCE DOCUMENT 5.2.1

This document highlights new and revised elements in each section of System Resource Document 5.2.1 (SRD 5.2.1):

Playing the Game	Rules Glossary
Character Creation	Gameplay Toolbox
Classes	Magic Items
Character Origins	Monsters
Feats	Monsters A–Z
Equipment	Animals
Spells	

Those elements were first introduced in the *Player's Handbook* (2024), *Dungeon Master's Guide* (2024), and *Monster Manual* (2025).

In this document, each element of the new or revised elements has one or more of the following tags so you can see at a glance how it has changed:

New Name. This tag is applied to a rule that has a new name. Unless stated otherwise, the rule hasn't changed apart from its name.

New Rule. This tag indicates a new rule.

Revised Rule. This tag indicates a rule that appeared in SRD 5.1 but that has new functionality.

Additionally, the tag “Omitted Rule” indicates stat blocks that are omitted in SRD 5.2.1 but have recommended replacements. Following these sections is guidance on capitalization.

USING THIS GUIDE

When you're updating content from SRD 5.1 to SRD 5.2.1, follow these steps:

- 1: Apply New Names.** Check the new names here and update any renamed terms in your content accordingly.
- 2: Check for Rules Changes by Content Type.** Consider the kind of content you're updating, and check for changes to the kind of rules it depends on. For example, if you're publishing subclasses, make sure they still match the structure of the classes they're meant for. If you're publishing monsters, apply the changes to the stat block format.
- 3: Update Capitalization.** Many more game terms are capitalized in SRD 5.2.1 than in 5.1; update their capitalization in your content to match.

PLAYING THE GAME

The “Playing the Game” section includes the following new and revised elements, which are presented in the order in which they appear in that section.

D20 TESTS

D20 TEST [NEW NAME]

“D20 Test” is the new umbrella term for ability checks, attack rolls, and saving throws. If a rule applies to all three, you now use this term rather than listing all three terms.

HEROIC INSPIRATION [NEW RULE]

The inspiration rule has been replaced by Heroic Inspiration, which is a reroll rather than Advantage.

PROFICIENCY

TOOL PROFICIENCY [REVISED RULE]

If you have proficiency with both the tool and the skill that are used for an ability check, you automatically have Advantage on the check, in addition to adding your Proficiency Bonus.

ACTIONS

ATTACK ACTION [REVISED RULE]

The Attack action contains several revisions:

- The action now specifies that it involves an attack with a weapon or an Unarmed Strike.
- The action now allows you to equip or unequip one weapon with each attack you make with the action.
- The ability to move between attacks during combat is now a function of the Attack action rather than a general rule.

HELP

Assisting an ally with an ability check is now limited by a creature's skill and tool proficiencies as well as proximity to the ally.

HIDE ACTION [REVISED RULE]

The rules for hiding have moved into the Hide action.

INFLUENCE ACTION [NEW RULE]

The rules on influencing monsters through ability checks have moved into a new action: the Influence action.

MAGIC ACTION [NEW NAME, REVISED RULE]

The Magic action is used to cast a spell, use a magic item, or use a magical feature. The Cast a Spell action has been absorbed into this action.

The descriptions of class features and magic items now use this action if they require an action to activate, and effects like *Antimagic Field* prevent this action's use.

SEARCH ACTION

The previous Search action's function has been divided into the Search action and the new Study action (see below). The new search action encompasses Wisdom checks to discern hidden things, such as Wisdom (Perception) checks to find a concealed creature.

STUDY ACTION [NEW RULE]

The Study action encompasses Intelligence checks to recall something or study a book or other source of knowledge. Class features, such as the Wizard's new Scholar feature, and other character benefits can now build on this action.

UTILIZE ACTION [NEW NAME]

The Use an Object action is now called the Utilize action.

COMBAT

SURPRISE [REVISED RULE]

Being surprised no longer deprives you of the ability to act on your first turn of combat. Instead, being surprised causes you to have Disadvantage on your Initiative roll.

DROPPING PRONE [REVISED RULE]

A creature can't make itself Prone if its Speed is 0.

MOVING AROUND OTHER CREATURES [REVISED RULE]

Here are the changes to this rule:

- You can move through the space of an Incapacitated creature.
- An ally's space no longer counts as Difficult Terrain for you.
- You can now move through the space of a Tiny creature that isn't an ally, and that creature's space doesn't count as Difficult Terrain for you.
- If you somehow end a turn in a space with another creature, you have the Prone condition unless you are Tiny or are of a larger size than the other creature.

UNDERWATER COMBAT [REVISED RULE]

Previously, a list of specific weapons avoided the Disadvantage that is imposed on the attack rolls of a creature that lacks a Swim Speed. In the revised

rule, any weapon that deals Piercing damage avoids the Disadvantage.

DAMAGE AND HEALING

SAVING THROWS AND DAMAGE [REVISED RULE]

Previously, any effect that dealt damage to a group of targets simultaneously required the damage to be rolled once for all the targets. In the revised rules, that rule—rolling once for all the targets—applies only to saving throw effects.

KNOCKING OUT A CREATURE [REVISED RULE]

This rule now causes the Unconscious creature to have 1 Hit Point, not 0, and causes it to start a Short Rest. The Unconscious condition ends on the creature if it regains any Hit Points.

CHARACTER CREATION

"Character Creation" contains new and revised elements. The order of steps differs from in SRD 5.1; they are presented in the order in which they now appear.

CREATE YOUR CHARACTER

This new section sets forth the steps to create a character in an order different from previous rules.

NOTE ARMOR TRAINING [REVISED RULE]

The ability to wear armor effectively is called armor training, not armor proficiency.

CHARACTER ORIGIN [REVISED RULE]

Your character's origin incorporates two items with revised rules:

Choose a Background. Your choice of background provides several key rules elements: ability score increases, an Origin feat, skill and tool proficiencies, and some of your starting equipment.

Choose a Species. Your choice of species, previously called race, provides certain traits and determines your character's size and Speed. Species don't provide ability score increases or languages, nor do species influence a character's alignment.

Additionally, the language tables are revised.

CHARACTER ORIGIN [NEW RULE]

Your character's origin incorporates a new item:

Choose Languages. All characters choose two languages in addition to Common. These choices are independent of background and species selection. The choices of standard languages and rare languages are revised.

Additionally, Common Sign Language is a new language.

ADJUST ABILITY SCORES [REVISED RULE]
Ability score adjustments come from a character's background, not from the character's species.

STEP 5: CHARACTER CREATION DETAILS [NEW NAME, REVISED RULE]

Several rules have been consolidated into this step under the name "Fill In Numbers." These rules include noting proficiency in saving throws and skills, determining starting Hit Points, and explaining spellcasting rules that apply to all spellcasting classes.

LEVEL ADVANCEMENT

FIXED HIT POINTS BY CLASS [NEW NAME]

Fixed Hit Points received by each class are presented here under this new name, rather than in each class's features.

TIERS OF PLAY [NEW RULE]

The description of tiers of play is new.

STARTING AT HIGHER LEVELS [NEW RULE]

This section, including the "Starting Equipment at Higher Levels" table and the "Bonus Feats at Level 20" sidebar, is new.

MULTICLASSING

PREREQUISITES [REVISED RULE]

The ability score prerequisites for multiclassing now appear in each class description, so this rule refers to the class descriptions.

PROFICIENCIES [REVISED RULE]

The proficiencies and armor training you gain for multiclassing now appear in each class description, so this rule refers to the class descriptions.

ARMOR CLASS [NEW NAME, REVISED RULE]

This rule now clarifies that it applies to any feature that calculates your Armor Class differently, not just the Unarmored Defense class feature.

TRINKETS [NEW RULE]

This section and its table are new.

CLASSES

"Classes" includes the following new and revised elements, which are presented in the order in which they appear in that section.

BARBARIAN

STARTING EQUIPMENT [REVISED RULE]

This class's starting equipment is different and includes an option to take GP instead of specific items.

AS A MULTICLASS CHARACTER [REVISED RULE]

Specific traits and features gained from multiclassing into this class are presented here.

BARBARIAN CLASS FEATURES [NEW RULE]

The following class features are new:

- Weapon Mastery
- Primal Knowledge
- Instinctive Pounce
- Brutal Strike
- Improved Brutal Strike
- Epic Boon

BARBARIAN CLASS FEATURES [REVISED RULE]

The following class features are revised:

- Rage
- Danger Sense
- Reckless Attack
- Ability Score Improvement
- Feral Instinct
- Relentless Rage
- Persistent Rage
- Indomitable Might
- Primal Champion

BARBARIAN SUBCLASS: PATH OF THE BERSERKER [REVISED RULE]

The following subclass features are revised:

- Frenzy
- Retaliation
- Intimidating Presence

BARD

WEAPON PROFICIENCIES [REVISED RULE]

This class's weapon proficiencies are revised.

STARTING EQUIPMENT [REVISED RULE]

This class's starting equipment is different and includes an option to take GP instead of specific items.

AS A MULTICLASS CHARACTER [REVISED RULE]

Specific traits and features gained from multiclassing into this class are presented here.

BARD CLASS FEATURES [NEW RULE]

The following class features are new:

- Epic Boon
- Words of Creation

BARD CLASS FEATURES [REVISED RULE]

The following class features are revised:

- Bardic Inspiration
- Spellcasting

- Expertise
- Ability Score Improvement
- Font of Inspiration
- Countercharm
- Magical Secrets
- Superior Inspiration

BARD SPELL LIST [REVISED RULE]

This class's spell list now appears with the class and contains some revisions. See "Spells" below.

BARD SUBCLASS: COLLEGE OF LORE [REVISED RULE]

The following subclass features are revised:

- Cutting Words
- Magical Discoveries (formerly Additional Magical Secrets)
- Peerless Skill

CLERIC

STARTING EQUIPMENT [REVISED RULE]

This class's starting equipment is different and includes an option to take GP instead of specific items.

AS A MULTICLASS CHARACTER [REVISED RULE]

Specific traits and features gained from multiclassing into this class are presented here.

CLERIC CLASS FEATURES [NEW RULE]

The following class features are new:

- Sear Undead
- Improved Blessed Strikes
- Epic Boon
- Greater Divine Intervention

CLERIC CLASS FEATURES [REVISED RULE]

The following class features are revised:

- Spellcasting
- Divine Order (this option is now provided by the Cleric class in place of the Bonus Proficiencies feature of the subclass)
- Channel Divinity
- Cleric Subclass (you choose your domain at level 3 rather than level 1)
- Ability Score Improvement
- Blessed Strikes (this option is now provided by the Cleric class in place of the Divine Strike feature of the subclass)
- Divine Intervention

CLERIC SPELL LIST [REVISED RULE]

This class's spell list now appears with the class and contains some revisions. See "Spells" below.

CLERIC SUBCLASS: LIFE DOMAIN [REVISED RULE]

The following subclass features are revised:

- Disciple of Life
- Life Domain Spells
- Preserve Life
- Supreme Healing

DRUID

WEAPON PROFICIENCIES [REVISED RULE]

This class's weapon proficiencies are revised.

ARMOR TRAINING [REVISED RULE]

This class's armor training is revised.

STARTING EQUIPMENT [REVISED RULE]

This class's starting equipment is different and includes an option to take GP instead of specific items.

AS A MULTICLASS CHARACTER [REVISED RULE]

Specific traits and features gained from multiclassing into this class are presented here.

DRUID CLASS FEATURES [NEW RULE]

The following class features are new:

- Wild Companion
- Wild Resurgence
- Elemental Fury
- Improved Elemental Fury
- Epic Boon

DRUID CLASS FEATURES [REVISED RULE]

The following class features are revised:

- Spellcasting
- Druidic
- Primal Order (this option is now provided by the Druid class in place of the Bonus Cantrip feature of the subclass or Armor Training)
- Wild Shape
- Druid Subclass (you choose your circle at level 3 rather than level 2)
- Ability Score Improvement
- Beast Spells
- Archdruid (also incorporates the previous Timeless Body class feature)

DRUID SPELL LIST [REVISED RULE]

This class's spell list now appears with the class and contains some revisions. See "Spells" below.

DRUID SUBCLASS: CIRCLE OF THE LAND [NEW RULE]

The following subclass feature is new:

- Land's Aid

DRUID SUBCLASS: CIRCLE OF THE LAND [REVISED RULE]

The following subclass features are revised:

- Circle of the Land Spells (formerly Circle Spells)
- Natural Recovery
- Nature's Ward
- Nature's Sanctuary

FIGHTER

SKILL PROFICIENCIES [REVISED RULE]

This class's skill proficiency choices are revised.

STARTING EQUIPMENT [REVISED RULE]

This class's starting equipment is different and includes an option to take GP instead of specific items.

AS A MULTICLASS CHARACTER [REVISED RULE]

Specific traits and features gained from multiclassing into this class are presented here.

FIGHTER CLASS FEATURES [NEW RULE]

The following class features are new:

- Weapon Mastery
- Tactical Mind
- Tactical Shift
- Tactical Master
- Studied Attacks
- Epic Boon

FIGHTER CLASS FEATURES [REVISED RULE]

The following class features are revised:

- Fighting Style
- Second Wind
- Action Surge
- Ability Score Improvement
- Indomitable

FIGHTER SUBCLASS: CHAMPION [NEW RULE]

The following subclass feature is new:

- Heroic Warrior

FIGHTER SUBCLASS: CHAMPION [REVISED RULE]

The following subclass features are revised:

- Remarkable Athlete
- Additional Fighting Style
- Survivor

MONK

WEAPON PROFICIENCIES [REVISED RULE]

This class's weapon proficiencies are revised.

STARTING EQUIPMENT [REVISED RULE]

This class's starting equipment is different and includes an option to take GP instead of specific items.

AS A MULTICLASS CHARACTER [REVISED RULE]

Specific traits and features gained from multiclassing into this class are presented here.

MONK CLASS FEATURES [NEW RULE]

The following class features are new:

- Uncanny Metabolism
- Heightened Focus
- Deflect Energy
- Superior Defense
- Epic Boon
- Body and Mind

MONK CLASS FEATURES [NEW NAME, REVISED RULE]

The following class features are revised. Several of these revised class features also have new names:

- Martial Arts
- Monk's Focus (formerly Ki)
- Unarmored Movement
- Deflect Attacks (formerly Deflect Missiles)
- Ability Score Improvement
- Stunning Strike
- Empowered Strikes (formerly Ki-Empowered Strikes)
- Evasion
- Acrobatic Movement (formerly a part of Unarmored Movement)
- Self-Restoration (formerly Stillness of Mind and Purity of Body)
- Disciplined Survivor (formerly Diamond Soul)
- Perfect Focus (formerly Perfect Body)

MONK SUBCLASS: WARRIOR OF THE OPEN HAND [NEW NAME]

This subclass was previously named Way of the Open Hand.

MONK SUBCLASS: WARRIOR OF THE OPEN HAND [NEW RULE]

The following subclass feature is new:

- Fleet Step

MONK SUBCLASS: WARRIOR OF THE OPEN HAND [REVISED RULE]

The following subclass features are revised:

- Open Hand Technique
- Wholeness of Body
- Quivering Palm

PALADIN

STARTING EQUIPMENT [REVISED RULE]

This class's starting equipment is different and includes an option to take GP instead of specific items.

AS A MULTICLASS CHARACTER [REVISED RULE]

Specific traits and features gained from multiclassing into this class are presented here.

PALADIN CLASS FEATURES [NEW RULE]

The following class features are new:

- Weapon Mastery
- Faithful Steed
- Abjure Foes
- Restoring Touch
- Epic Boon

PALADIN CLASS FEATURES [NEW NAME, REVISED RULE]

The following class features are revised. Several of these revised class features also have new names:

- Lay on Hands
- Spellcasting
- Fighting Style
- Paladin's Smite (formerly Divine Smite)
- Channel Divinity (this option is now provided by the Paladin class instead of the subclass and incorporates the previous Divine Sense class feature)
- Ability Score Improvement
- Aura of Protection
- Aura of Courage
- Radiant Strikes (formerly Improved Divine Smite)
- Aura Expansion (formerly a part of the Aura of Protection feature)

PALADIN SPELL LIST [REVISED RULE]

This class's spell list now appears with the class and contains some revisions. See "Spells" below.

PALADIN SUBCLASS: OATH OF DEVOTION [NEW RULE]

The following subclass feature is new:

- Aura of Devotion
- Smite of Protection

PALADIN SUBCLASS: OATH OF DEVOTION [REVISED RULE]

The following subclass features are revised:

- Oath of Devotion Spells (formerly Oath Spells)
- Sacred Weapon
- Holy Nimbus

RANGER

STARTING EQUIPMENT [REVISED RULE]

This class's starting equipment is different and includes an option to take GP instead of specific items.

AS A MULTICLASS CHARACTER [REVISED RULE]

Specific traits and features gained from multiclassing into this class are presented here.

RANGER CLASS FEATURES [NEW RULE]

The following class features are new:

- Weapon Mastery
- Deft Explorer
- Roving
- Expertise
- Tireless
- Relentless Hunter
- Nature's Veil
- Precise Hunter
- Epic Boon

RANGER CLASS FEATURES [REVISED RULE]

The following class features are revised:

- Spellcasting
- Favored Enemy
- Fighting Style
- Ability Score Improvement
- Feral Senses
- Foe Slayer

RANGER SPELL LIST [REVISED RULE]

This class's spell list now appears with the class and contains some revisions. See "Spells" below.

RANGER SUBCLASS: HUNTER [NEW RULE]

The following subclass features are new:

- Hunter's Lore
- Superior Hunter's Prey

RANGER SUBCLASS: HUNTER [REVISED RULE]

The following subclass features are revised:

- Hunter's Prey
- Defensive Tactics
- Superior Hunter's Defense

ROGUE

SKILL PROFICIENCIES [REVISED RULE]

This class's skill proficiency choices are revised.

WEAPON PROFICIENCIES [REVISED RULE]

This class's weapon proficiencies are revised.

STARTING EQUIPMENT [REVISED RULE]

This class's starting equipment is different and includes an option to take GP instead of specific items.

AS A MULTICLASS CHARACTER [REVISED RULE]

Specific traits and features gained from multiclassing into this class are presented here.

ROGUE CLASS FEATURES [NEW RULE]

The following class features are new:

- Weapon Mastery
- Steady Aim
- Cunning Strike
- Improved Cunning Strike
- Devious Strikes
- Epic Boon

ROGUE CLASS FEATURES [REVISED RULE]

The following class features are revised:

- Sneak Attack
- Thieves' Cant
- Ability Score Improvement
- Evasion
- Reliable Talent
- Slippery Mind
- Stroke of Luck

ROGUE SUBCLASS: THIEF [REVISED RULE]

The following subclass features are revised:

- Fast Hands
- Second-Story Work
- Supreme Sneak
- Use Magic Device

SORCERER

WEAPON PROFICIENCIES [REVISED RULE]

This class's weapon proficiencies are revised.

STARTING EQUIPMENT [REVISED RULE]

This class's starting equipment is different and includes an option to take GP instead of specific items.

AS A MULTICLASS CHARACTER [REVISED RULE]

Specific traits and features gained from multiclassing into this class are presented here.

SORCERER CLASS FEATURES [NEW RULE]

The following class features are new:

- Innate Sorcery
- Sorcery Incarnate
- Epic Boon
- Arcane Apotheosis

SORCERER CLASS FEATURES [REVISED RULE]

The following class features are revised:

- Spellcasting
- Font of Magic
- Metamagic (and see "Metamagic Options" below)
- Sorcerer Subclass (you choose your sorcerous origin at level 3 rather than level 1)
- Ability Score Improvement
- Sorcerous Restoration

METAMAGIC OPTIONS [NEW RULE]

The following options are new:

- Seeking Spell
- Transmuted Spell

METAMAGIC OPTIONS [REVISED RULE]

The following options are revised:

- Careful Spell
- Extended Spell
- Heightened Spell
- Quickened Spell
- Subtle Spell
- Twinned Spell

SORCERER SPELL LIST [REVISED RULE]

This class's spell list now appears with the class and contains some revisions. See "Spells" below.

SORCERER SUBCLASS: DRACONIC SORCERY [NEW NAME]

This subclass was previously named Draconic Bloodline.

SORCERER SUBCLASS: DRACONIC SORCERY [NEW RULE]

The following subclass features are new:

- Draconic Spells
- Dragon Companion

SORCERER SUBCLASS: DRACONIC SORCERY [REVISED RULE]

The following subclass features are revised:

- Draconic Resilience
- Elemental Affinity
- Dragon Wings

WARLOCK

STARTING EQUIPMENT [REVISED RULE]

This class's starting equipment is different and includes an option to take GP instead of specific items.

AS A MULTICLASS CHARACTER [REVISED RULE]

Specific traits and features gained from multiclassing into this class are presented here.

WARLOCK CLASS FEATURES [NEW RULE]

The following class features are new:

- Magical Cunning
- Contract Patron
- Epic Boon

WARLOCK CLASS FEATURES [REVISED RULE]

The following class features are revised:

- Eldritch Invocations
- Pact Magic
- Warlock Subclass (you choose your patron at level 3 rather than level 1)
- Ability Score Improvement
- Mystic Arcanum
- Eldritch Master

ELDRITCH INVOCATION OPTIONS [NEW RULE]

The following options are new:

- Devouring Blade
- Eldritch Mind
- Eldritch Smite
- Gift of the Depths
- Gift of the Protectors
- Investment of the Chain Master
- Lessons of the First Ones

ELDRITCH INVOCATION OPTIONS [REVISED RULE]

The following options are revised:

- Agonizing Blast
- Ascendant Step
- Eldritch Spear
- Fiendish Vigor
- Gaze of Two Minds
- Lifedrinker
- Master of Myriad Forms
- One with Shadows
- Otherworldly Leap
- Pact of the Blade (this option is provided as an eldritch invocation option rather than from the Pact Boon class feature)
- Pact of the Chain (this option is provided as an eldritch invocation option rather than from the Pact Boon class feature)
- Pact of the Tome (this option is provided as an eldritch invocation option rather than from the Pact Boon class feature)
- Repelling Blast
- Thirsting Blade
- Visions of Distant Realms
- Whispers of the Grave
- Witch Sight

WARLOCK SPELL LIST [REVISED RULE]

This class's spell list now appears with the class and contains some revisions. See "Spells" below.

WARLOCK SUBCLASS: FIEND PATRON [NEW NAME]

This subclass was previously named The Fiend.

WARLOCK SUBCLASS: FIEND PATRON [REVISED RULE]

The following subclass features are revised:

- Dark One's Own Blessing
- Fiend Spells (formerly Fiend Expanded Spells)
- Dark One's Own Luck
- Fiendish Resilience
- Hurl Through Hell

WIZARD

SKILL PROFICIENCIES [REVISED RULE]

This class's skill proficiency choices are revised.

WEAPON PROFICIENCIES [REVISED RULE]

This class's weapon proficiencies are revised.

STARTING EQUIPMENT [REVISED RULE]

This class's starting equipment is different and includes an option to take GP instead of specific items.

AS A MULTICLASS CHARACTER [REVISED RULE]

Specific traits and features gained from multiclassing into this class are presented here.

WIZARD CLASS FEATURES [NEW RULE]

The following class features are new:

- Scholar
- Memorize Spell
- Epic Boon

WIZARD CLASS FEATURES [REVISED RULE]

The following class features are revised:

- Spellcasting
- Ritual Adept (this is now a separate class feature rather than part of the Spellcasting feature)
- Wizard Subclass (you choose your arcane tradition at level 3 rather than level 1)
- Ability Score Improvement
- Spell Mastery

WIZARD SPELL LIST [REVISED RULE]

This class's spell list now appears with the class and contains some revisions. See "Spells" below.

WIZARD SUBCLASS: EVOKER [NEW NAME]

This subclass was previously named School of Evocation.

WIZARD SUBCLASS: EVOKER [REVISED RULE]

The following subclass features are revised:

- Evocation Savant
- Potent Cantrip
- Sculpt Spells
- Overchannel

CHARACTER ORIGINS

“Character Origins” includes the following new and revised elements, which are presented in the order in which they appear in that section.

CHARACTER BACKGROUNDS

PARTS OF A BACKGROUND [NEW RULE]

The following components of the Parts of a Background rule are new:

- Ability Scores (formerly determined by race)
- Feat

EQUIPMENT [REVISED RULE]

The Equipment rule now includes an option to take GP instead of specific items.

BACKGROUND DESCRIPTIONS [NEW RULE]

The following backgrounds are new:

- Criminal
- Sage
- Soldier

ACOLYTE [REVISED RULE]

This background is revised to utilize the new rules.

CHARACTER SPECIES

PARTS OF A SPECIES [REVISED RULE]

This rule describes the revised components of a species, which was formerly called race.

SPECIES DESCRIPTIONS [NEW RULE]

The following species are new:

- Goliath
- Orc

SPECIES DESCRIPTIONS [REVISED RULE]

The following species are revised:

- Dragonborn
- Dwarf
- Elf
- Gnome
- Halfling
- Human
- Tiefling

FEATS

“Feats” includes the following new and revised elements, which are presented in the order in which they appear in that section.

FEAT DESCRIPTIONS [NEW RULE]

Feats are now divided into categories, including Origin, General, Fighting Style, and Epic Boon. All feats in this section are new except for the following revised rules.

ABILITY SCORE IMPROVEMENT [REVISED RULE]

This rule is now a feat rather than a class feature.

GRAPPLER [REVISED RULE]

This feat is revised and is now a General feat.

FIGHTING STYLE FEATS [REVISED RULE]

These rules are now feats rather than class features.

EQUIPMENT

“Equipment” includes the following new and revised elements, which are presented in the order in which they appear in that section.

SELLING EQUIPMENT [REVISED RULE]

The rules for selling equipment are revised and now refer to “Magic Items” for the value of magic items.

WEAPONS

PROPERTIES [REVISED RULE]

The following properties are revised.

- Heavy
- Light
- Thrown

MASTERY PROPERTIES [NEW RULE]

Weapon mastery properties are new.

WEAPONS TABLE [REVISED RULE]

The weapons table has been reorganized and has some changes, including an increase to the Trident damage, a change to the Lance’s properties, and removal of the Net (which is now adventuring gear rather than a weapon).

WEAPONS TABLE [NEW RULE]

The Musket and Pistol are new.

ARMOR

ARMOR TRAINING [NEW NAME]

Armor training was previously called “armor proficiency.” It has been renamed because it doesn’t use a character’s Proficiency Bonus in any way.

ARMOR TRAINING [NEW NAME]

The following armor types have new names:

- Padded Armor (formerly padded)
- Leather Armor (formerly leather)
- Studded Leather Armor (formerly studded leather)
- Hide Armor (formerly hide)
- Half Plate Armor (formerly half plate)
- Splint Armor (formerly splint)
- Plate Armor (formerly plate)

TOOLS

TOOL PROFICIENCY [REVISED RULE]

The rule about having Advantage on checks when you have proficiency in both the tool and the skill is new.

ARTISAN'S TOOLS [NEW RULE]

The rules for all of these tools are new.

OTHER TOOLS [NEW RULE]

The rules for all of these tools are new.

ADVENTURING GEAR

ADVENTURING GEAR [NEW NAME]

Silk Rope and Hemp Rope have been consolidated into a single piece of gear: Rope.

ADVENTURING GEAR [NEW RULE]

The following items of adventuring gear are new:

- Map
- Net
- *Spell Scroll* (Cantrip)
- *Spell Scroll* (Level 1)
- String

ADVENTURING GEAR [REVISED RULE]

All adventuring gear not listed above has revisions to its presentations and rules. Notable revisions include the *Potion of Healing*, which you can now drink or administer as a Bonus Action.

MOUNTS AND VEHICLES

SADDLES [REVISED RULE]

The items included with a Saddle are revised and include items previously listed separately.

LARGE VEHICLES [NEW RULE]

The rules for vehicle crew, passengers, cargo, AC, HP, Damage Threshold, and repair are new.

VEHICLE PROFICIENCY [REVISED RULE]

Vehicle proficiency has been removed.

SPELLCASTING

SPELLCASTING [NEW NAME]

This rule was previously named Spellcasting Services.

SPELLCASTING [NEW RULE]

The Spellcasting Services table is new.

MAGIC ITEMS

IDENTIFYING A MAGIC ITEM [NEW RULE]

This rule is new.

CRAFTING NONMAGICAL ITEMS [REVISED RULE]

The rules for crafting nonmagical items are revised.

BREWING POTIONS OF HEALING [NEW RULE]

This rule is new.

SCRIBING SPELL SCROLLS [NEW RULE]

These rules are new.

SPELLS

"Spells" includes the following new and revised elements, which are presented in the order in which they appear in that section.

GAINING SPELLS

PREPARING SPELLS [REVISED RULE]

The rules for changing new spells has been revised for the Paladin and the Ranger.

ALWAYS-PREPARED SPELLS [REVISED RULE]

The rules for spells that are always prepared is now a general rule, rather than a rule specific to a class like Cleric, Druid, or Warlock.

CASTING SPELLS

CASTING WITHOUT SLOTS [REVISED RULE]

No special class feature is required to cast a spell with the Ritual tag as a Ritual.

ONE SPELL WITH A SPELL SLOT PER TURN [NEW RULE]

This rule is new.

IDENTIFYING AN ONGOING SPELL [NEW RULE]

This rule in this sidebar is new.

SPELL DESCRIPTIONS

SPELLS [NEW NAME, REVISED RULE]

The following spells have new names:

- *Befuddlement* (formerly *Feeblemind*)
- *Shining Smite* (formerly *Branding Smite*)

In addition, all spells not listed in “Spells [New Rule]” below have revisions to their presentation and statistics.

SPELLS [NEW RULE]

The following spells are new:

- *Aura of Life*
- *Charm Monster*
- *Chromatic Orb*
- *Dissonant Whispers*
- *Divine Smite*
- *Dragon’s Breath*
- *Elementalism*
- *Ensnaring Strike*
- *Hex*
- *Ice Knife*
- *Mind Spike*
- *Phantasmal Force*
- *Power Word Heal*
- *Ray of Sickness*
- *Searing Smite*
- *Sorcerous Burst*
- *Starry Wisp*
- *Summon Dragon*
- *Tsunami*
- *Vitriolic Sphere*

RULES GLOSSARY

“Rules Glossary” includes the following new and revised elements, which are presented in the order in which they appear in that section.

GLOSSARY CONVENTIONS [NEW RULE]

This section is new. Many of the abbreviations referenced in this section aren’t new but are now capitalized.

RULES DEFINITIONS [NEW NAME]

The following rule has a new name:

- Speed (formerly Walking Speed)
- Utilize [Action] (formerly Use an Object)

RULES DEFINITIONS [NEW NAME, REVISED RULE]

The following rules have new names in addition to revisions to their rules:

- Armor Training (formerly armor proficiency)
- Breaking Objects (formerly Interacting with Objects)

- Dehydration (formerly Water)
- Heroic Inspiration (formerly inspiration)
- Hit Point Dice (formerly Hit Dice)
- Magic [Action] (this incorporates the former Cast a Spell action)
- Malnutrition (formerly Food)

RULES DEFINITIONS [NEW RULE]

Some of the following terms appeared previously, but all of the below have a specific rules definition that is new:

- Ally
- Attitude
- Bloodied
- Burning [Hazard]
- Character Sheet
- Curses
- D20 Test
- Dead
- Emanation [Area of Effect]
- Enemy
- Expertise (this is now a defined rule instead of a class feature)
- Friendly [Attitude]
- Hazard
- Hostile [Attitude]
- Illusions
- Indifferent [Attitude]
- Influence [Action]
- Magical Effect
- Object
- Occupied Space
- Per Day
- Possession
- Round Down
- Shape-Shifting
- Simultaneous Effect
- Study [Action]
- Target
- Teleportation
- Unoccupied Space

RULES DEFINITIONS [REVISED RULE]

The following rules are revised:

- Action
- Area of Effect
- Armor Class (you now choose between different base AC calculations)
- Attack [Action]
- Blindsight
- Charmed [Condition]
- Concentration (the saving throw now has a maximum DC of 30)
- Cylinder
- Dash
- Difficult Terrain

- Exhaustion [Condition]
- Falling [Hazard]
- Flying
- Grappled [Condition]
- Grappling
- Help [Action]
- Hide [Action]
- Improvised Weapons
- Incapacitated [Condition]
- Initiative
- Invisible [Condition]
- Knocking Out a Creature
- Long Rest
- Opportunity Attacks
- Petrified [Condition]
- Saving Throw (you can now decide to fail the save without rolling)
- Search [Action]
- Short Rest
- Speed
- Stable
- Stat Block
- Stunned [Condition] (you can now move, but can't speak)
- Suffocation [Hazard]
- Surprise
- Tremorsense
- Truesight
- Unarmed Strike (options for grappling and shoving a target now appear as part of these rules, rather than as a special function of the Attack action)

GAMEPLAY TOOLBOX

“Gameplay Toolbox” includes the following new and revised elements, which are presented in the order in which they appear in that section.

TRAVEL PACE

GOOD ROADS [NEW RULE]

This rule is new.

SLOWER TRAVELERS [NEW RULE]

This rule is new.

EXTENDED TRAVEL [NEW NAME, REVISED RULE]

This rule is revised, and was previously named Forced March.

TRAVEL TERRAIN [NEW RULE]

This table consolidating travel rules is new.

CREATING A BACKGROUND [NEW RULE]

These rules are new.

CURSES AND MAGICAL CONTAGIONS

CURSES [NEW RULE]

These curse rules are new.

MAGICAL CONTAGIONS [NEW NAME]

These rules were previously named diseases.

EXAMPLE CONTAGIONS [REVISED RULE]

The contagions are revised in their presentation and rules, which include closer ties to the game's conditions.

ENVIRONMENTAL EFFECTS [NEW RULE]

These rules are new.

FEAR AND MENTAL STRESS

FEAR AND MENTAL STRESS [NEW NAME]

These rules were previously called madness rules.

FEAR EFFECTS [REVISED RULE]

These rules are revised.

MENTAL STRESS EFFECTS [REVISED RULE]

These rules are revised.

POISON

PURCHASING POISON [NEW RULE]

This rule is new.

HARVESTING POISON [NEW RULE]

This rule is new.

SAMPLE POISONS [NEW NAME, REVISED RULE]

The following poison has a new name in addition to revisions to its rules.

- Spider's Sting (formerly drow poison)

SAMPLE POISONS [REVISED RULE]

All poisons here have revisions to their presentation and statistics.

TRAPS

PARTS OF A TRAP [REVISED RULE]

These rules have been standardized and streamlined. Rather than being designated as a setback, dangerous, or deadly, traps are now designated as a nuisance trap or a deadly trap.

EXAMPLE TRAPS [NEW NAME, REVISED RULE]

This section was previously named Sample Traps. The following traps have new names, in addition to having a revised presentation:

- Fire-casting statue (formerly fire-breathing statue)
- Hidden pit (formerly among pits)
- Poisoned darts (formerly poison darts)
- Poisoned needle (formerly poison needle)
- Rolling stone (formerly rolling sphere)
- Spiked pit (formerly among pits)

All traps have revisions to their presentation and statistics.

COMBAT ENCOUNTERS [NEW RULE]

These rules are new.

MAGIC ITEMS

“Magic Items” includes the following new and revised elements, which are presented in the order in which they appear in that section.

MAGIC ITEM CATEGORIES

BY CATEGORY [REVISED RULE]

The presentation of magic items by category, and the description of rules applicable to each category, are a consolidation and revision. Additionally, drinking or administering a potion now takes a Bonus Action.

POTION MISCIBILITY TABLE [NEW RULE]

The rules about mixing two potions together are new.

MAGIC ITEM RARITY

MAGIC ITEM VALUES BY RARITY [NEW RULE]

The rules and table for magic item rarities and values are new.

CRAFTING MAGIC ITEMS [NEW RULE]

The rules for crafting magic items are new.

SENTIENT MAGIC ITEMS [REVISED RULE]

The rules for sentient magic items have been revised and clarified.

MAGIC ITEMS A–Z

MAGIC ITEMS [NEW NAME, REVISED RULE]

The following magic items have new names in addition to revisions to their rules.

- *Ammunition of Slaying* (formerly *arrow of slaying*)
- *Dragon Orb* (formerly *Orb of Dragonkind*)
- *Iron Bands* (formerly *iron bands of binding*)
- *Mysterious Deck* (formerly *Deck of Many Things*)

MAGIC ITEMS [NEW RULE]

The following magic items are new:

- *Bead of Nourishment*
- *Cloak of Invisibility*
- *Crystal Ball of Mind Reading* (this is no longer a *Crystal Ball* variant)
- *Crystal Ball of Telepathy* (this is no longer a *Crystal Ball* variant)
- *Crystal Ball of True Seeing* (this is no longer a *Crystal Ball* variant)
- *Elixir of Health*
- *Energy Bow*
- *Gloves of Thievery*
- *Hat of Many Spells*
- *Potion of Invulnerability*
- *Potion of Longevity*
- *Potion of Vitality*
- *Quarterstaff of the Acrobat*
- *Rod of Resurrection*
- *Sending Stones*
- *Sentinel Shield*
- *Shield of the Cavalier*
- *Thunderous Greatclub*
- *Weapon of Warning*

MAGIC ITEMS [REVISED RULE]

Most magic items not listed above have revisions to their presentation and statistics.

MONSTERS

“Monsters” includes the following new and revised elements, which are presented in the order in which they appear in that section.

PARTS OF A STAT BLOCK

ALIGNMENT [REVISED RULE]

Monsters are no longer presented with “any alignment.” Instead, the Neutral alignment is an invitation to give a monster any alignment you prefer.

INITIATIVE [NEW RULE]

The presentation of a monster’s Initiative modifier and Initiative score are new.

ABILITY SCORES [REVISED RULE]

All of a monster’s saving throw modifiers are now listed with its ability score modifiers.

RUNNING A MONSTER [NEW RULE]

This new sidebar provides clear instructions for helping ensure a monster meets its intended Challenge Rating in combat.

IMMUNITIES [REVISED RULE]

A monster's damage type Immunities now appear alongside its condition Immunities, rather than having a separate entry.

GEAR [NEW RULE]

This new entry in a monster's stat block provides more clarity about a monster's equipment.

ACTIONS [REVISED RULE]

The presentation of a monster's Actions has been revised and standardized. For example, Spellcasting now appears under the relevant heading (normally Actions, but occasionally Bonus Actions or Reactions), and Innate Spellcasting no longer exists.

BONUS ACTIONS [REVISED RULE]

If a monster has available Bonus Actions, they now appear under a dedicated heading.

MONSTERS A–Z

"Monsters A–Z" has been reorganized, such as by including NPCs alphabetically among the other monster stat blocks. This section includes the following new and revised elements, which are presented in the order in which they appear in that section.

MONSTERS [NEW NAME, REVISED RULE]

The following monsters have new names and revisions to their presentation and statistics:

- Animated Flying Sword (formerly Flying Sword)
- Animated Rug of Smothering (formerly Rug of Smothering)
- Azer Sentinel (formerly Azer)
- Bugbear Warrior (formerly Bugbear)
- Centaur Trooper (formerly Centaur)
- Cultist Fanatic (formerly Cult Fanatic)
- Gnoll Warrior (formerly Gnoll)
- Goblin Warrior (formerly Goblin)
- Half-Dragon (formerly Half-Red Dragon Veteran)
- Hobgoblin Warrior (formerly Hobgoblin)
- Kobold Warrior (formerly Kobold)
- Merfolk Skirmisher (formerly Merfolk)
- Minotaur of Baphomet (formerly Minotaur)
- Priest Acolyte (formerly Acolyte)
- Sahuagin Warrior (formerly Sahuagin)
- Sphinx of Lore (formerly Gynosphinx)
- Sphinx of Valor (formerly Androsphinx)
- Tough (formerly Thug)
- Warrior Infantry (formerly Tribal Warrior)
- Warrior Veteran (formerly Veteran)

MONSTERS [NEW RULE]

The following monsters are new:

- Bugbear Stalker
- Goblin Boss
- Goblin Minion
- Guard Captain
- Hobgoblin Captain
- Incubus (no longer a Succubus variant)
- Pirate
- Pirate Captain
- Sphinx of Wonder
- Swarm of Crawling Claws
- Tough Boss
- Troll Limb
- Vampire Familiar

MONSTERS [REVISED RULE]

All monsters not listed above have revisions to their presentations and statistics.

MONSTERS [OMITTED RULE]

The following monsters are omitted; use the listed equivalents:

- Duergar (use Spy)
- Elf, Drow (use Priest Acolyte)
- Gnome, Deep (Svirfneblin) (use Scout)
- Lizardfolk (use Scout)
- Orc (use Tough)

ANIMALS

"Animals" includes the following new and revised elements, which are presented in the order in which they appear in that section.

ANIMALS [NEW NAME, REVISED RULE]

The following animals have new names and revisions to their presentation and statistics:

- Giant Seahorse (formerly Giant Sea Horse)
- Giant Venomous Snake (formerly Giant Poisonous Snake)
- Piranha (formerly Quipper)
- Seahorse (formerly Sea Horse)
- Swarm of Piranhas (formerly Swarm of Quippers)
- Swarm of Venomous Snakes (formerly Swarm of Poisonous Snakes)
- Venomous Snake (formerly Poisonous Snake)

ANIMALS [NEW RULE]

The following animals are new:

- Allosaurus
- Ankylosaurus
- Archelon
- Hippopotamus
- Pteranodon

ANIMALS [REVISED RULE]

All animals not listed above have revisions to their presentations and statistics.

CAPITALIZATION

Game objects are more rigorously capitalized. The following terms are capitalized:

- Abilities {Strength, Intelligence}
- Action names {the Attack action, the Dash action}
- Action types {Bonus Action, Legendary Action, Reaction}
- Advantage
- Adventuring gear that has rules {Arrow, Map}
- Alignments {Chaotic Neutral, Lawful Good}
- Areas of effect {Cone, Cylinder, Line}
- Armor Class (AC)
- Armor categories {Light, Medium}
- Armors {Breastplate, Hide Armor}
- Attitudes {Friendly, Hostile}
- Attunement
- Bloodied
- Challenge Rating (CR)
- Classes {Fighter, Wizard}
- Class features {Sneak Attack, Rage}
- Coin currencies {GP, SP, PP}
- Concentration
- Conditions {Poisoned, Prone}
- Cover {Half Cover, Three-Quarters Cover}
- Creature type {Fey, Humanoid, Undead}
- Critical Hit
- Curses {Demoniac Possession}
- Damage susceptibility {Immunity, Resistance, Vulnerability}
- Damage types {Acid, Piercing, Thunder}
- Death Saving Throw
- Difficult Terrain
- Difficulty Class (DC)
- Disadvantage
- D20 Test
- Experience Points (XP)
- Feat categories {General Feat, Origin Feat}
- Feats {Alert, Boon of Fate, Grappler}
- Game Master (GM)
- Heroic Inspiration
- Hit Point Dice
- Hit Points (HP)
- Initiative

- Languages {Common, Dwarvish, Elvish}
- Lifestyles {Modest, Wealthy}
- Light levels {Bright Light, Dim Light}
- Magical contagions {Cackle Fever, Sewer Plague}
- Magic item categories {the Wand category}
- Magic items {Bag of Holding, Feather Token}
- Magic item rarities {Common, Very Rare}
- Mastery properties {Cleave, Slow}
- Obscurement {Heavily Obscured, Lightly Obscured}
- Opportunity Attack
- Passive Perception
- Planes of existence {Elemental Planes, Upper Planes}
- Poisons {Crawler Mucus, Midnight Tears}
- Proficiency Bonus
- Rests {Short Rest, Long Rest}
- Ritual
- Schools of magic {Abjuration, Evocation}
- Size {Medium, Tiny}
- Skills {Arcana, Perception}
- Special senses {Darkvision, Tremorsense}
- Species for player characters {Dwarf, Elf}
- Speeds {Climb Speed, Fly Speed, Speed}
- Spells {Command, Fireball}
- Spell components {Verbal, Material, Somatic}
- Stable
- Stat block names {Ankheg, Goblin Boss}
- Subclass features {Blessed Healer, Improved Critical}
- Subclasses {Champion, Draconic Sorcery}
- Temporary Hit Points
- Tools {Disguise Kit, Thieves' Tools}
- Traits in species and monsters {Resourceful, Siege Monster}
- Travel paces {Fast, Slow}
- Vehicles {Airship, Rowboat}
- Weapon categories {Melee, Simple}
- Weapon properties {Finesse, Light}
- Weapons {Heavy Crossbow, Longsword}
- Named parts of actions, class features, magic items, spells, etc. {the Break Enchantment feature of the *Dispel Evil and Good* spell}